



OMICRON PROTOCOL

AN INTRA-APOCALYPTIC SQUAD-BASED MINIATURES GAME



SOLO/COOPERATIVE RULES

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SOLO/COOPERATIVE RULES

Omicron Protocol offers a mode that allows you to play solo or cooperative with up to four players, in which you face the CyMS as they gain a variety of dangerous abilities. The first part of this book explains each difference between the *Solo/Cooperative Rules* and those found in *Rules Reference & Scenarios*. The second part contains eight playable scenarios, which highlight some of our most exciting stories in the world of *Omicron Protocol*.

STANDARD ABILITIES

Standard abilities rules are the same as the competitive mode, with the following modification:

Characters may perform *Steal* on CyMS. When they do, you may draw a Forage Card and assign it to that character.

FRIENDLY, NON-FRIENDLY

Friendly, Non-friendly rules are the same as the competitive mode, with the following modification:

There are no non-friendly characters, since all characters are on the same team and “friendly” to each other.

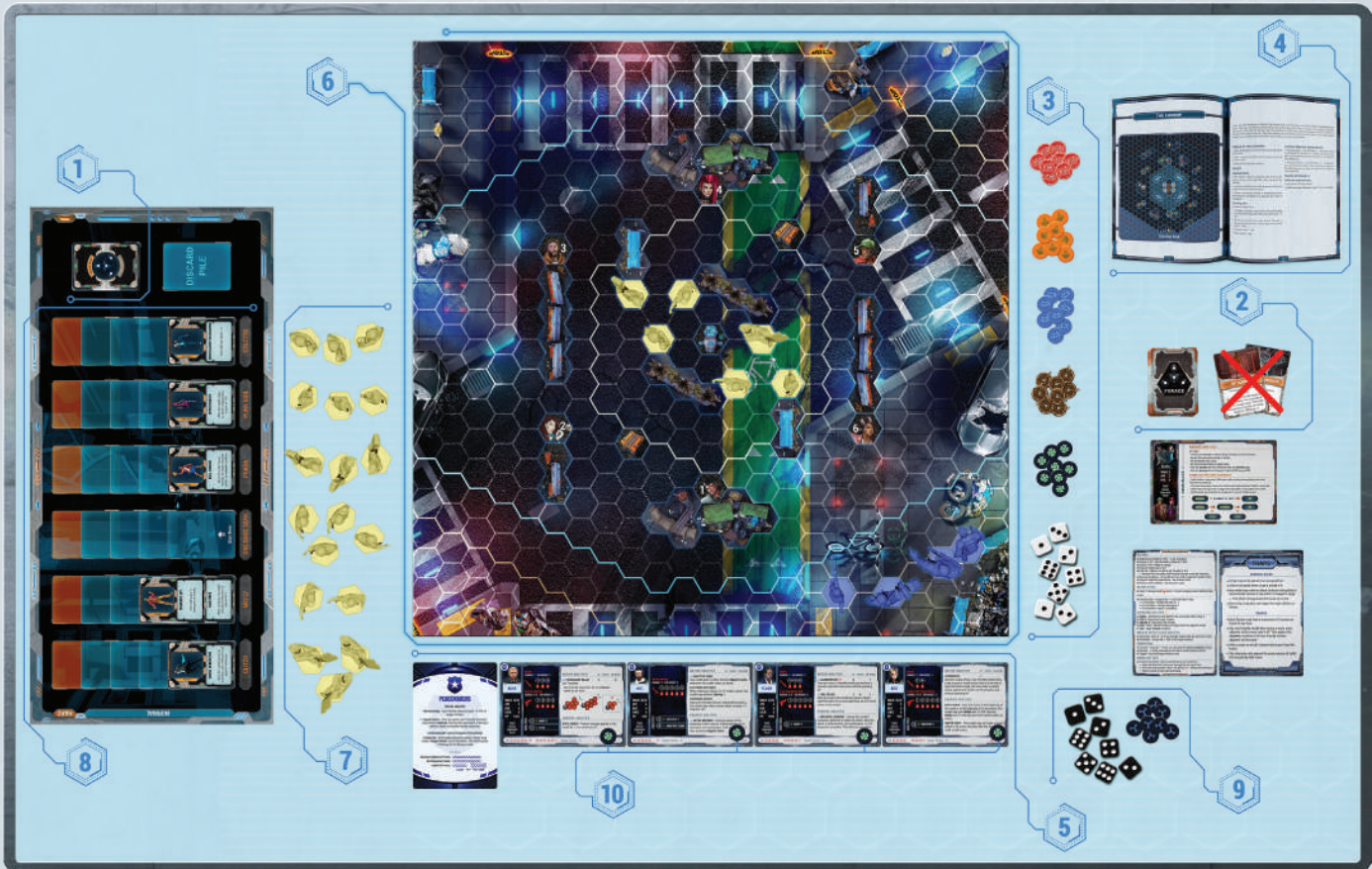
RANGED ATTACKS AGAINST ENGAGED MODELS

The Ranged Attacks Against Engaged Models rule is the same as the competitive mode for any character performing a ranged Attack.



GAME SETUP

Setting up for solo/cooperative mode is similar to the competitive mode, with some important changes and additions.



1. Shuffle the Solo Cards and set them next to the board. The Solo Tableau (available for free at <https://www.deadalivegames.com/downloads>) helps organize these cards during the game.
2. Remove the following Forage Cards from play: EM Noise Generator and Spy Scanner. Then, shuffle and place the Forage Cards next to the board within easy reach of all players. For the card Holo Projector, instead of the text on the card, use this text: "This round, you may spawn all CyMS for this model on the next closest spawn point to this model."
3. Set AP Tokens, 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.
4. Choose a scenario to play from this booklet, either by agreeing between players or by random selection.
5. Select a faction and four characters from that faction.
6. 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. Put the 24 CyMS models along one side of the board. Divide the CyMS by type (e.g. "One Shoe Sean") so you start with six groups of four CyMS. This is the CyMS pool. Note that, in the map illustration, six of the CyMS have already been removed from the pool to be placed on the board.
8. Place the starting CyMS on the board as shown on the scenario map. For each hex on the map with a CyMS in it, in any order you like, draw a Solo Card and place a CyMS model of the same type as the card onto the board hex you are drawing for. Then, place the card to the side of the board near the CyMS models of that type. If you draw more than one card of the same type, lay it on top of the previous card so the bottom of the new card covers the image of the previous, and you can read the rules text on all cards.

9. Place 8 AP Tokens and the player dice near your Character Cards.

10. Distribute 1 Luck Token to each character.

SOLO CARDS & SPAWNING CYMS

Whenever a CyMS is spawned in solo/cooperative mode, a Solo Card is drawn. Many of these Solo Cards were developed with our crowdfunding community, without whom we could never have made this project. You know who you are; this solo/cooperative mode is dedicated to you!

Solo Cards



1. CyMS Type Name — This is the name of the CyMS model type. There are six unique types, and four models of each type in the game.
2. Portrait — This image helps identify the models matching this type.
3. Ability Name — Each ability has a unique name.
4. Ability Description — This describes how and when to apply each ability.

Spawning CyMS

Spawning CyMS rules are the same as the competitive mode, with the following modifications:

The Solo Card deck consists of different cards, each with a special ability for one type of CyMS. Every time you need to spawn a CyMS model, you will draw a card from the Solo Card deck and add it to the active cards of the same type. Then, find a CyMS model of that type to spawn onto the board, if possible. All CyMS immediately benefit from all of the abilities on all of the active cards for their type.

Every time you KO a CyMS, you may choose one of the active cards for that type and discard it. This means

that, while the CyMS become stronger over time, you can weaken one CyMS type by KO-ing any one CyMS model of that type!

When you draw a card, and there are no more models of that CyMS type in the CyMS pool, you must discard that card and draw another one. Repeat this step until a CyMS model can be placed on the board from the CyMS pool.

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

Example 1: Adding a new ability to a type of CyMS when spawning.



At the start of the game, the Punk Girl CyMS only has one ability, “Powered Up!” After Pai’s activation, another CyMS is spawned during the modified Round Spawn, and the player just happens to draw another Punk Girl card!



This means the new Punk Girl ability, “Shake It Off,” is added to the active cards for Punk Girl CyMS type. Now, **all** Punk Girl CyMS on the board possess both abilities. Imagine how bad it’ll get if a third Punk Girl gets spawned!

Example 2: Removing one CyMS ability after a CyMS KO.



In this example, Thug was able to KO one of the very dangerous Prada CyMS, who already had three abilities stacked up. This means the player controlling Thug gets to choose one of its existing abilities to remove.



The player decides to remove the “Stolen Credits” ability, which is a nasty one that causes the entire squad to lose a valuable AP. Now, the Prada CyMS are still dangerous, but much more manageable!



Some game effects KO multiple CyMS at once. When this happens, all KOs are applied simultaneously.

Example: Gadget is adjacent to two One Shoe Sean CyMS. One of the active cards for this type is “Tough Guy,” which means that this type ignores the first KO of each round. One of the CyMS has already been KO’d once this round, and the other has not. Gadget performs EMP Blast and hits both CyMS, which normally causes them both to be KO’d. The player removes the CyMS that has already ignored one KO this round, and chooses to discard the ability “Tough Guy.” But, because the KO effect of EMP Blast is applied simultaneously to both CyMS, before “Tough Guy” was discarded, the player may not KO the second One Shoe Sean. This is because “Tough Guy” was still in effect when the KO was applied, and was discarded after the EMP Blast effect was resolved.

NUMBER OF PLAYERS

Solo/cooperative mode is always played with four characters. If you have more than one player, you may choose how to distribute characters between players in whatever way will be best for your group.

ROUND STRUCTURE

Round Structure rules are the same as competitive mode, with the **following modifications:**

Setup Phase

Player Order

Skip the “Player Order” step, and no extra Forage Card is given in this phase.

AP Pool Generation

Always generate 8 AP, because you will always have four characters. There is no Extra AP (Special AP Token) generation in solo/cooperative mode.

Activation Phase

Character Activation

Decide among the players which ONE character (who has not activated yet) to activate first, and the player controlling that character is the current player.

Choosing Damage

Damage results of 3 or less will inflict no damage to CyMS, unless that CyMS is modified by a Solo Card.

Characters without access to damage results of 3 or higher can only KO CyMS by causing a **stunned** CyMS to be **stunned** again.

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

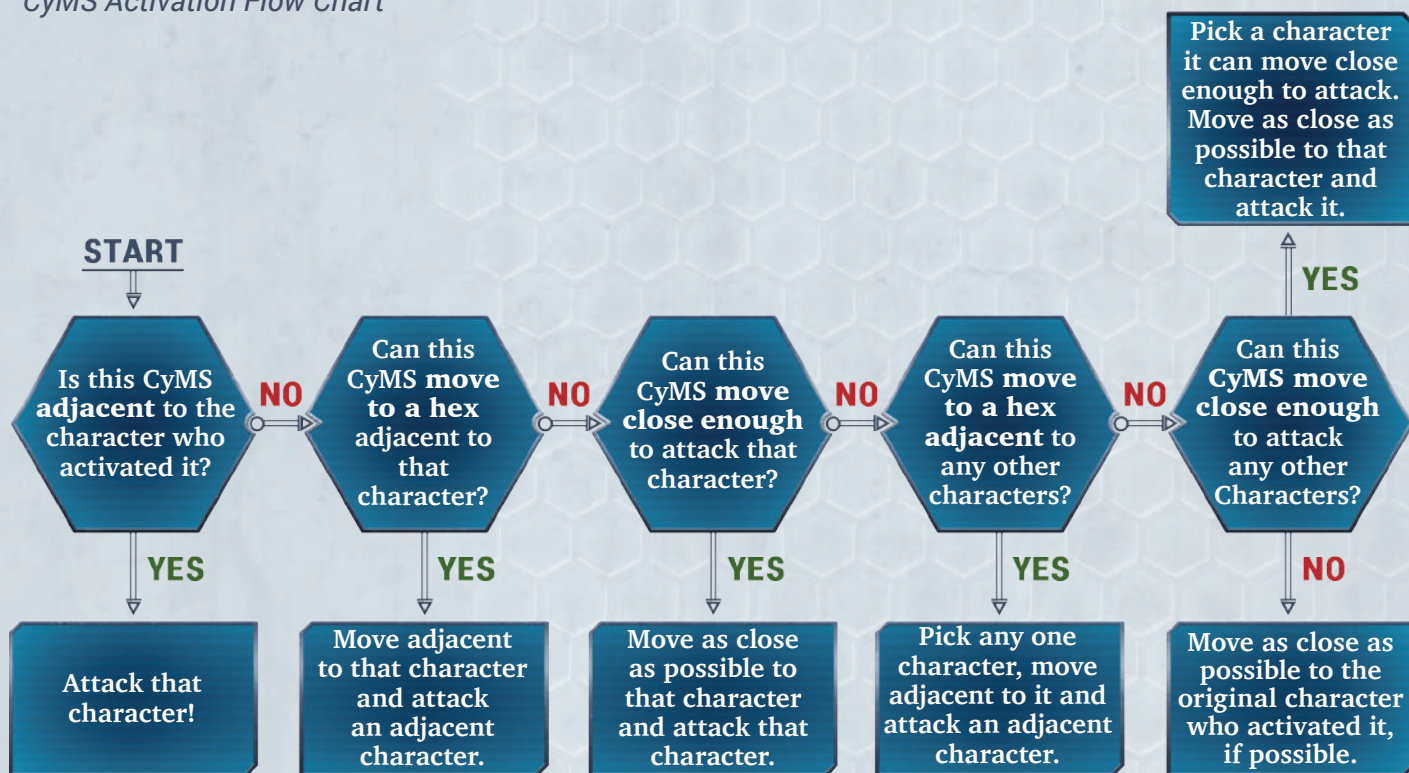
When a character is KO'd, your team loses an amount of VP depending on the scenario. See “Scoring VPs” in the scenario rules for more details.

CyMS Activation

There is no rival player to activate CyMS against you, so you may choose any player to perform the CyMS activation.

CyMS follow a slightly modified activation logic in this mode, compared with the competitive mode. The following chart describes the CyMS AI whenever one activates.

CyMS Activation Flow Chart



! Remember, if a CyMS ends its Walk adjacent to more than one character, you may choose which character it Attacks, unless otherwise specified.

! Some Solo Cards modify WALK value, or can even modify the Attack Range of a CyMS. This could affect step 3 of the CyMS activation flow chart.

Example: A Solo Card has been drawn that allows all Prada CyMS to perform a melee Attack at range 1-2. This could mean that a Prada would not be able to reach adjacency in step 2, but would be able to reach her Attack Range in step 3.

After all CyMS within the EM Noise Radius have performed Walk and Attack, proceed to the modified Round Spawn, which now occurs at the end of each CyMS Activation.

Modified Round Spawn

At the end of **each** Character Activation, after all CyMS have been activated due to EM Noise, the Modified Round Spawn is performed. There is no Round Spawn in the End Phase.

There is no rival player to spawn a CyMS against you, so you may choose any player to perform the Round Spawn.

1. The target hex is the one occupied by the character who just completed its activation.

2. There is no Round Spawn number in the solo/cooperative scenarios. Instead, spawn **one** CyMS at the nearest Spawn Point to the target hex, and then activate that CyMS as normal.
3. If there's a tie for the nearest Spawn Point, you must spawn the CyMS so that it can Attack the character in the target hex, if possible. If it is not possible to Attack the character in the target hex, you must spawn it where it can Attack another character, if possible.
4. If neither Spawn Point allows the CyMS to Attack a character, then you may choose either Spawn Point to spawn the CyMS.

End Phase

EM Noise Spawn

There is no rival player to spawn a CyMS against you, so you may choose any player to perform the EM Noise Spawn.

Round Spawn

Round Spawn is not performed in the End Phase. See “Modified Round Spawn” section earlier for more information.

Cleanup

Everything in this section remains the same as the competitive mode, except there is no second player.

Check End Game Criteria

There is no need to check the End Game Criteria. Each scenario will specify a number of rounds you will play to try to achieve your scenario goal.



END GAME

If you are able to score equal to or more than the Scoring Goal described in each scenario, then you win!

ADJUSTING DIFFICULTY

There are many ways to fine-tune the overall difficulty to your exact preference. The following are some of the built-in ways to adjust difficulty, but it's your game: If you see a way to get more enjoyment out of the solo/cooperative mode, we encourage you to do so — and share your experiences with us!

In addition to the adjustments below, each scenario has different Scoring Goals for the different difficulty settings. See “Scenarios” for more details.

EASY

KO'd characters count as -1 VP when you calculate your score, instead of the penalty in the Scoring VP section of each scenario.

HARD

The Solo Card deck has five cards for each CyMS type, but only four models. When you draw a CyMS card and there are no more models of that CyMS type in the CyMS pool, rather than discarding the card, add it to the active cards for that CyMS type. Continue to draw cards and add them to active cards until you are either able to place a CyMS model or you run out of cards.

When you KO the final CyMS of a type, you may discard all active cards for that type.

NIGHTMARE

Once a Solo Card is drawn and placed in the active cards, it can never be discarded, even when you KO a CyMS of that type. When you run out of Solo Cards and need to spawn a CyMS, roll a die and place a CyMS type according to the table below. Roll until you can place a model or until there are no CyMS remaining in the CyMS pool.

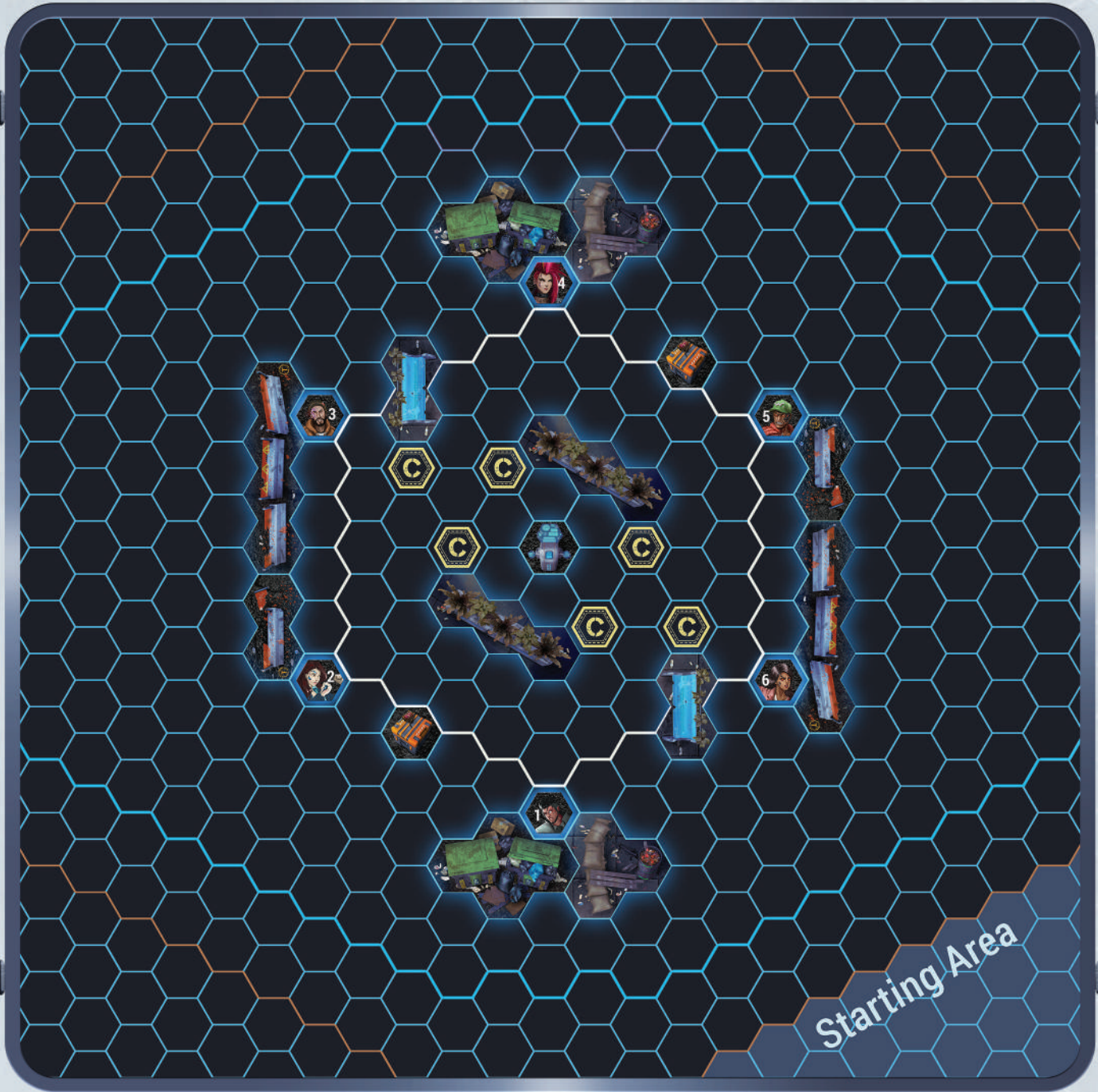
1	Glitch
2	McFly
3	One Shoe Sean
4	Prada
5	Punk Girl
6	Stiletto

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 San Lazaro 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!



HANDS ON RESEARCH



You receive a broadcast that penetrates the information blockade surrounding San Lazaro. The message sender claims to represent a group calling themselves the Scientists that was researching the CyMS when they 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.




As the sun sets, you arrive at Republic Square hoping for the best, but expecting the worst.

GOALS OF THE SCENARIO

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

RULES

Special Rules

- Implant Data — When a CyMS is KO'd, place an Objective Token  in the hex it occupied. This token represents the Implant Data.
- Research Console — Place the Research Console tile  in the hex as shown on the map. It is considered a Tall Terrain.
- Each character may only carry 1 Implant Data.
- When a character holding an Implant Data token  is KO'd, the player controlling the character may place the token in an adjacent hex of their choosing, 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.

Scoring VPs

- Scenario Objective(s) — Each Uploaded Implant Data = 1 VP.
- Character KO = -2 VP.
- KO 5 CyMS = 1 VP.

Scenario Objective Interaction(s)






- Download Implant Data — 1 AP, EM Noise: 1 — Anytime during an activation of any character, a character may pick up 1 Implant Data from their own hex or an adjacent hex.
- Upload Implant Data — 1 AP, EM Noise: 2 — The active character may upload an 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 character, or place their token in an adjacent hex, even if the hex is occupied.

Scoring Goal

- Easy Mode: 3 VP in 2 rounds.
- Normal Mode: 5 VP in 3 rounds.
- Hard Mode: 6 VP in 3 rounds.
- Nightmare Mode: 5 VP in 3 rounds.

RULES REFERENCE SUMMARY

ABILITY ICON KEY

-  — See "Knock-Out (KO), Knocked-Out (KO'd)" on RR&S.
-  — Ability may be used once per round.
-  — 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 Forge 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 Forge 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 \geq 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 Forge 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  and may suffer a stat/ability penalty, for the first activation immediately after they are KO'd.