OMICRON PROTOCOL

AN INTRA-APOCALYPTIC SQUAD-BASED MINIATURES GAME

RULES REFERENCE & SCENARIOS

CREDITS

Omicron Protocol was created by
Brendan Kendrick and Bernie Lin

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Game Design Team
Brendan Kendrick and Bernie Lin

Graphic Design and Layout
Tânia Gomes

Illustrations and Art
Roy Ugang, Viktor Kolodiazhniy, and Amit Thulasidasan

Sculpting
Andrew Martin

Story and Writing
Nick Brown, Brendan Kendrick, and Bernie Lin

Story Editor
Eric Strauss

Tray Design
Andrew Martin and Dan Cunningham

HOW TO READ THIS BOOK

The first part of this book is the Rules Reference, which contains every rule in *Omicron Protocol* listed and defined in alphabetical order. The second part contains eight competitive scenarios, which highlight some of our most exciting stories in the world of *Omicron Protocol*. For the solo/cooperative mode scenarios, read the *Solo/Cooperative Rules* booklet.

This book is not intended to teach you how to play *Omicron Protocol*, but is intended to be a reference for all the official rules of *Omicron Protocol*. It is highly recommended that players first read the *Quick Start Guide* and *How to Play* booklets to learn the basics of game play. Once the basics are understood, players can use this book to learn all the core rules of the competitive mode of the game. For the solo/cooperative mode most of the rules remain the same as the competitive mode. The *Solo/Cooperative Rules* booklet describes all the rules exceptions and modifications needed to play the solo/cooperative mode.

RULE CONFLICTS

If the text of a card or scenario contradicts the text of the Rules Reference section, the text of the card or scenario takes precedence.

FORMATTING

• Standard actions have the first letter capitalized: Attack, Walk, Charge.

• Standard abilities are bolded, capitalized, and italicized like so: ***Stun***, ***Shift 1***, ***Hidden***.

• Character and faction abilities are bolded and capitalized like so: **Adaptive Camo, Tag**.

• Conditions are bolded: **stunned, burning, tagged**.

• Traits that apply to models are italicized: *cybernetic, human, beast, small*.

There are places where we break these keyword formatting rules, such as when using bold formatting for **emphasis**.

ICON KEY

(KO) — KO, see "Knock-Out (KO), Knocked-Out (KO'd)" on page 24.

(1) — Ability may be used once per round.

— Tech ability, see "Abilities" on page 20.

(S) — Standard ability, see "Abilities > Standard Abilities" on page 3.

— Sustained effect, see "Sustained" on page 36

RULES REFERENCE

ABILITIES

Perform abilities by triggering them from the Action Store or by spending AP.

"RUSTY"
RANGE: 1-1   EM NOISE: 2

ACTIVE ABILITIES   AP RANGE EM NOISE

CYBER-BLAST   -   1   3
AoE Pulse. CyMS hit are KO'd. This model may perform *Shift 1* and *Stun* on all cybernetic non-friendly characters, regardless of size.

HYPER-AWARE   1   -   1
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.

PASSIVE ABILITIES

RUSTY'S REVENGE (KO) - This model gains +1 damage when performing melee Attacks against models that are **stunned**.

1. **Standard Abilities —** Abilities marked with ⚡, or bolded, capitalized, and italicized (e.g. *Shift 1*), are standard abilities and will not be described on the Character Card. See "Abilities > Standard Abilities" on page 3.

2. **Tech Abilities —** Abilities marked with ⚙ are enabled by the character's cybernetic implants or high-tech equipment. Some game effects target these abilities specifically.

3. **Sustained —** Abilities marked with ⏱ have effect(s) that last from the time the ability is performed until Cleanup, unless otherwise specified (e.g., Character Cards, scenario rules, expansion rules, etc.).

4. **Once Per Round —** Abilities marked with ↻ may only be performed once per round.

5. **Active Abilities —** Characters have special active abilities listed on their cards. Active abilities that are listed in the Action Store can be triggered as part of an Attack action by using **hit results**, or they can be performed with AP during a character's activation if there is an associated **AP cost**. Active ability effects do not stack unless otherwise specified.

6. **KO —** Abilities marked with (KO) may not be performed in a character's first activation after being KO'd.

7. **Passive Abilities —** These abilities are innate to the character. Read the description to see when and how they are applied to the game. Passive ability effects do not stack unless otherwise specified.

8. **AP Cost —** Abilities with an AP cost can be triggered by spending the requisite number of AP.

⚠ If an active ability does not have an AP cost listed, then it can only be triggered through an Attack action and using the Action Store.

9. **Range —** Some abilities have a range, measured in hexes from the character activating the ability. See "Measuring Distances" on page 27 for more information.

10. **EM Noise —** Some abilities generate EM Noise each time they are performed or triggered.

> Abilities that trigger special effects or add a bonus to damage may not be triggered more than once as a result of a single action, unless otherwise specified.

Example:

CONCUSS - When performing a ranged Attack, if a "6" hit result is spent, the target model is **stunned**.

You may apply **stunned** once by spending a "6," but may not apply **stunned** a second time by spending another "6" during the same Attack.

> If an ability allows any character to perform an action (e.g., a melee Attack), that action may be performed without spending AP.

Example:

DOUBLE SHOT (KO) (1)   1   -   -
Perform a ranged Attack with this model. Immediately after that Attack is completely resolved, perform a second ranged Attack against the same target.

Both the first and second ranged Attacks are free actions when performing **Double Shot**. Note that you must still spend the 1 AP cost to trigger **Double Shot**.

RESOLVING ABILITIES

Resolving abilities follows the same rules as resolving actions. See "Actions > Resolving Actions" on page 5.

ABILITY MARKERS

Ability Markers are used to show what **sustained** game effects are active on which models. Each Ability Marker has a name that corresponds to an ability on a Character Card or the effect of a Forage Card. See "Sustained" on page 36.

Most passive abilities have sustained effects throughout the entire game. These are not marked with ⏱ and do not include Ability Markers.

STANDARD ABILITIES

Hidden — Attacks and targeted abilities can only target this model from within range 3.

Shift X — A target model may be repositioned X hexes.

Sidestep X — This model may reposition X hexes.

Steal — Can only be triggered from performing a melee Attack! The attacking model may take 1 Objective Token or random Forage Card that the target model is holding. *Steal* can be used during an Attack of Opportunity.

Stun — The target model suffers the **stunned** condition.

> *Sidestep* and *Shift* are not affected by Short Terrain and do not count as Walk actions. For example: Artemis activates and performs Walk to move 4 hexes. She then spends 1 AP to perform Attack, rolling 3 hit results. She may now move 1 hex by choosing *Sidestep 1*, even though she has already used up her **Walk action** for the round, because *Sidestep* is not a Walk action.

SURGE ABILITIES

These abilities are indicated with the word "Surge" at the beginning of the ability description.

Surge abilities are active abilities that automatically affect friendly characters within an area when triggered, by emanating from the active character.

TARGETED ABILITIES

These abilities directly affect one other model. Targeted abilities succeed automatically.

AREA OF EFFECT (AOE) ABILITIES

These abilities are indicated with the words "AoE Pulse" or "AoE Template" at the beginning of the ability description.

AoE abilities represent powerful weapons or skills possessed by a character that can affect multiple hexes at the same time. AoEs come in various sizes and shapes, and are described on the Character Card. AoEs consists of:

- **Pulse:** These emanate from the active character, and all models in the hexes within range are targeted;
- **Template with range:** At least one hex of the template must be within range of the active character;
- **Template without range:** These special templates have a blue hex representing the active character, and all models within the red hexes of the template are targeted.

> ⚠️ Special templates with asymmetric shapes, such as Buck's **Shockgun Blast** template, can be reoriented as described on his Character Card.

A model is considered within a template if any hex of its base overlaps with any hex of the template.

AoE abilities against non-friendly models require a roll to determine which models in the area of effect are hit.

To resolve an AoE ability, roll a number of dice equal to the number of non-friendly models within the AoE, with a minimum of three dice. The controlling player may then assign 1 die to each model within the AoE, if the die result is equal to or greater than that model's DEX. Each model assigned a die is considered to be hit by this ability and suffers its effect.

Example: Buck is using his **Shockgun Blast** ability against two CyMS, Lucky and Thug. The ability states that, "Non-friendly characters hit are stunned" and "CyMS hit are KO'd". Buck follows the AoE rule and rolls 1 die for each non-friendly model under his template, which amounts to 4 dice.

Buck rolls a 1, 2, 3, and 5. He may now assign the dice however he likes to each of the four models under his template. If the die value is equal to or higher than that model's DEX value, then it **hits**. In this example, he assigns the 5 to Lucky, the 2 to Thug and the 3 to a CyMS. All of those dice are equal to or higher than the respective model's DEX value, so they hit. The CyMS is KO'd, and Lucky and Thug are **stunned**. The final die value of 1 does not hit anyone, so the last CyMS is spared. Alternatively, Buck could have assigned the 5 to the other CyMS instead of Lucky, if he wanted to KO both the CyMS rather than *Stun* Lucky.

ACTION POINTS (AP) ⬡

Each player starts a round with a number of **Action Points (AP)**, called the **AP Pool**, which may be spent during that player's character activations to perform various actions (e.g., Attack, Charge, or activate a special ability). Whether in these rules or on any card, when an action requires you to spend AP, it will either be displayed as "# AP", where # is the number of AP required to perform the action, or as a number in the "AP column" on a Character Card. For instance, it costs 1 AP to perform Attack, while it may cost 3 AP to activate a special ability.

- All Standard Actions that require AP are described in detail throughout these rules.
- Special character abilities that require AP are described on the **Character Card**.
- Scenario-specific actions that require AP are described on the **Scenario Card** or in this book.
- Track the unspent AP Pool by using the AP Tokens.
- When a character spends AP, track the spent AP by taking the AP Tokens from the AP Pool and placing them on that character's card.
- AP is not allocated to a character until they declare an action with an AP cost.

> ⚠️ A player may always draw Forage Cards with unused AP during Cleanup at the end of the round. Forage Cards drawn this way may be allocated to any character on the squad.

ACTION STORE

See "Characters > Character Cards" on page 12.

ACTIONS

During their activations, characters may perform actions costing 0 or more AP. Characters are limited to spending 4 AP max per activation. See "Action Points (AP)" for more information. Sometimes, actions may be performed by a character outside of their activation, such as an Attack of Opportunity or an Extraordinary Tactic. See "Attack of Opportunity" on page 10, "Extraordinary Tactics" on page 20.

ACTION SUMMARY

Free Standard Actions

- **Walk** — A character may only Walk once per activation. See "Walk Action" on page 37.
- **Use Forage Card** — Read each Forage Card for when it can be used and its effect. See "Forage Cards" on page 21.
- **Exchange Forage Cards** — Freely trade with adjacent friendly characters. See "Forage Cards" on page 21.
- **Extraordinary Tactic** — Use once per game. See "Extraordinary Tactic" on page 20.

1 AP Standard Actions - Characters can perform these multiple times, unless otherwise specified.

- **Attack** — Perform a melee or ranged Attack. See "Attack, Attack Action" on page 7.
- **Boosted Walk** — Perform a Walk up to the boosted WALK value. This counts as the single Walk action of a character's activation. See "Walk Action" on page 37.
- **Charge** — This combines a Boosted Walk action with a melee Attack at -2 ATK. See "Charge" on page 14.
- **Draw Forage Card** — Draw one card from the Forage Deck. See "Forage Cards" on page 21.
- **First Aid** — Recover HP for self or adjacent friendly characters. See "First Aid" on page 21.
- **Remove Conditions** — Remove Conditions from self or adjacent friendly characters. See "Remove Conditions" on page 33.

Varied AP Cost Actions

- **Perform Abilities** — Trigger them from the Action Store or spend AP. See "Abilities" on page 20.
- **Scenario Objective Interactions** — Scenarios may have one or more actions that can be performed to score VP. The specifics and AP costs are described in the rules for each scenario. See "Scenarios" on page 33.

RESOLVING ACTIONS

When a character performs an action, that action must be completely resolved before initiating another action, unless otherwise specified (e.g., Character Cards, scenario or expansion rules, etc.).

Example: Gadget performs a ranged Attack against Buck and rolls five successful hit results. He chooses to trigger *Shift 2* first, and then **Repel Field** from his Action Store. He must completely resolve the *Shift 2* ability action first. He may not *Shift* Buck 1 hex, perform **Repel Field**, and then *Shift* Buck the remaining 1 hex from his *Shift 2* ability action.

Example: Pai activates and spends 0 AP to perform Walk. Until she is done moving, she may not initiate another action, such as performing Attack.

Pai now spends 1 AP to perform a ranged Attack on Thug, who is DEX 2, and she rolls five successful hit results. She may inflict damage and/or activate ability actions in her Action Store in any order she chooses. She chooses to trigger **Firewall** and then *Shift 1*, because the Attack allows triggering of other actions. During the course of this Attack action she may NOT spend 1 AP to initiate **Remote Control**, because it is not part of the Attack. She must wait until her current Attack, and every ability action triggered by this Attack, are completely resolved before she can perform another action.

FREE ACTIONS

A Free Action is an action that may be performed without spending AP.

ACTIVATION

A model's activation occurs when it is selected (character) or triggered (CyMS) during the Activation Phase.

ACTIVATION PHASE

This is the phase of a round in which players activate characters in their squad. In a normal game round, each character in a squad must activate once, alternating between the two squads. When a player chooses a character to activate, this begins their **turn** and they are the **current player**. The other player is the **rival player**. The current player's turn ends after the CyMS Activation for the chosen character. Below is a summary of the Activation Phase structure.

1. Character Activation — The first player becomes the current player, activates ONE character and performs actions. See "Characters > Character Activation" on page 13.

2. CyMS Activation — After the current player's character activation, the rival player will activate CyMS. See "CyMS > CyMS Activation" on page 16.

3. Alternate and Repeat:

   a. Alternate so the second player is the current player, and the first player is the rival player. Then repeat steps one and two.

   b. Keep alternating until all characters from both squads have activated, performing a CyMS Activation after each character's activation.

OUT OF ACTIVATION

When a model is not the active model, and is performing an action or active ability, it is doing so out of activation. Actions and active abilities may not be performed out of activation unless otherwise specified (e.g., Character Cards, scenario or expansion rules, etc.).

ACTIVE MODEL

A character is the **active model** during their activation. They are also the **active character**. See "Characters > Character Activation" on page 13.

A CyMS is the **active model** during their activation. See "CyMS > CyMS Activation" on page 16.

AP POOL, AP POOL GENERATION

See "Setup Phase" on page 35.

## AREA OF EFFECT (AOE)

See "Abilities" on page 20.

ATK

See "Characters > Character Cards > Stats" on page 12.

ATTACK, ATTACK ACTION

Performing Attack costs 1 AP. There are two types of Attack actions — "melee" and "ranged." Not all characters have both melee and ranged Attacks.

An Attack must target a non-friendly model that is within range of the chosen type of Attack.

MELEE ATTACK

FISTS
RANGE: 1-1   EM NOISE: 1
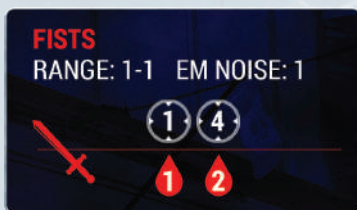
- If your character has the melee Attack symbol, it can perform a melee Attack.
- A melee Attack may be performed if the target is at the range specified by "Range: X-Y." In this case, a "Range: 1-1" melee weapon may only be used to target a model adjacent to the character performing the Attack.
- This generates the EM Noise value of the melee weapon for the attacking character.

RANGED ATTACK

SEG 212 PISTOL
RANGE: 2-6   EM NOISE: 2

- If your character has the ranged Attack symbol, it can perform a ranged Attack.
- The range of the Attack is shown as "Range: X-Y." A weapon of "Range: 2-6" can be used on targets anywhere from 2 to 6 hexes away from the character performing the Attack.
- This generates the EM Noise value of the ranged weapon for the attacking character.

Example: Pai wants to perform a ranged Attack with the Seg 212 Pistol. When measuring range from a model, start with the adjacent hex as "1." This is how you measure range for Attacks, abilities, and other game effects that have a "range" attribute.

✓ WITHIN RANGED ATTACK   ✗ OUTSIDE RANGED ATTACK

PERFORMING AN ATTACK

1. Roll a number of six-sided dice equal to your character's ATK value. This number is used for both melee and ranged Attacks.

2. Check the dexterity value (DEX) of the target.

```
WALK  4(+2)
ATK      4      ——1
DEX      4
LUCK     5      ——2
HP     6(3)
```

- Count the number of dice equal to or higher than the target's DEX value. This number is now your **hit results pool**.
- Set aside any dice that did not hit (any dice less than the target's DEX value). You may need them later.

ATK Below 1

No model can have ATK below 1. There are game effects that reduce ATK of a character performing an Attack. During an Attack, if any effects would bring ATK below 1, the character performing the Attack has ATK = 1.

> **Example:** Seeker, ATK 3, declares a ranged Attack against Nix, who is in cover and engaged with a CyMS. The penalty for performing a ranged Attack on a model in cover is -1 ATK, and for performing a ranged Attack against an engaged model is -2 ATK. Seeker will be ATK 1 for this Attack, even though her ATK = 3 and the combined penalty on the Attack is - 3 ATK.

DEX Below 2 or Above 6

No model can have DEX below 2 or above 6. There are abilities and effects in the game that increase (**Lucky's Depot**) or decrease (**stunned**) DEX of a character. Sometimes the ability would increase DEX above 6 or decrease it below 2.

DEX Below 2

For each number that the defending model would go below DEX 2, the character performing the Attack immediately gains a Luck Token (without exceeding the attacking character's maximum Luck Token limit), after declaring the Attack but before rolling any Attack dice.

> **Example:** Thug is **stunned**, so his DEX should drop from 2 to 1. But, since no character can have DEX below 2, his DEX stays at 2. Now Pai wants to perform an Attack on Thug. After she declares the Attack, but before she rolls her Attack dice, she immediately gains 1 Luck Token that she can use for this Attack (or store for later use).

DEX Above 6

For each point that the defending model would go above DEX 6, the character declaring the Attack must immediately give 1 Luck Token to the defending model.

> **Example:** Lucky used his +1 DEX in **Lucky's Depot** to reach DEX 6, and then gets a game effect that would increase his DEX from 6 to 7. Since no character can have DEX above 6, his DEX stays at 6. Buck wants to perform an Attack on Lucky. After declaring the Attack, he immediately gives 1 Luck Token to Lucky to be able to roll Attack dice. Then the Attack action proceeds as normal with Lucky having DEX 6.

ATTACK RESULTS

Treat the entire center column of the card as a **store**, where you can **buy** damage and/or abilities using the number of hit results in your hit results pool. We call this the "Action Store".

Choosing Damage

Look at this area of your character's card:

```
FISTS
RANGE: 1-1   EM NOISE: 1
  1   4
  1   2

SEG 212 PISTOL
RANGE: 2-6   EM NOISE: 2
  1   2   4
  1   2   3
```

This icon ⬤ tells you how many hit results you need to inflict the amount of damage shown in the damage icon 🔴. The number in the 🔴 tells you how much damage you inflict to an opposing model.

Example: If you have four hit results, you can look for any 🔴 that "cost" ④ 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!

Choosing Abilities

Abilities are either described on the Character Card or in the "Standard Abilities" section of this book. Standard Abilities will be marked with Ⓢ, or will be printed on the card bold, capitalized and italicized like so: *Stun*. See "Abilities > Standard Abilities" on page 3.

⚠️ You can only buy each uniquely named ability **once** per Attack; otherwise, you can buy as many abilities as you wish, as well as **one** 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! How cool is that?

⚠️ When a character triggers an ability from the Action Store that inflicts damage, that damage is combined with any chosen 🔴 and applied simultaneously to the target of the Attack.

⚠️ When a character performs an Attack, in addition to generating EM Noise for the Attack, they must also generate EM Noise from any abilities triggered in the Action Store.

Example: Pai performs a ranged Attack against a CyMS and uses her 4 hit results to trigger the ability **Firewall**. The EM Noise for the ranged Attack is 2, and the EM Noise for **Firewall** is 2, so the total EM Noise generated for this Attack is 4.

ATTACKING CYMS

Attacking CyMS works a little bit differently than attacking characters. CyMS have no hit points, and can only be KO'd if they suffer 3 damage in a single Attack OR by causing a CyMS that is **stunned** to be **stunned** again.

NORMAL	III 3 DAMAGE AT ONCE III ➡	KO

NORMAL	III ➡	STUNNED	III ➡	KO

| STUN	STUN
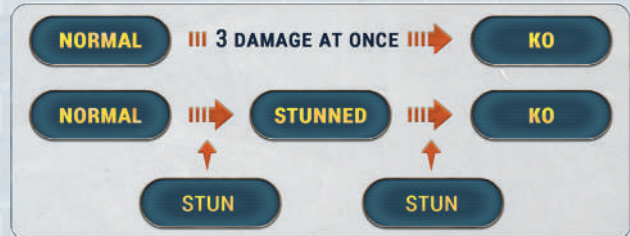
TIMING CHART OF AN ATTACK

1. Declare Attack against a target non-friendly model.
2. Check for reactions, e.g. Attack of Opportunity if performing a ranged Attack, or the target may have the Forage Card "A Cute Teddy Bear," which lowers ATK.
3. Roll dice.
4. Count hit results.
5. Choose damage results and/or abilities to resolve in any order.
6. Attack completes.
7. Check if any models are KO'd.
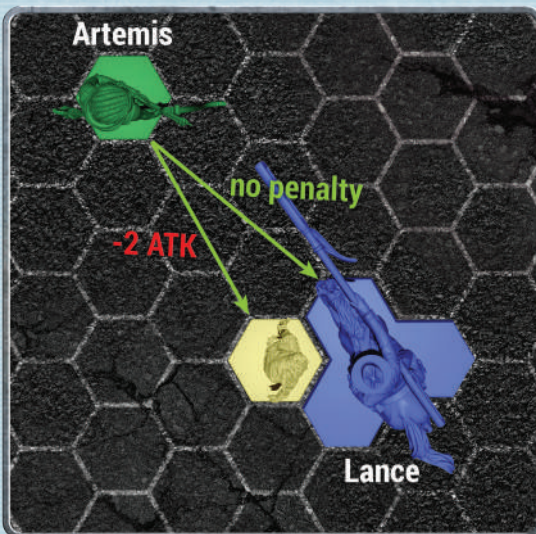
RANGED ATTACKS AGAINST ENGAGED MODELS

See "Engaged" on page 20.

The character performing the Attack suffers -2 ATK if the target model is engaged with any model that is of the same size or larger.

Example: Survivalists characters Lucky and Thug are engaged with three Peacemakers characters (Pai, Buck, and Nix), and four CyMS models. Artemis is attempting to shoot Pai. Artemis suffers -2 ATK because Pai is fighting and moving around quickly, making her a much harder target to hit.
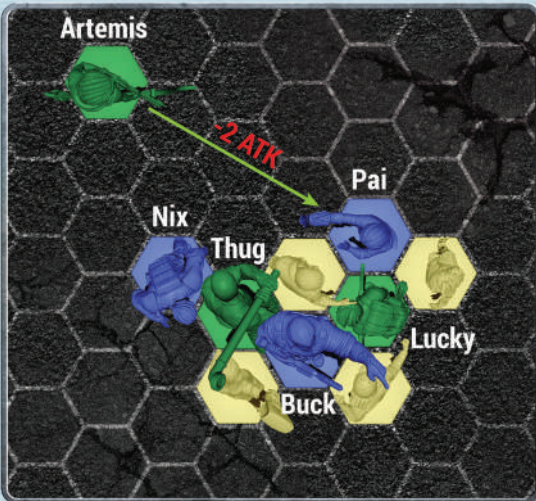
Example: Lance (*large* model) is the target model and is engaged with a CyMS (*small* model). Artemis is performing a ranged Attack against Lance. Artemis does not suffer the -2 ATK penalty for Lance being engaged, because he's not engaged with any models that are *large* or *huge*. On the other hand, if Artemis wants to Attack the CyMS, then she suffers -2 ATK because the CyMS is engaged with a non-friendly model that is of the same size as or larger than itself.

ATTACKS OF OPPORTUNITY

A character may suffer an Attack of Opportunity from a non-friendly model it is engaged with if it meets any of the following triggering conditions:

- It performs a ranged Attack against another model;
- It performs a Scenario Objective Interaction (pick up, drop off, upload, etc. ...);
- It leaves adjacency of the non-friendly model as part of a Walk. *Sidestep* and *Shift* do not trigger Attacks of Opportunity.
- It performs a targeted ability or AoE ability against another non-friendly model, without targeting the non-friendly model it is engaged with. See "Abilities" on page 20.

Example: Buck performs his active ability, **Shockgun Blast**, in the area pictured. He is engaged with one CyMS outside the **Shockgun Blast** template, and two inside the template. The CyMS outside the template gets an Attack of Opportunity on Buck before resolving the action. The two CyMS inside the template do not get Attacks of Opportunity because they are inside the area of effect.

✔ GETS AN ATTACK OF OPPORTUNITY

✘ DO NOT GET AN ATTACK OF OPPORTUNITY

The non-friendly model may immediately perform an Attack as a free action, outside of activation, on the triggering model.

If the non-friendly model is a character, this Attack generates EM Noise per that Attack's EM Noise value.

This Attack can only choose **damage** or *Steal* in the Action Store against the triggering model. Dice rolled for this Attack may be used to trade for Luck Tokens. No other results or abilities may be selected.

> ⚠️ An Attack of Opportunity takes place just before the declared action that triggers it. For example, if Pai and Thug are adjacent and Pai declares a ranged Attack on another model, Thug will get an Attack of Opportunity on Pai. If he inflicts enough damage to KO her, she will not be able to perform the Attack. The AP Token has already been allocated to her card, despite not completing the Attack.

> ⚠️ If an Attack of Opportunity is triggered by a Walk, the Attack happens in the first hex that is not adjacent to the engaging model. For instance, if Pai performs a Walk during which she moves out of engagement with Thug, Thug will get an Attack of Opportunity on Pai. If he inflicts enough damage to KO her, she will be KO'd one hex away from Thug along the path of her Walk action.

> ⚠️ CyMS do NOT provoke Attacks of Opportunity from characters, but may perform Attacks of Opportunity.

AWAY, DIRECTLY AWAY

See "Movement, Moving > Movement Restrictions" on page 30.

BOOSTED WALK

See "Walk Action" on page 37.

BURNING, BURNING CONDITION

See "Conditions" on page 14.

CHARACTERS

Characters — All models that are not CyMS, and have a Character Card.

CHARACTER CARDS

1. Faction — Your squad must be composed of characters from a single faction. Some characters have more than one faction listed on their Character Card, and can be part of a squad for any of those factions.

2. Name — The name of the character. Only one of each named character can play on your squad.

> ⚠️ Mirror matches are allowed, where both players can each have one uniquely named character in their squad with the same name.
>
> **Example:** Player 1 has "Pai" and Player 2 also has "Pai." But, Player 1 cannot play two "Pai" characters in their squad.

3. Stats

- **WALK:** This includes the base WALK value, and a boost value in parentheses. The base WALK is the number of hexes the character can move up to each round without spending AP. By spending 1 AP, you may perform a **Boosted Walk** action by increasing the base WALK by the boost value. See "Walk Action" on page 37.

- **ATK:** This is the base number of dice the character rolls when performing Attack. For full rules on how to complete an Attack action, see "Attack, Attack Action" on page 7.

- **DEX:** This number represents the character's

ability to defend themself. Dice values rolled as a result of an Attack action targeting the character must equal or exceed the character's DEX value to be considered hit results.

For example, if a non-friendly model performs Attack on a character with DEX 4, then every hit result die of 4 or higher counts as a hit result on the defending character.

- **LUCK:** This number represents the character's ability to channel sheer dumb luck to avoid mishaps and make that bullseye shot. This is the only character stat where a lower number is better.

For full rules on generating and spending Luck Tokens, see "Luck, Luck Tokens" on page 25.

- **HP:** This is the hit points of the character, representing their resilience to damage. When the character's HP reaches 0, it is KO'd. See "Knock-Out (KO), Knocked-Out (KO'd)" on page 24.

4. Traits — This lists certain inherent traits of a character. This includes their type (such as *beast*, *cyborg*, or *human*), the size of their base (*small*, *large*, or *huge*), and may include that they are *cybernetic* (this means they have body modifications or tools of a digital nature). These traits may have an impact on some rules or abilities.

5. HP Bar:

- **a.** Track damage inflicted on a character by marking the HP bar from right to left, starting from the highest number.

b. Recovery level ✚ — A character may be healed to its recovery level by the First Aid action. When a character activates after being KO'd, it is healed up to and including its recovery level.

RECOVERY LEVEL
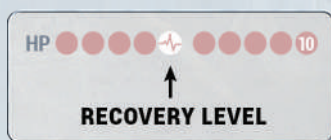
6. Action Store (center column of card)

a. Range — The range of a weapon is shown as "Range: X-Y", where X is the minimum and Y is the maximum distance, in hexes, the character may target a model for an Attack action.

b. EM Noise — Each Attack with that weapon generates the designated amount of EM Noise for the character. Track the EM Noise each character generates by placing EM Noise Dice near the character's model on the board. This EM Noise is cumulative throughout the round, and will be used during CyMS Activation and EM Noise Spawn.

c. Melee Icon ✗ — This is a character's melee weapon with its own damage costs, typically with a shorter range than a ranged Attack. The top row is the number of hit results the character needs to spend to inflict the damage result directly below it. See "Attack, Attack Action > Melee Attack" on page 7.

d. Ranged Icon 🔫 — This is a character's ranged weapon with its own damage costs, typically with a longer range than a melee Attack. The top row is the number of hit results the character needs to spend to inflict the damage result directly below it. See "Attack, Attack Action > Ranged Attack" on page 7.

e. Hit Result Icon ④ — This number indicates the number of hit results a character must spend to inflict the corresponding amount of damage, located directly underneath the selected Hit Result Icon, or directly to the right to trigger an ability in the "Abilities" section (g).

f. Damage Result Icon ③ — This number indicates the amount of damage the Attack inflicts on the targeted character. You may only buy 1 damage result per Attack.

g. Abilities — Each character has access to a unique set of abilities. Character abilities have an associated cost represented by the hit result Icon. Hit results may be spent to perform the action as detailed on their Character Card or in "Standard Abilities."

h. Tech Ability Icon ⚛ — This icon indicates that the ability is aided by one of the character's cybernetic implants or high-tech devices. These abilities may be affected by certain scenario rules or character abilities.

i. Standard Ability Icon Ⓢ — This icon indicates that the ability description can be found in this book, rather than on the character's card. See "Abilities > Standard Abilities" on page 3.

> ⚠ You may only perform each uniquely named ability **once per Attack**, but may select as many abilities as you can afford with your hit results. E.g., You cannot select *Shift 1* and *Shift 2* during the same Attack because they have the same name: "*Shift*".

7. Abilities - See "Abilities" on page 20.

CHARACTER ACTIVATION

The current player activates one character in their squad who has not activated yet this round, and performs actions with that character. That character is the **active model**.

The current player can activate their character following these rules:

- Each character can only perform a single Walk per activation;

- Each character may perform as many actions as they can, up to a maximum of 4 AP, in any order;

- An action may be repeated unless otherwise specified (e.g., on Character Cards, in scenario or expansion rules, etc.);

- No other model is considered active, even if they perform actions during this character's activation;

- Each character in a squad must be activated once and only once per round.

> ⚠️ When any character generates EM Noise, track the amount generated by using the EM Noise Dice included in the game, and placing them near each character on the board!

CHARGE

A Charge combines a Boosted Walk with a melee Attack. Performing a Charge action costs 1 AP.

This melee Attack suffers -2 ATK and must be performed after the Boosted Walk is complete.

A character may not perform Charge against a model it is adjacent to.

A character may not perform Charge if, when the Charge is declared, a melee Attack cannot be performed after the Boosted Walk action.

> ⚠️ A Charge is considered a character's single Walk for an activation.

CLEANUP

See "End Phase" on page 20.

CONDITIONS

When a model is suffering from a condition, place a token matching that condition near the model on the board. Condition effects do not stack unless otherwise specified.

BURNING 🔶

A model suffering the **burning** condition suffers -1 ATK.

A character that is **burning** during the End Phase suffers 2 damage.

All CyMS that are **burning** during Cleanup in the End Phase are KO'd.

STUNNED 🔵

A **stunned** model suffers -1 DEX and cannot move or perform actions, except for Remove Conditions. See "Remove Conditions" on page 33.

A **stunned** CyMS is KO'd if it is stunned again.

TAGGED 🟢

Characters in the Red Dragons faction gain +2 ATK against models suffering the **tagged** condition. See Red Dragons Faction Card for more information.

COVER

A target *small* character has cover from a ranged Attack if it occupies a Short Terrain hex.

A character targeting another *small* character in cover with a ranged Attack suffers -1 ATK for the duration of the Attack action (to a minimum of ATK 1).

> **Example:** In this illustration, Lucky has cover from Pai, because he is in a Short Terrain hex. Sergiy does not have cover, because he is not in a Short Terrain hex, even though he is behind one.
>
>
>
> ✅ LUCKY BENEFITS FROM COVER
> ❌ SERGIY DOESN'T BENEFIT FROM COVER

> ⚠️ CyMS, as well as *large* and *huge* models, do not benefit from cover.

CURRENT PLAYER

See "Activation > Activation Phase" on page 6.

CYMS

Cyber-Memetic Sociopaths (CyMS) are the third-party threat that you can use to interfere with your opponent. They are activated during the round after every character activation. This also refers to the secret official name of the virus affecting these victims: Cyber-Mutation Syndrome.

⚠️ In the competitive mode, even though there are six types of CyMS models, they are all interchangeable and have the same stats and rules.

CYMS STAT CARD

1. **WALK —** This number represents the distance in hexes that CyMS can move.

2. **ATK —** This is the CyMS' ability to do damage. The number represents the number of dice CyMS roll when performing an Attack. 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 targeting the model must equal or exceed the DEX value in order to be considered hit results.

4. **Attack Range —** An Attack Range of "1" means CyMS can only Attack adjacent models.

5. **Traits —** Similar to characters, these traits help you determine which abilities and special rules apply to CyMS.

6. **Passive Abilities. All CyMS:**

   - Remove the **stunned** condition during Cleanup in the End Phase;

   - Ignore the movement penalty of terrain;

   - Do not benefit from cover,

   - Do not provoke Attacks of Opportunity;

   - Are KO'd whenever they are **stunned** and then **stunned** again;

   - Are KO'd when they are **burning** during Cleanup in the End Phase.

7. **CyMS Activation Summary**

   - After a character's activation, CyMS adjacent to or within the EM Noise Radius of that character, activate immediately;

   - The rival player performs Walk and Attack with each activated CyMS, in any order;

   - CyMS must end up closer to the target hex if possible. If this is not possible, CyMS don't move;

   - Activated CyMS that end up adjacent to a character will Attack, even if that CyMS didn't move.

8. **How to KO —** CyMS have no hit points and can only be KO'd if 1) they suffer 3 damage in a single Attack, or 2) they are **stunned** again after already being **stunned**.

CYMS ACTIVATION

CyMS Activation is part of the Activation Phase. CyMS activate immediately after every character activation. The hex occupied by the character that just ended its activation is the **target hex**.

The total EM Noise generated up to this point by the character on the target hex is the **EM Noise Radius**. All CyMS within the EM Noise Radius are activated. If there are CyMS adjacent to the character that just ended its activation, they will activate even if the target hex has no EM Noise in it.

Example: Bolt generated 5 EM Noise in her activation, therefore her EM Noise Radius is 5. This means all CyMS within 5 hexes of her will activate. Her opponent will get to control the CyMS and determine where they Walk and whom they Attack, as described in the "How to Activate CyMS" section below.

⚠ For *large* and *huge* models, every base hex is considered a target hex for purposes of determining the EM Noise Radius. See the "Measuring Distances" section in this book for more details on how "within X hexes" works for these models.

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

How to Activate CyMS

The rival player moves and attacks with each activated CyMS, in any order, one at a time. When a CyMS is activated, it is the **active model**.

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

1. Each CyMS may Walk up to its WALK value.

   a. Each CyMS can be moved in any way the rival player chooses, but must **end up closer** to the target hex than where it started. If it cannot **end its movement closer**, it cannot perform 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 Walk.

⚠ For *large* and *huge* models, each CyMS must end up **closer** to the **closest** base hex of the model, as defined in the "Measuring Distances" section of this book. If there is more than one base hex that is closest to the CyMS, you must choose one of these base hexes and treat it as the target hex for the purposes of moving this CyMS.

   b. CyMS do not trigger Attacks of Opportunity from characters, and are not affected by the movement penalties of terrain.

2. 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 X dice, where X is the CyMS' ATK value.

   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.

SPAWN POINTS

Spawn Points are tiles that are placed on the board during game setup. Anytime during the game that a new CyMS must be spawned, they will start on one of these tiles. The position of Spawn Points on the board

varies based on the scenario.

Each Spawn Point tile has art and a reference number. These are meant only for reference during the game, and have no other effect.

Spawn Points do not occupy the hex they are in, and are not considered to be terrain.

SPAWNING CYMS

Spawning CyMS consists of two steps: EM Noise Spawn and Round Spawn.

> ⚠️ There is no Spawning CyMS Phase in the final round.

EM Noise Spawn

Players start by spawning CyMS based on the EM Noise generated by each character in the round.

1. Identify the character who generated the most EM Noise in the round, regardless of squad — the hex it occupies is the **target hex**.

MOST EM NOISE = TARGET HEX
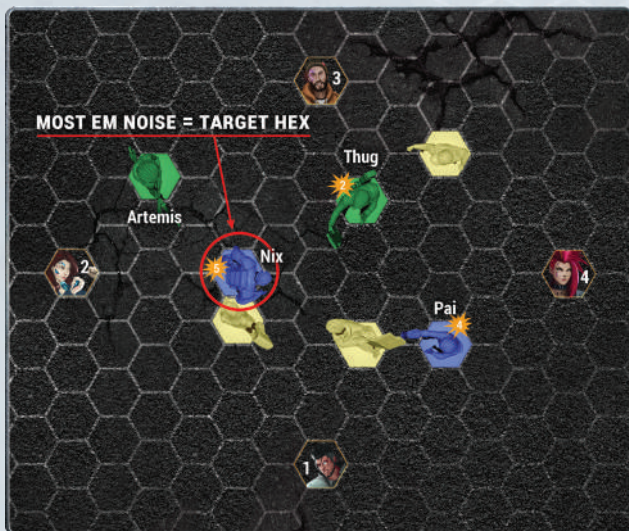
> ⚠️ If characters from any squad are tied for the most EM Noise, first spawn CyMS against all of the second player's characters that were tied for the most EM Noise. Then spawn CyMS against the first player's characters that were tied for the most EM Noise. If there are characters tied for the most EM Noise within a squad, then the rival player chooses which of those characters to spawn against first.

2. Determine the number of CyMS that need to be spawned for the target hex. Each Noise Die that the character generated during the round will spawn 1 CyMS.

NEAREST SPAWN POINT
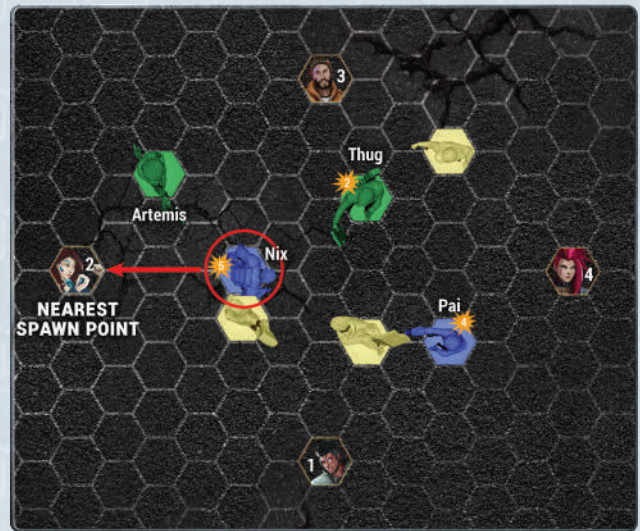
> **Example:** If a character generates 1-6 EM Noise, they spawn 1 CyMS. If they generate 7 EM Noise, they will spawn 2 CyMS, because there are 2 EM Noise Dice for the character.

3. To spawn a CyMS, the player who does not control the character in the target hex (i.e., the rival player) places a CyMS model on the nearest Spawn Point to the target hex. Complete step 4 before spawning any additional CyMS for this target hex.

- If there's a tie in distance from the closest Spawn Points to the target hex, the rival player decides which Spawn Point to place the CyMS on.

- If the Spawn Point cannot be occupied, place the CyMS on any of the six hexes adjacent to that Spawn Point.
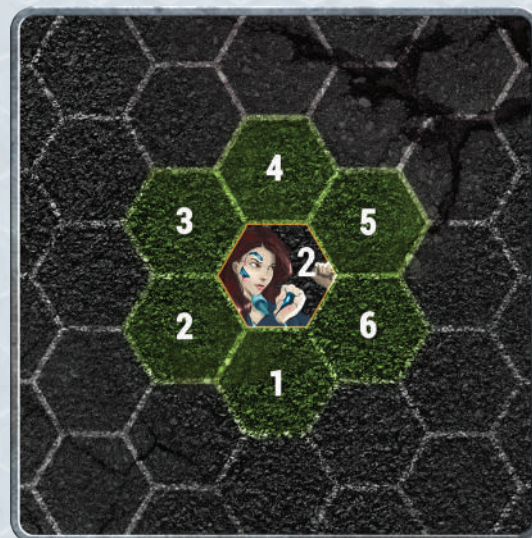
- If no hexes adjacent to the Spawn Point are open, choose the **next closest Spawn Point**.

> For *large* and *huge* models, every hex of their base is a target hex for the purposes of determining the closest Spawn Point to the models. Use the definition of "closest" in the section "Measuring Distances" on page 27.

4. After being placed on the Spawn Point, CyMS must activate following the rules in "CyMS > CyMS Activation > How to Activate CyMS" on page 16. If there are more CyMS to spawn for this target hex, return to step 3.

Example:

- Nix generated 5 EM Noise and is the character with the most EM Noise. The hex he occupies is the target hex.

- One CyMS spawns on Spawn Point #2 and may be moved up to 2 hexes closer to the target hex. It must end closer to the target hex than where it started.

- In this example, the Spawn Point is 4 hexes away from the target hex. So, the CyMS may be moved into any of the hexes shaded in orange, as they are all closer to the target hex than the Spawn Point.

- Since there are multiple options to satisfy the move conditions, the rival player gets to choose which hex the CyMS will end up in. The rival player does not have to move the full WALK value of the CyMS, as long as it ends up closer to the target hex than where it started.

HEXES CLOSER TO TARGET HEX

5. Remove all EM Noise from the character in the target hex.

Here are two examples that highlight edge cases with EM Noise Spawn. In both examples, we assume Bolt performed a ranged Attack and performed **Overwatch** during her activation. She ends her activation with 4 EM Noise.

Example 1: During EM Noise Spawn, it is determined that 1 CyMS should be spawned against her because she has 1 EM Noise Die. When that CyMS spawns and activates, Bolt uses her **Overwatch** ability to perform a ranged Attack against the CyMS, bringing her total EM Noise to 8 (2 dice). It was determined in step 2 that 1 CyMS would be spawned; therefore, the rival player will not spawn a second CyMS, even though Bolt now has 2 EM Noise Dice.

Example 2: During EM Noise Spawn, another character who made 6 EM Noise during their activation is being spawned against. When the spawned CyMS activates, Bolt uses her **Overwatch** ability to perform a ranged Attack against that CyMS. This brings her total EM Noise to 8 (2 dice). She will be the next character spawned against. During step 2, the rival player will spawn 2 CyMS, because Bolt has 2 EM Noise Dice.

6. Repeat this process for each character with EM Noise until:

- There are no characters with EM Noise; or
- There are no CyMS models left to use.

Round Spawn

1. Once all the EM Noise has been cleared from the board, each player takes X CyMS from the CyMS pool, where X is the "Round Spawn" for the scenario divided by two. If there is a remainder (due to an odd numbered round spawn), it goes to the first player.

2. Starting with the first player this round, each player will choose any hex occupied by a non-friendly (and not KO'd) character to be the target hex. They will then follow the EM Noise Spawn procedure as if that character generated EM Noise. Continue spawning CyMS in this way until the first player has no CyMS left to spawn, at which point the second player repeats this step.

> If all non-friendly characters are KO'd, treat the center hex of the board as the target hex.

No More CyMS

During EM Noise Spawn or Round Spawn, if you find that you cannot spawn CyMS because there are already 24 on the board, immediately stop and proceed to the next phase. If you want a more challenging game, you can continue spawning CyMS with any extra miniatures models you have, without limit — it will truly be a "survival game" at that point!

DAMAGE

Your characters can suffer damage in many ways, most often as the result of an Attack action (e.g. either from CyMS or a non-friendly character where the 🩸 is chosen), or from an active ability of a non-friendly character.

TRACKING DAMAGE

When one of your characters suffers damage, record the amount of damage done on its Character Card by marking the [HP ●●●● ✚ ●●●● ⑩] at the bottom of the card with a dry erase pen, starting from right to left.

DAMAGE MODIFIERS

Some characters (and CyMS in solo/cooperative mode) have modifiers that give them +X damage when performing Attack. For the damage modifier to apply, the character or CyMS must inflict at least 1 damage to their target. Positive damage modifiers are applied before any negative damage modifiers.

DEX

See "Characters > Character Cards > Stats" on page 12.

EM NOISE

For CyMS spawning, see "CyMS > Spawning CyMS" on page 17.

Each Attack action 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.

There are several ways of generating EM Noise on a character:

Performing an Attack — Check the "EM Noise" value of your weapon. Each Attack action performed with that weapon generates the designated amount of EM Noise for the character. See "Attack, Attack Action" on page 7.

Performing an Ability — Active abilities sometimes have an EM Noise value. Each time you perform that ability, you will generate the designated amount of EM Noise for the character. See "Abilities" on page 20.

Triggering a Passive Ability — Sometimes, a passive ability will have an EM Noise value. When a passive ability is triggered, you will generate the designated amount of EM Noise for the character. See "Abilities" on page 20.

Being the Target of a Game Effect — Sometimes, your character may be hit with an ability from a non-friendly model or a Forage Card, giving you unwanted EM Noise.

Track the EM Noise each character generates using EM Noise Dice near the character's model on the board. This EM Noise is cumulative throughout each round, and will be used during CyMS Activation and Spawning CyMS. See "CyMS > Spawning CyMS" on page 17.

The EM Noise a character generates stays with them when they move, so keep the EM Noise Dice next to the character at all times.

> ⚠️ All EM Noise generated by a character out of activation counts toward their total EM Noise during CyMS Activation. EM Noise should not be removed except during EM Noise Spawn.

END GAME

End Game is the last step of the game, after the Activation Phase of the final round.

> ⚠️ There is no End Phase in the final round.

1. Record any condition damage, if appropriate.
2. Starting with the first player, score the scenario objective VPs that were not scored during the round.
3. The second player then scores all of their scenario objective VPs that were not scored during the round.

4. The player with more total VPs wins! In the case of a tie, see scenario rules for tiebreakers.

5. Shake hands … or elbow bump!

END GAME CRITERIA

Most scenarios have a point threshold to trigger a final full round of the game. To see if the next round is the final round of the game, check the End Game Criteria section of the scenario you are playing. If one of the players has satisfied the criteria, you will play one more full round and then the game will end. Our point values are recommendations — feel free to adjust up or down if you want to play a longer or shorter game.

> **Example:** For the "Airdrop" scenario, if the End Game Criteria is 3 points, then, whenever any player scores 3 or more points, the next round is the final round.

Some scenarios will end abruptly during this phase if certain conditions have been met. These exceptions will be described in the End Game Criteria of the scenario you are playing.

END PHASE

This is the final phase of a round. If the current round was determined to be the final round when checking the End Game Criteria, skip this and go to "End Game." Otherwise, proceed as follows:

1. CyMS Spawn, see "CyMS > Spawning CyMS" on page 17.

   a. EM Noise Spawn.

   b. Round Spawn.

2. Cleanup

   a. Starting with the first player, each player may draw Forage Cards with unused AP. Forage Cards drawn this way may be allocated to any character in the squad.

   b. Remove all Ability Markers from the board.

   c. Record any condition damage.

   d. Remove **stunned** condition from all CyMS.

   e. In player order, score any scenario objective VPs that were not scored during the round.

3. Check End Game Criteria, see "End Game Criteria" on page 20.

ENGAGED

A model is considered to be engaged when it is directly adjacent to another non-friendly model that is not **stunned** or KO'd.

EXTRAORDINARY TACTIC

Your faction has access to an Extraordinary Tactic — a special group ability that can be used **once per game**. During their activation, any character from your squad may trigger the Extraordinary Tactic on your Faction Card **as a free action**, following the specific rules as listed on the card. All actions and/or abilities outlined in the Extraordinary Tactic are performed by each qualifying character in your squad, one at a time, in any order, as **free actions**. Resolve each qualifying character's Extraordinary Tactic actions/abilities completely before moving on to another qualifying character.
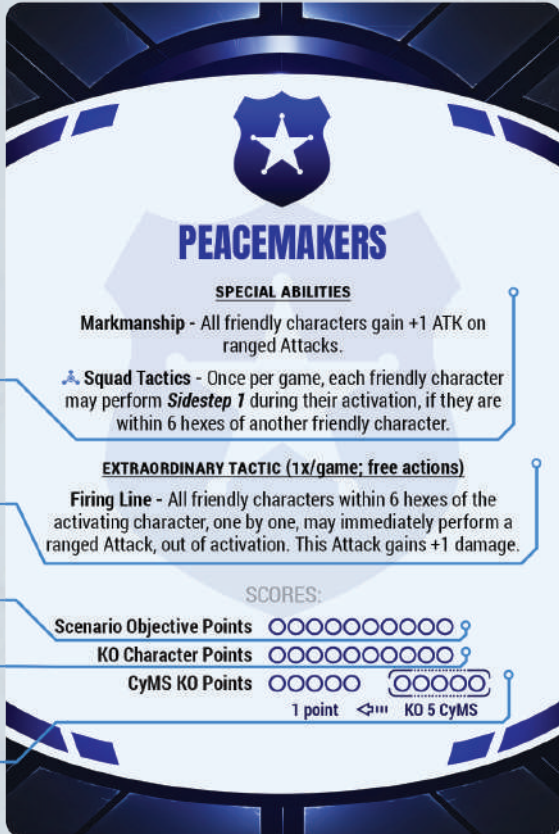
See "Factions > Faction Card" on page 21.

FACTIONS

Each faction is made up of unique individuals with special skills that make them capable of surviving in the chaos of San Lazaro. When they work as a team, they don't just survive, they thrive! When choosing your squad for a game of *Omicron Protocol*, you must pick characters from the same faction.

FACTION CARD

At the bottom of each card are three bars to track your victory points while playing a game.

PEACEMAKERS

SPECIAL ABILITIES

Markmanship - All friendly characters gain +1 ATK on ranged Attacks.

Squad Tactics - Once per game, each friendly character may perform *Sidestep 1* during their activation, if they are within 6 hexes of another friendly character.

EXTRAORDINARY TACTIC (1x/game; free actions)

Firing Line - All friendly characters within 6 hexes of the activating character, one by one, may immediately perform a ranged Attack, out of activation. This Attack gains +1 damage.

SCORES:

Scenario Objective Points ○○○○○○○○○○
KO Character Points ○○○○○○○○○○
CyMS KO Points ○○○○○ ○○○○○
1 point ◁▥ KO 5 CyMS

> ⚠ These bubbles are simply there as a tracking tool and do not limit the amount of VP you can score in each section.

1. **Special Abilities:** These are abilities that benefit every friendly character in the same faction.

2. **Extraordinary Tactic:** A special squad ability that can be triggered during a friendly activation (see "Extraordinary Tactic" on page 20).

3. **Scenario Objective Points:** Score VPs when you complete a scenario-specific objective.

4. **KO Character Points:** Score VPs when a non-friendly character is KO'd.

5. **CyMS KO Points:** Score 1 VP for every 5 CyMS you KO. You can use the "KO 5 CyMS" section to the right to mark each time you KO a CyMS. When you reach 5 KO'd CyMS, add a VP and reset the "KO 5 CyMs" section to zero.

FIRST AID

- A character can heal itself or an adjacent friendly character by spending 1 AP.

- Each character may only be healed with First Aid once per round.

- First Aid heals the character up to and including their recovery level shown in their HP section.

- First Aid on a character who has HP above the recovery level has no effect.

HP ●●●●✚●●●●⑩

RECOVERY LEVEL

HP 10/5
Recovery Level
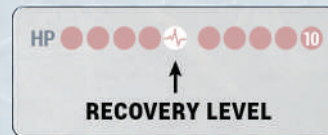
> ⚠ First Aid can also be used to remove KO from another adjacent friendly character.

FORAGE CARDS

Forage Cards represent useful items that the characters can find in their environs during the game. They grant free actions that can be used, by the character to whom it is assigned, to gain a slight advantage against their opponent.

The Forage Cards should be shuffled into a deck before each game and placed within reach of both players. See "Game Setup" on page 23.

If you run out of Forage Cards during a game, shuffle the discard pile to form a new deck.

CONE OF SILENCE

Use during this model's activation.

This model may immediately reduce its total EM Noise by 4.

1. **Name:** Describes what the Forage Card represents.

2. **Description:** Describes when and how to use the card.

DRAWING FORAGE CARDS

• During a character's activation, they may draw a Forage Card from the Forage Deck for 1 AP. Assign it to that character.

• Once a Forage Card is assigned to a character, it may only be used by that character unless you exchange it with another character.

• There is no limit to how many Forage Cards a character may hold.

• Forage Cards should be placed face down, so your opponent cannot see what you have until you use it.

USING FORAGE CARDS

When the condition of using the Forage Card is met, the character possessing the Forage Card may immediately discard the card to apply the effect as a free action, even if out of activation or interrupting an in-progress action.

Forage Cards are discarded immediately after use, unless they are marked with ⏱, in which case they are discarded during Cleanup. See "Sustained" on page 36 for more info.

EXCHANGE FORAGE CARDS

As a free action during their activation, a character may freely exchange any number of Forage Cards with adjacent friendly characters.

FRIENDLY, NON-FRIENDLY

The terms "friendly" and "non-friendly" are often used to determine which models are affected by certain game effects (e.g., character abilities, Forage Cards, LOS, etc.).

- **Friendly Characters —** Characters that are controlled by you. A character is always friendly to itself.

- **Non-Friendly Characters —** Characters that are NOT controlled by you.

- **Non-Friendly Models —** Models that are NOT friendly characters.

> ⚠️ If an ability states that it applies to "friendly characters," then you may apply the effect to the character performing the ability. If an ability states that it applies to "other friendly characters," then you may **not** apply the effect to the character performing the ability.

GAME SEQUENCE

1. Game Setup — See "Game Setup" on page 23.
  a. Choose Factions.
  b. Choose Scenario.
  c. Set Up Terrain.
  d. Select Characters.
  e. Distribute Resources.

2. Round Structure — See "Round Structure" on page 33.
  a. Setup Phase, see "Setup Phase" on page 35.
    i. Player Order.
    ii. AP Pool Generation.
    iii. Forage Card Draw.
  b. Activation Phase — See "Activation > Activation Phase" on page 6.
    i. Character Activation.
    ii. CyMS Activation.
  c. End Phase. See "End Phase" on page 20.
    i. CyMS Spawn.
    ii. Cleanup.
    iii. End Game Criteria.

3. End Game. See "End Game" on page 19.
  a. Tally Scores.
  b. Declare Winner.
  c. Shake Hands ... or Elbow Bump!

1. Put the 24 CyMS models next to the board within easy reach of all players. This is the "CyMS pool."

2. Set AP Tokens, Special AP Token, Condition Tokens, KO Tokens, Luck Tokens, EM Noise Dice, and player dice next to the board in easy reach of all players. The amount of tokens and dice is unlimited. You may use any substitutes you have on hand if you run out of physical components.

3. Shuffle and place the Forage Cards next to the board within easy reach of all players.

4. Choose Factions — Each player chooses a faction to play. Players gather the Faction Card and Characters Cards for their chosen faction, as well as any special tokens or markers for that faction.

5. Choose Scenario — Choose a scenario to play, either by agreeing between players or by random selection.

6. Set Up Terrain — Set up the terrain, starting CyMS, and Spawn Points, as well as any Objective Tiles or Objective Tokens, according to the map for the chosen scenario.

7. Select Characters — Each player secretly chooses 4 Character Cards from their selected faction. When both players have chosen characters, reveal them simultaneously. Players gather the models and ability tokens for each of their chosen characters.

8. Distribute Resources — Distribute one Luck Token to each character.

A NOTE ON SOLO/COOPERATIVE MODE

The solo/cooperative mode game setup and rules modifications are described in the *Solo/Cooperative Rules* booklet, along with the solo/cooperative scenarios.

NUMBER OF PLAYERS FOR COMPETITIVE MODE

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

- Two players: Each player controls all characters in a squad from the same faction and they go head-to-head in an all-out battle for the future of San Lazaro!

- Three players: Two players form a team and each controls half of the characters in their team's squad. The third player controls all characters in their squad.

- Four players: Players form teams of two, and each player controls half of the characters in their team's squad.

Follow the rules below for three- to four-player games:

- Players work together to decide what's best for the team, but the player controlling the activating character makes the final decision for that character;

- The AP Pool for the team is shared between the two players. Decide as a team how you want to share the AP throughout the round and the activations.

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).

HEXES

A hex is the basic unit of movement, positioning, and range measurement. Around the edge of the board, there are half-hexes; these do not count as hexes, and may not be used in the game. See "Measuring Distances" on page 27.

OCCUPIED, OCCUPIED HEX

Any hex is considered occupied if it contains:

- A model or any base hex of a model (exception: See "Knock-Out (KO), Knocked-Out (KO'd)" on page 24);

- Tall or Impassable Terrain tiles;

- Any tile or token that states it occupies a hex.

> **Example:** Traps occupy a hex.

A model's base hex (or hexes) may not enter an occupied hex. Any tile or token that occupies a hex may not be placed in an occupied hex.

UNOCCUPIED, UNOCCUPIED HEX

Any hex on the board that is not occupied.

KNOCK-OUT (KO) KNOCKED-OUT (KO'D)

For CyMS KO rules, see "CyMS → CyMS Stat Card" on page 15.

There is no permanent death in this game for characters. Instead, when a character reaches 0 HP, they suffer limited capabilities during their next activation.

- A character is "Knocked-Out" (KO'd) when its HP reaches 0.

- Clear all conditions, abilities, and EM Noise on a character when they are KO'd.

- When a character is KO'd, place a KO Token near the character's model on the board.

- The character does not interact with any models or effects while KO'd.

- The KO'd character does not block line of sight (LOS) and other models can move through the hex it occupies, but they cannot end their movement in any hex occupied by that character. This is an exception to the normal rules of an "occupied" hex.

- KO'd characters retain their Forage Cards and Luck Tokens.

- If the KO'd character hasn't activated yet this round, they must still activate sometime this round.

- During a character's first activation after they are KO'd:

➥ They may only spend up to 2 AP;

➥ They may not use an ability that has a (KO) next to it;

CAFFEINATED (KO) (1) - This model may perform one of its active abilities for 1 fewer AP.

➥ They must suffer a penalty on any stats or AoE template that has a (KO) next to it; and

(KO) -1 ATK

• The KO'd character's HP heals to the **recovery level** when they activate.

HP ●●●●💓●●●● ⑩

RECOVERY LEVEL

HP 10/5
Recovery Level
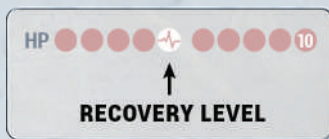
LINE OF SIGHT (LOS)

A character must have LOS to their target in order to perform a ranged Attack. Some targeted abilities also require LOS, and will say so in the ability description..
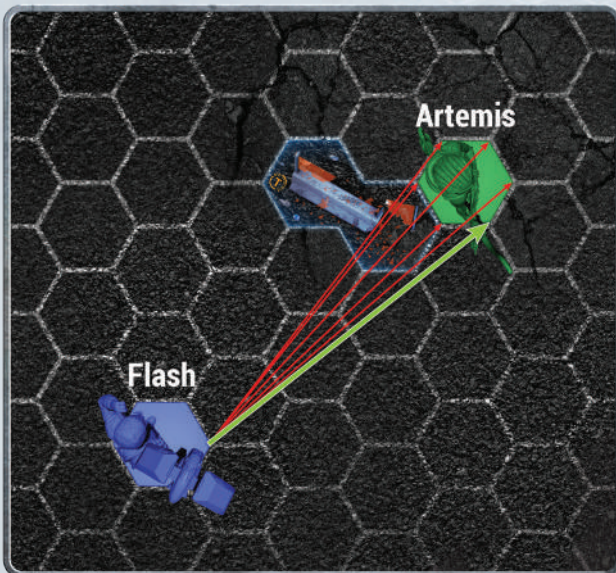
To establish LOS, the character performing the Attack picks a corner of the hex they are shooting from.

If at least one line drawn from that corner to any corner of the target's hex does NOT touch **a hex occupied by a non-friendly model or a Tall/Impassable Terrain**, then the character performing the Attack has LOS.

! Friendly characters do not block LOS. Non-friendly models block LOS.

Example 1: Artemis is trying to perform a ranged Attack on Pai, who is directly behind Lance. Because Lance is a non-friendly model to Artemis, he blocks Artemis' LOS to Pai. But if Pai wants to perform a ranged Attack on Artemis, Lance is a friendly character to Pai, so he does not block her LOS.
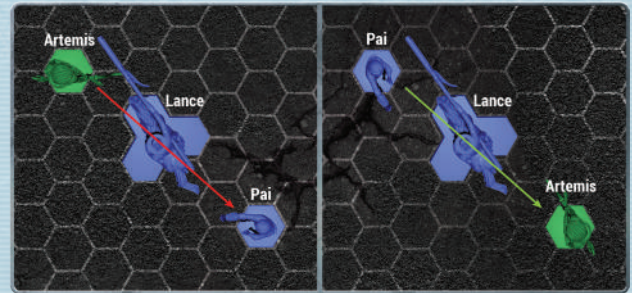
Example 2: Bolt is trying to shoot Lucky, but there's a pesky CyMS standing in the way, forming a straight line to Lucky. Because all of the lines drawn from any corner of Bolt's hex to any corner of Lucky's hex touch the hex that the CyMS is in, Bolt does not have LOS to Lucky.
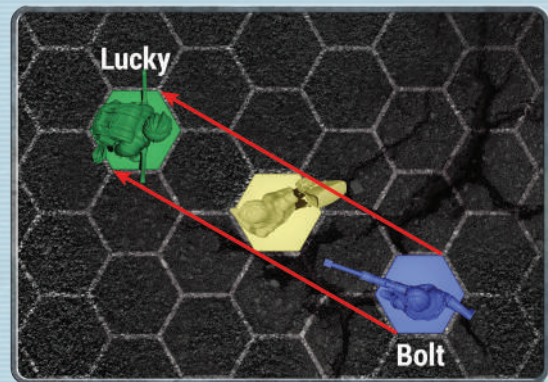
! Tall and Impassable Terrain blocks LOS; Short Terrain does not.

LUCK, LUCK TOKENS ✤

For the LUCK stat, see "Characters > Character Cards > Stats" on page 12.

GAINING LUCK TOKENS

Whenever an ability or other game effect causes a character to "gain" Luck, the requisite number of Luck Tokens should be drawn from the token pool.

GENERATING LUCK TOKENS

- Luck can be generated for a character anytime dice are rolled for them (for an action or ability), even if it is not their activation, including:
  - ➤ After an Attack action; and
  - ➤ After performing an AoE ability.
- After spending hit results during an Attack action or allocating dice for an ability, if the character still has **unspent** dice (either successful or failed) equal to or greater than the character's LUCK value, you may trade those dice for an equal number of Luck Tokens. For each die traded in this way, place a Luck Token on the character's card.

> ⚠️ You don't have to spend hit results or allocate any dice for an ability at all. You may trade all of your qualifying dice for Luck Tokens, if you want.

- Each Luck Token earned by a particular character may only be spent by that character.
- Each character can store a maximum of 7 Luck Tokens.

SPENDING LUCK TOKENS

Characters may spend Luck Tokens, at any time, in the following ways:

- Each Luck Token may be spent to increase or decrease a die result rolled by that player by 1;
- Luck cannot be spent to change a die value above 6 or below 1;
- Multiple Luck Tokens can be spent to increase or decrease a single die and/or be spent across several dice;
- The number of Luck Tokens equal to a character's current DEX value may be spent to ignore 1 damage to that character;
- 3 Luck Tokens may be spent to avoid suffering a condition.

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

Example 1: Pai, whose DEX is 3, suffers 2 damage from an Attack action. She may spend 3 Luck Tokens to ignore 1 damage, because her DEX value is 3.

Example 2: Bolt, whose DEX is 3, starts the round with her passive ability **Deep Cover** active. **Deep Cover** gives her +1 DEX, so her current DEX value is 4. She suffers 2 damage from an Attack. She must spend 4 luck tokens to ignore 1 damage, because her current DEX value is 4. If **Deep Cover** is removed later in the round, she will be able to ignore 1 damage by spending 3 luck tokens. If she is later **stunned**, which would reduce her current DEX to 2, she could ignore 1 damage with only 2 Luck Tokens.

MEASURING DISTANCES

When measuring distance from a model, start with the adjacent hex as "range 1." This applies any time you need to measure distance, including movement, performing Attacks or abilities, and any game effects that have a "Range" attribute.

> Any hex directly next to any base hex of a model is considered **adjacent**.

In the illustration below, the hexes marked in orange are all 3 hexes away from the model, Lucky. These hexes can be described as "3 hexes away" or "at range 3."

For *large* and *huge* models, you measure distance the same way as a small model, except you start with all the adjacent hexes as range 1, and expand out. Any hex that is "3 hexes away" will be measured as the shortest distance from the closest base hex of the model to the hex in question. See the illustration below for more clarity.

RANGE

All Attack actions, and many abilities, have a range value. This value determines the distance at which a model can perform an Attack or an ability, and also determines the effective range of a passive ability.

All Attack actions have their ranges listed in the melee or ranged section of the Action Store and are written as "Range: X-Y." This means target models between X and Y hexes away are in range for the Attack.

Active abilities with a range value will show that value in the "Range" column as "Y" or "X-Y" on the Character Card. Only models within range "0 to Y" or "X to Y" may be affected by that ability.

Passive abilities with a range value will show that value as "Range: Y" or "Range: X-Y." Only models that are within range "0 to Y" or "X to Y" may be affected by that ability.

Example: Pai wants to perform a ranged Attack with the Seg 212 Pistol. The range of this Attack is 2-6 hexes. That means she cannot use it to perform Attack on a model adjacent to her, or farther than 6 hexes from her base hex.

When measuring range to a *large* or *huge* model, measure to the closest base hex in LOS. Only one base hex of that model needs to be within range and in LOS to be targeted by an Attack action or affected by an ability.

Example: Artemis wants to perform a ranged Attack against Lance. The range of this Attack is 2-5 hexes. She may target Lance because his closest base hex in LOS is within range 5 of her.

Artemis wants to perform a ranged Attack against Bob. She may not target Bob because his closest base hex in LOS is at range 1, even though his other base hexes are within her range of 2-5 hexes.
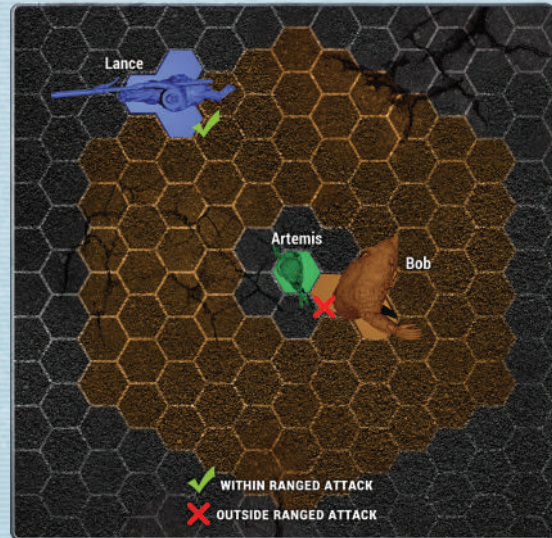
WITHIN

Some abilities and game effects affect all hexes within an area. These will use the word "within" to describe the area of effect.

"Within 3 hexes" means all the hexes that are "3 hexes away" plus all the closer hexes, including the model's occupied hex.

> ⚠️ A model is always within 0 hexes of itself.

For *large* and *huge* models, all hexes that are "3 hexes away" and closer will be in the area of "within 3 hexes." See the illustration below for more clarity.

A model is considered within an AoE template if any of its base hexes overlap with any hex of the template.

RELATIVE POSITION

Sometimes the distance between models, tiles, or tokens needs to be measured to determine which is closer or farther away.

Closer

For movement purposes, this means that, after moving, a model, tile, or token is fewer hexes away than its original position, using range measurement rules above.

> **Example:** A CyMS must "end closer" to a target hex during its activation. This means it must move from its original position to a new position that is at least 1 fewer hexes away. For instance, if it were 3 hexes away before, it must end at least 2 hexes away in order to be closer.

> ⚠️ If a model must end closer to a hex, and it is already adjacent to that hex, it cannot move.

Closest

For comparing the relative distances of multiple objects to a target object, the **closest** object is the one that is the fewest hexes away from the target object.

Farther

For movement purposes, this means that after moving, a model, tile, or token is more hexes away than its original position, using range measurement rules above.

Farthest

For comparing the relative distances of multiple objects to a target object, the **farthest** object is the one that is the most hexes away from the target object.

MELEE, MELEE ATTACK

See "Attack, Attack Action" on page 7.

MODEL

Any game miniature or standee representing a character or CyMS.

See "Characters" on page 11 and "Friendly, Non-friendly" on page 22 for more information.

MOVEMENT, MOVING

A Walk action, or any other action or ability (e.g. *Sidestep*, *Shift*) that causes a model to go from its current hex to an unoccupied hex. See "Walk Action" on page 37, "Abilities > Standard Abilities" on page 3.

HOW TO MOVE A MODEL

In general, each hex requires 1 hex of movement to enter, subject to the following modifications and restrictions.

If the hex contains Short Terrain, it affects the **Walk action** and requires 2 hexes of a model's WALK value to enter.
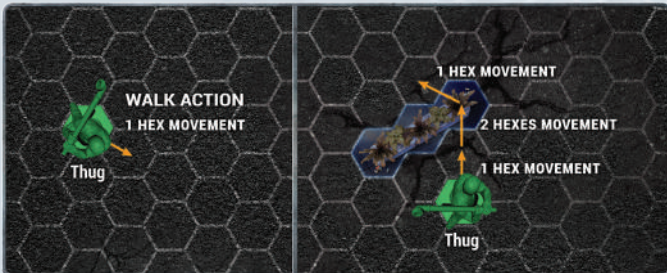
MOVEMENT RESTRICTIONS

You may not enter hexes that are occupied by another model, Tall or Impassable Terrain, or any scenario-specific rules that prevent entry. See "Hexes > Occupied, Occupied Hex" on page 24.

Some abilities or game effects will require a model to move "away," "directly away," "toward," "directly toward," or "end closer" to a target model or hex. Below are descriptions of what each of these mean. In the examples, the blue models represent the target model/hex, and the green models must move in relation to them.

Away

Each hex of the movement must be farther away from the target model/hex than before. This includes any movement that is directly away, too.
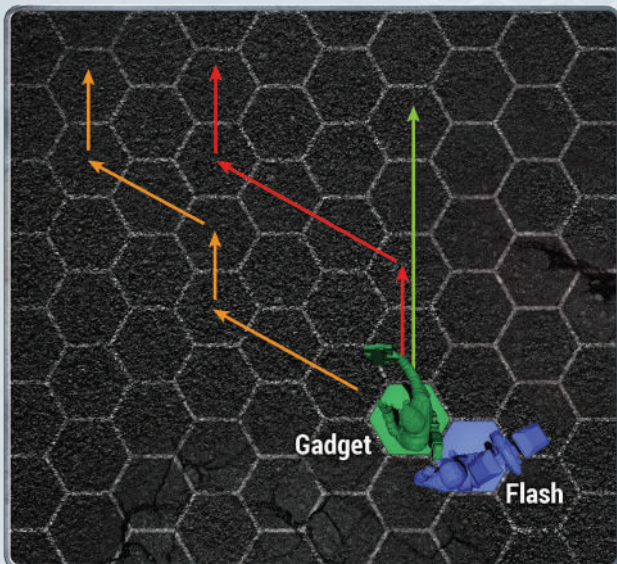
Directly Away

Each hex of the movement must be farther away from the target model/hex, on the straightest path possible.
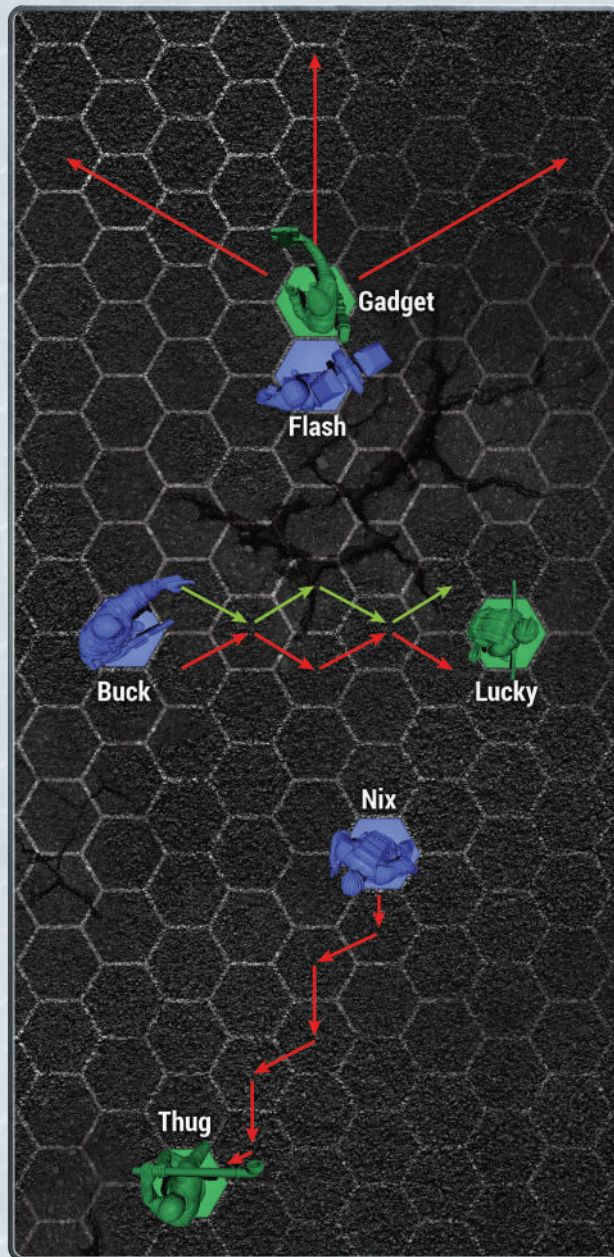
Toward

Each hex of the movement must be closer to the target model/hex than before. This includes any movement that is directly toward, too.
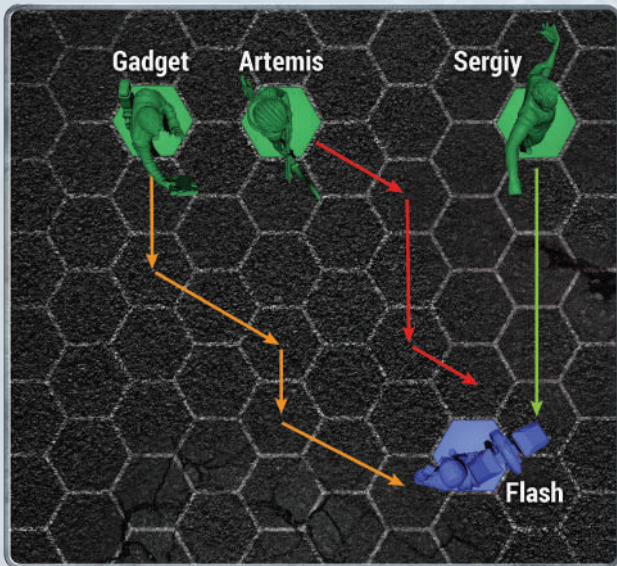
Directly Toward

Each hex of the movement must be closer to the target model/hex, on the straightest path possible.
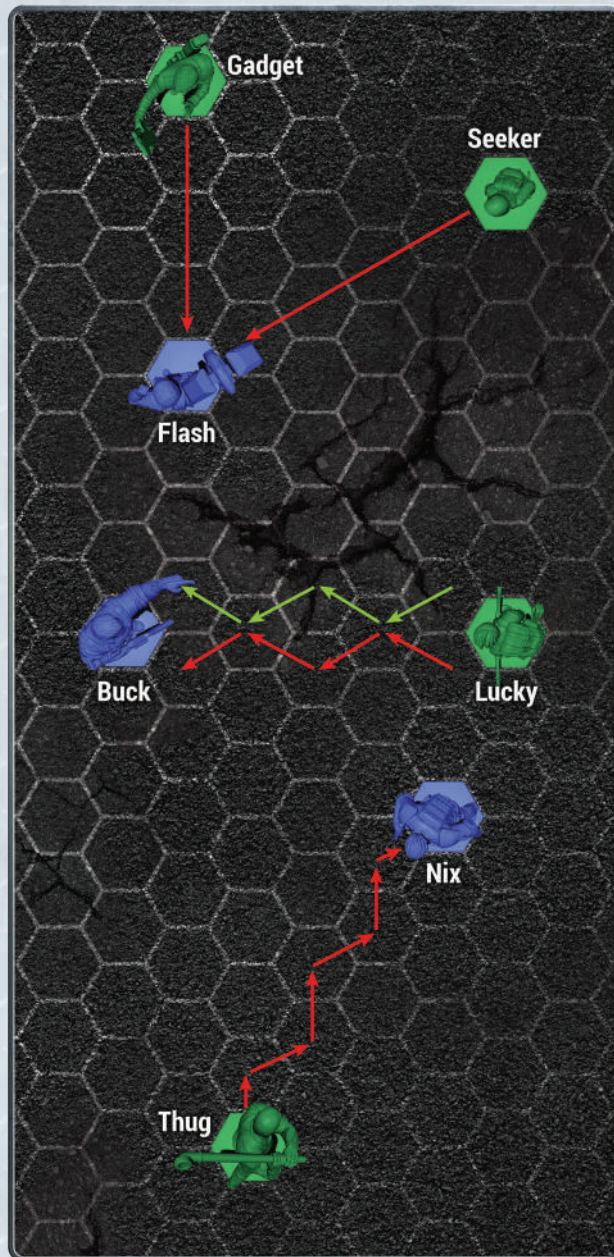
LARGE AND HUGE BASE MOVEMENT

When moving a *large* model (3 hex base) or *huge* model (7 hex base), pick one base hex as the movement hex. Move the model as normal, one hex at a time, leading with the movement hex and keeping its base orientation.
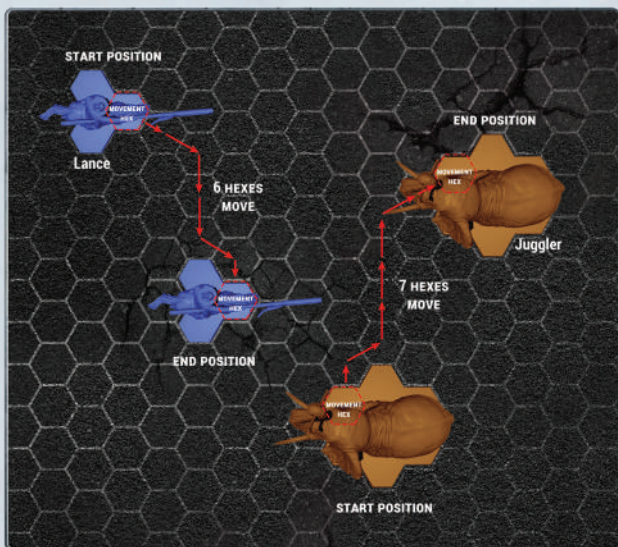
> ⚠ It doesn't matter how many hexes of a base enters a hex containing Short Terrain, it requires 2 movement instead of 1 (see "Terrain" on page 36).

> ⚠ With a *large* base, you may rotate the model using 1 hex of movement.
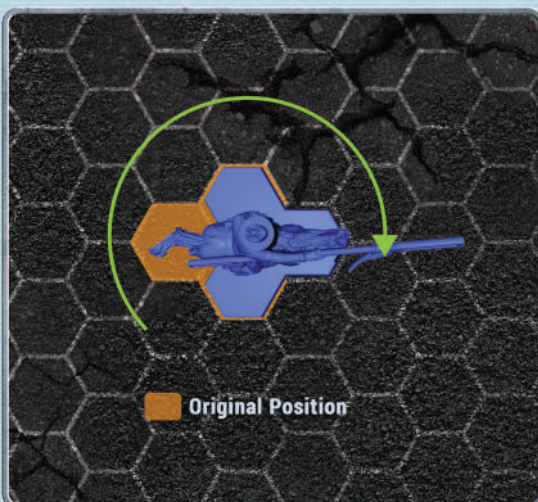
> ⚠ With a *huge* base, you may rotate the model freely around their center hex because the base is symmetrical. Otherwise, it may only move using the movement rules above.

OBJECTIVES

See "Scenarios" on page 33.

OCCUPIED, OCCUPIED HEX

See "Hexes" on page 24.

PLAYER ORDER

See "Setup Phase" on page 35.

RANGED, RANGED ATTACK

See "Attack, Attack Action" on page 7.

RECOVERY LEVEL

See "Characters > Character Cards" on page 12, "Damage" on page 19, "First Aid" on page 21.

REMOVE CONDITIONS

For 1 AP, a character may remove **all conditions** on itself OR an adjacent friendly character, once per round.

REPOSITION

Any move that is not a Walk action is considered a reposition, and follows the movement rules. For example, standard abilities like *Sidestep* and *Shift* are reposition moves. See "Movement, Moving" on page 29, "Abilities > Standard Abilities" on page 3.

Repositions do not trigger Attacks of Opportunity and ignore the movement penalty of terrain.

RIVAL PLAYER

See "Activation > Activation Phase" on page 6.

ROUND STRUCTURE

1. **Setup Phase**. See "Setup Phase" on page 35.
    a. Player Order.
    b. AP Pool Generation.
    c. Forage Card Draw.
2. **Activation Phase**. See "Activation > Activation Phase" on page 6.
    a. Character Activation.
    b. CyMS Activation.
3. **End Phase**. See "End Phase" on page 20.
    a. CyMS Spawn.
        i. EM Noise Spawn.
        ii. Round Spawn.
    b. Cleanup.
    c. End Game Criteria.

SCENARIOS

The tragic events of San Lazaro play out in various types of missions throughout the diverse locales of the sprawling city. Each scenario defines a set of rules for your game, and is designed to immerse you in the world of *Omicron Protocol* and the challenges that the factions face.

The scenario stories, rules, and setup maps are in the second part of this book, *Scenarios*, and in the *Solo/Cooperative Rules* booklet. There is also a card version for each competitive scenario, to be used as a quick reference during a high pressure game.

⚠ If there is a conflict between a scenario rule and a main rule, the scenario rule overrides the main rule.

SCENARIO CARD

> ⚠️ The sections on this card are identical to the scenario in the rulebooks.

1. **Map** — the scenario map determines how to set up the following:

   a. Required terrain is displayed in the illustration. This indicates where to place terrain to set up the scenario.

   b. Starting areas are marked as light blue hexes on the map. The first player chooses one side and deploys their squad in one of the two starting areas, and the second player deploys their squad in the other starting area.

   c. CyMS starting points 🅒 indicate where to place CyMS at the beginning of the game. In the competitive mode, even though there are six types of CyMS models, they are all interchangeable and have the same stats and rules.

   d. CyMS Spawn Points are where CyMS may spawn during the End Phase of the game.

   e. Scenarios often have Objective Tiles or Tokens, and will be marked on the setup map for the scenario.

2. **Special Rules**

   a. Describes any special rules that apply to the scenario.

   b. If there is a conflict between a scenario rule and a core rule, the scenario rule overrides the core rule.

3. **CyMS Spawn** — Describes how many CyMS to spawn during Round Spawn for this scenario.

4. **Scoring VPs** — Describes how to gain VP for the scenario.

5. **Scenario Objective Interaction(s)** — Special rules for interacting with Objective Tokens, Tiles, or Zones. These can be incidental, like moving into a zone to score VPs, or they can be actions that require AP to be spent.
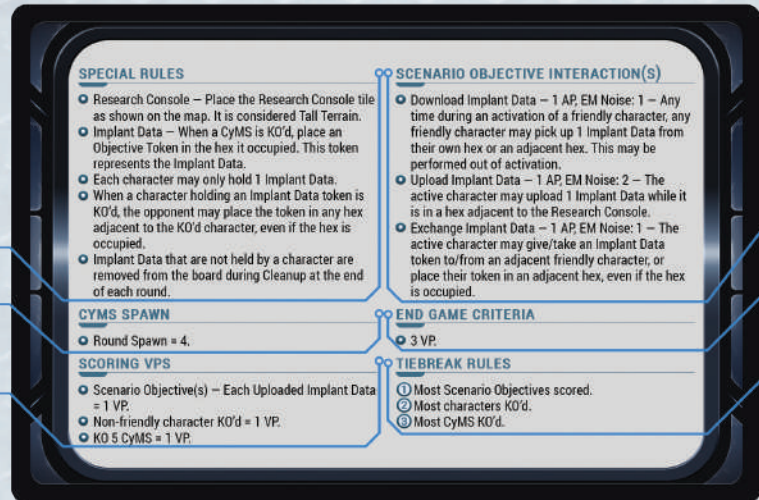
6. **End Game Criteria** — The criteria that one player must achieve to trigger the final round of the game. See "End Game Criteria" on page 20.

7. **Tiebreak Rules**

   a. Describes rules for determining the winner in the event the players' total VPs are tied at End Game.

   b. Tiebreak conditions are listed in order of priority, with the first being the most important.

SCENARIO OBJECTIVES

Scenario objectives vary per scenario and are often represented with a scenario Objective Token 🅒. Each scenario specifies how to interact with various Objective Tiles and Tokens to score points.

SETUP PHASE

This is the first phase of a round.

PLAYER ORDER

First Round

During the first round of the game, each player will roll a six-sided die. The player with the highest result gets to determine which player goes first.

The first player places their squad first, in the starting area of their choice for this scenario. Then the second player places their models in the starting area not chosen by the first player.

> ⚠️ When deploying a *large* or *huge* model in the starting area, every base hex of the model must be occupying a hex in the starting area.

> ⚠️ Some scenarios are asymmetric and have starting areas for respective roles.

Second Round and After

The person determining player order is the player (in priority order):

- With fewer total VPs;
- With more unspent AP after the End Phase of the previous round; or
- Who DID NOT determine player order in the previous round.

After player order is determined, discard all unused AP from the previous round.

AP POOL GENERATION

First Round

Each player generates 8 AP, to form their AP Pool. All characters on a squad share this pool.

Second Round and After

Same as the first round, except the **player going second** generates 1 extra AP, represented by the Special AP Token.

> ⚠️ If you are playing a short game with two characters per squad, each player generates 5 AP during this phase.

FORAGE CARD DRAW

Forage Cards drawn during this step may be distributed however you like to your characters. Place each card face down near the character holding it.

First Round

In player order, each player draws 4 Forage Cards. Then, the first player draws 1 extra Forage Card.

Second Round and After

In player order, each player draws 1 Forage Card. Then, the first player draws 1 extra Forage Card.

SHIFT

See "Abilities > Standard Abilities" on page 3, "Reposition" on page 33.

SIDESTEP

See "Abilities > Standard Abilities" on page 3, "Reposition" on page 33.

SIZE

Small — 1 base hex — most models are this size.

Large — 3 base hexes.
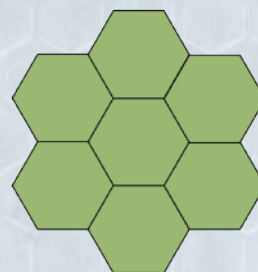
Huge — 7 base hexes.

SNARES

See "Traps" on page 37.

SPAWN CYMS

See "CyMS > Spawning CyMS" on page 17.

STEAL

See "Abilities > Standard Abilities" on page 3.

STUNNED, STUNNED CONDITION

See "Conditions" on page 14.

SURGE

See "Abilities > Surge Abilities" on page 3.

SUSTAINED ⏱

Once triggered, sustained effects from abilities and Forage Cards last until Cleanup, unless otherwise specified.

When a sustained ability is triggered, or a sustained Forage Card goes into effect, place a matching Ability Marker HYPER-AWARE near each model affected.

TAGGED, TAGGED CONDITION

See "Conditions" on page 14.

TARGETED, TARGET ABILITIES

See "Abilities > Targeted Abilities" on page 3.

TERRAIN

TYPES OF TERRAIN

Short

Short Terrain costs 2 hexes of movement during a Walk to enter each hex of Short Terrain (i.e., it will cost 2 of your WALK value).

Tall

Tall Terrain is marked with a letter "T." Any hex containing Tall Terrain is considered occupied. See "Line of Sight (LOS)" on page 25, "Hexes > Occupied, Occupied Hex" on page 24.

Tall Terrain blocks LOS. Two models whose LOS is blocked by this terrain may not:

- Target each other with Attacks (even melee Attacks);
- Target each other with Targeted or Surge Abilities;
- Affect each other with Forage Cards;
- Affect each other with Pulse or Template AoE Abilities.

Impassable

Impassable Terrain is marked with an ⓘ and a red border on the scenario map. No model may enter a hex of Impassable Terrain under any circumstances. Use an Impassable Token ⓘ on top of the terrain tile as

illustrated in the setup image, to mark the terrain as impassable during Game Setup.

Impassable Terrain blocks LOS. Two models whose LOS is blocked by this terrain may not:

- Target each other with Attacks (even melee Attacks);
- Target each other with Targeted or Surge Abilities;
- Affect each other with Forage Cards;
- Affect each other with any AoE Abilities.

TOWARD, DIRECTLY TOWARD

See "Movement, Moving > Movement Restrictions" on page 30.

TRAPS

GENERAL RULES

- A Trap may not be placed in an occupied hex.
- A hex is occupied when a Trap is placed in it.
- A character may perform Attack to automatically remove a Trap within their weapon's range. Dice rolled for this Attack may only be used to trade for Luck Tokens. This Attack generates EM Noise as normal. LOS is required if a ranged Attack is performed.
- Removing a Trap does not trigger the Trap's abilities or effects.

SNARES

- A Snare is a type of Trap.
- Each squad may have a maximum of 4 Snares on the board at any time.
- A non-friendly model **sets off** the Snare when they enter or exit a hex adjacent to the Snare. Setting off a Snare applies the **stunned** condition to all non-friendly models adjacent to the Snare.
- Remove a Snare from the board after it is set off.
- All CyMS KOs caused by a Snare are credited to the squad that placed the Snare.
- A Snare is only friendly to the squad that placed it. When a Snare is placed, keep track of which squad placed it.

See "Characters > Character Cards" on page 12, "Movement, Moving" on page 29.

UNOCCUPIED, UNOCCUPIED HEX

See "Hexes" on page 24.

WALK

See "Characters > Character Cards > Stats" on page 12.

WALK ACTION

The Walk action is the main mode of moving characters around the game board during their activation, using their WALK stat. See "Characters > Character Cards > Stats > Walk" on page 12.

- A character may only perform one **Walk** per activation, at any time during their activation.
- The character may move up to their base WALK without spending AP, or by spending 1 AP they may perform a **Boosted** Walk.
- When a Walk is declared, the current player must decide in that moment if they want to perform a Boosted Walk.
- Walk follows the **movement** rules, see "Movement, Moving" on page 29.
- *Sidestep* and *Shift* do not count as Walk actions.

BOOSTED WALK ACTION

The Boosted Walk action costs 1 AP. This action increases the base WALK by the boost value. This counts as the single Walk of a character's activation.

> ⚠️ Some scenario rules or game effects apply a modification to a character's base WALK stat. If a modification is applied while performing Walk, the effect is applied immediately — the character may immediately move the extra hexes applied by the modification, or must immediately stop when they have reached or exceeded the modified value.

Example: Buck, WALK 3(+2), performs Walk and moves 3 hexes to reach an Objective Token. The scenario rules state that you may pick up an adjacent token during a Walk action, and that possession of the token changes the character's WALK to 5(+2). Even though Buck has already moved 3 hexes, he may now move an additional 2, for a total of 5 hexes.

Example: Lance, WALK 5(+5), performs a Boosted Walk and moves 7 hexes to reach an Objective Token. The scenario rules state that you may pick up an adjacent token during a Walk action, but that possession of the token changes the character's WALK to 2(+2). Lance's WALK changes immediately, and he must stop his movement because he has already exceeded the 4 hexes of movement allowed by his modified boosted WALK stat.

If you read this, play either the competitive or solo/cooperative scenario "Last Call". If one of your characters is adjacent to the secret research console on the bottom right edge of the board, following the normal rules of the game, you may spend 1 AP to put an Objective Token on the research console. If you do, you win that game automatically (casual games only, this does not apply in a tournament or league play)! Take a photo of your game board with the character next to and the Objective Token on top of the research console (please include yourself and the other players if you don't mind us sharing the photo), and email it to info@deadalivegames.com with the subject: "Last Call Easter Egg". Congrats! You've found the Easter Egg in *Omicron Protocol*!

Example: Lucky, WALK 6(+2), performs Walk and moves 5 hexes to reach an Objective Token. The scenario rules state that you may pick up an adjacent token during a Walk action, but that possession of the token changes the character's WALK to 3(+3). Lucky's WALK changes immediately, and he must stop his movement because he has already exceeded the 3 hexes of movement allowed by his modified WALK stat, and he had decided not perform Boosted Walk when it was declared.

WITHIN

FREQUENTLY ASKED QUESTIONS

We will be posting and updating FAQs on our website at www.deadalivegames.com/omicronprotocol/faq. If you have any questions that are not answered there, you are welcome to reach out to us at info@deadalivegames.com, and we'll reply as soon as we can!

SCENARIOS

Scenarios make up the heart of *Omicron Protocol*. The scenarios represent the various trials and tribulations that the characters in the world have to take on in order to survive the crisis and get out of the city alive! Each of the scenarios below represents a key moment in the storyline, so you can immerse yourself in the world we created and help your favorite faction succeed!
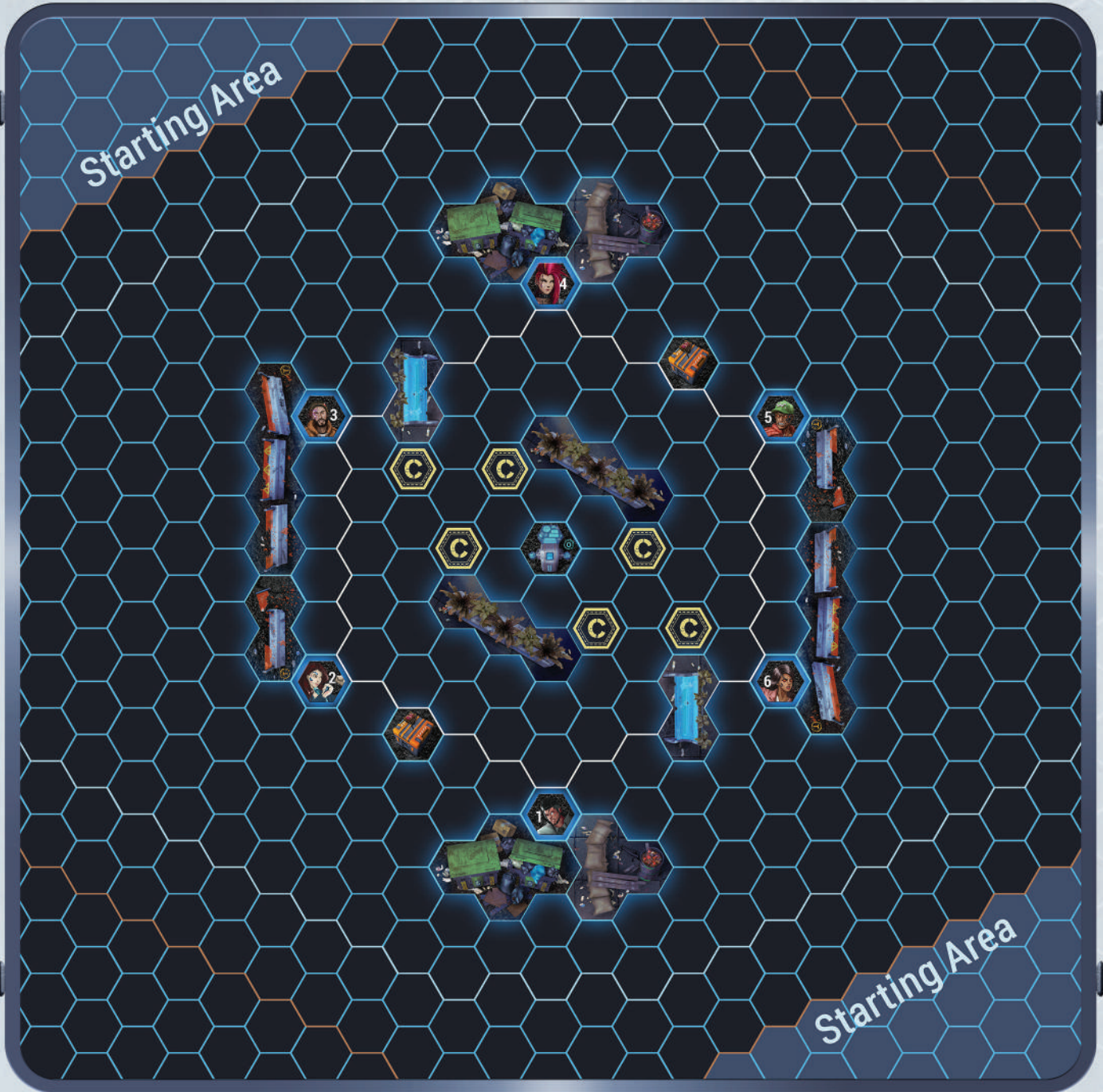
You receive a broadcast that penetrates the information blockade surrounding San Lazaro. The message sender claims to represent a group calling itself the Scientists that was researching the CyMS when members were forced to evacuate a few weeks ago. They are very concerned about the CyMS virus mutating, and want to help the people trapped in the city. In the message, they teach you how to modify your equipment to scan the infected implants of the CyMS, and how to find and upload the data to an abandoned computer research console in Republic Square. This research console is the only known way of getting data out of the city. The scientists are designing a vaccine, a type of Purge Script, and are willing to share the beta version of the script in exchange for more data on the CyMS.

GOALS OF THE SCENARIO

- KO CyMS so you can download their Implant Data.
- Upload the Implant Data at the Research Console.

RULES

Special Rules

- Research Console — Place the Research Console tile 🔷 as shown on the map. It is considered Tall Terrain.
- Implant Data — When a CyMS is KO'd, place an Objective Token 🎯 in the hex it occupied. This token represents the Implant Data.
- Each character may only hold 1 Implant Data.
- When a character holding an Implant Data token is KO'd, the opponent may place the token 🎯 in any hex adjacent to the KO'd character, even if the hex is occupied.
- Implant Data that are not held by a character are removed from the board during Cleanup at the end of each round.

CyMS Spawn

- Round Spawn = 4.

Scoring VPs

- Scenario Objective(s) — Each Uploaded Implant Data = 1 VP.
- Non-friendly character KO'd = 1 VP.

- KO 5 CyMS = 1 VP.

Scenario Objective Interaction(s)

- Download Implant Data — 1 AP, EM Noise: 1 — Any time during an activation of a friendly character, any friendly character may pick up 1 Implant Data from their own hex or an adjacent hex. This may be performed out of activation.
- Upload Implant Data — 1 AP, EM Noise: 2 — The active character may upload 1 Implant Data while it is in a hex adjacent to the Research Console.
- Exchange Implant Data — 1 AP, EM Noise: 1 — The active character may give/take an Implant Data token to/from an adjacent friendly character, or place their token in an adjacent hex, even if the hex is occupied.

End Game Criteria

- 3 VP.

Tiebreak Rules

- Most Scenario Objectives scored.
- Most characters KO'd.
- Most CyMS KO'd.

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RULES REFERENCE SUMMARY

ABILITY ICON KEY

- (KO) — See "Knock-Out (KO), Knocked-Out (KO'd)" on *RR&S*.
- (1) — Ability may be used once per round.
- (S) — See "Abilities → Standard Abilities" on *RR&S*.
- (⏱) — Ability effects are sustained until Cleanup or otherwise stated.
- (⚒) — Tech abilities.

CHARACTER CARD REFERENCE

- **WALK —** Distance in hexes a character can move with a Walk action.
- **ATK —** # of dice rolled when performing Attack (min. 1).
- **DEX —** "Target number" that an ATK dice has to roll to get a **hit result** against a target model.
  - � For each point DEX < 2, attacker gains 1 Luck Token immediately before the Attack, if possible.
  - � For each point DEX > 6, attacker gives 1 Luck Token to defender immediately before the Attack.
- **LUCK —** Lower is better for gaining Luck Tokens.

ACTIONS

- **Free Standard Actions**
  - � Walk — Once per character per activation.
  - � Use/Exchange Forage Cards.
  - � Extraordinary Tactic — Once per game.
- **1 AP Standard Actions**
  - � Perform a melee or ranged Attack.
  - � Boosted Walk — Walk up to the boosted WALK value.
  - � Charge — Combines Boosted Walk with melee Attack at -2 ATK.
  - � Draw Forage Card.
  - � First Aid (self or adjacent friendlies).
  - � Remove Conditions (self or adjacent friendlies).
- **Varied AP Cost Actions**
  - � Perform Abilities — Trigger from Action Store or spend AP.
  - � Scenario Objective Interactions — The AP cost will vary based on the scenario.

ATTACKS OF OPPORTUNITY

- While adjacent to a non-friendly model, that model may perform an immediate free melee Attack if your model:
  - � Declares a ranged Attack or targeted/AoE ability that doesn't include the non-friendly model;
  - � Declares any Scenario Objective Interactions;
  - � Performs Walk out of adjacency (*Sidestep* or *Shift* is OK).

LUCK TOKENS (MAX. 7 PER CHARACTER)

- Unspent die results >= LUCK are traded for Luck Tokens.
- Spend 1 Luck Token to modify 1 die result by +/- 1.
- Spend "DEX" Luck Tokens to ignore 1 damage.
- Spend 3 Luck Tokens to avoid a condition.

ATTACKS & ACTION STORE

- Melee — See AoO, *Steal*.
- Ranged — See AoO, Cover, LOS, and RAAEM.
- Buy ONE melee/ranged **damage result** 🩸 per Attack, as well as buy EACH uniquely named ability once per Attack.

RANGED ATTACKS AGAINST ENGAGED MODELS

- Engaged — Target model is adjacent to one or more non-friendly models that are not **stunned** or KO'd.
- Attacker suffers -2 ATK if the target model is engaged with non-friendly models of the same or larger size.

LINE OF SIGHT (LOS)

- If any line drawn from any attacking hex corner to any target hex corner **doesn't** touch a blocking hex, you have LOS.
- Friendly models and Short Terrain do not block LOS.
- Non-friendly models, Tall/Impassable Terrain block LOS.

COVER

- Small characters on a Short Terrain tile get cover from ranged Attacks.
- Ranged attackers suffer -1 ATK against characters in cover (CyMS don't get cover).

STANDARD ABILITIES

- *Hidden —* Ranged Attacks/targeted abilities may only target this model within range 3.
- *Shift X —* Reposition **other** model X hexes; does not trigger Attacks of Opportunity.
- *Sidestep X —* Reposition self X hexes; does not trigger Attacks of Opportunity; not a **Walk action**.
- *Steal —* Melee Attacks only. Take 1 Objective Token or random Forage Card from target model.
- *Stun —* Apply **stunned** condition.

ABILITY ATTACK CHECKS

- Surge — Active abilities that affect friendly characters within X hexes of source character.
- Targeted — Applies to a single target model. The ability automatically succeeds.
- Area of Effect (AoE) Attacks — Roll # of dice equal to the # of non-friendly models covered by AoE, min. 3. Assign a successful hit result against each model within AoE to hit.
  - � AoE Pulse X — All hexes within X of character.
  - � AoE Template — See template for that character.

CONDITIONS

- **Stunned**
  - � -1 DEX & cannot Walk or perform most actions.
  - � Performing **Stun** on a **stunned** CyMS KO's it.
- **Burning —** -1 ATK. A **burning** character suffers 2 dmg. during Cleanup. CyMS are **KO'd**.
- **Tagged —** Red Dragons characters gain +2 ATK.

KNOCKED-OUT (KO'D)

- A KO'd character remains on the board but does not interact with any models or effects and does not block LOS. Its hex can be moved through but not landed on.
- A KO'd character heals to the **recovery level** when it next activates, and may only use up to 2 AP that activation.
- A KO'd character may not use abilities that have a (KO) and may suffer a stat/ability penalty, for the first activation immediately after they are KO'd.