

REICH BUSTERS

◆ PROJEKT VRIL ◆



RULES



THE WORLD OF THE REICHBUSTERS

It is late December 1944. World War II continues to rage, with the Nazis launching their latest offensive in the Ardennes only last week. To the public, this latest offensive has come as a surprise, but to the men and women of the Special Operations Executive (SOE), it has not. The Nazis are desperate and will try anything. The Wacht am Rhein offensive in the Ardennes is only the tip of a very large iceberg of secret plans, aimed at snatching victory from the jaws of defeat.

For some time, the SOE has been aware of the top secret Operation Lebenskraft, also known as Projekt Vril. According to intelligence gained from Enigma decrypts, this may affect the outcome of the war, and is almost ready for deployment in battle. The details of Projekt Vril remain a mystery. Even when they use Enigma codes, the Nazis have been extremely secretive about what it might be, but yesterday, someone made a mistake and gave away the location of the headquarters of the Lebenskraft programme. Now that they finally have a target, the SOE has rapidly assembled a special international team of Allied commandos for an assault on Lebenskraft. This has been codenamed Operation Fidget, though even High Command calls the team the Reichbusters. If the rumours are true, this could turn the tide of the war.

Unbeknownst to the Allies, Projekt Vril began in 1938, when the SS sent a mission to Tibet. In public, this mission achieved very little. Behind the scenes, it was a huge success, discovering a source of vril that was brought back to the Reich for study. Research claims that vril "can control all types of matter, both animate and inanimate. It can destroy like lightning or replenish life,

heal, or cure. It is used to rend ways through solid matter. Its light is said to be steadier, softer, and healthier than that from any flammable material. It can also be used as a power source for animating mechanisms..."

If the Nazis work out how to harness this power, it will be more potent than the atomic bomb the Allies are secretly working on. They know that they are losing the war, and that they have little time. They will cut any corners to extract the raw energy and create battlefield-ready weapons that they can use to turn the tide and throw the Allies back into the sea.



The vril research is conducted in great secrecy in the dungeons and tunnels under Himmler's castle at Wewelsburg. Many secret bunkers hold all manner of research into the properties of the enigmatic vril. This powers all of their machineries, their destructive ray weapons, and their animated corpses.

Most of the Nazi High Command has no idea about this research, and despite the desperate war situation would be horrified by it. The Vrilmeisters who run the research are very happy with their secrecy and the chance it gives them to build their own base of power away from Berlin. Vril is unbelievably potent, as the death toll from even minor accidents shows. Even the few small steps they have made to harness the true power of vril have yielded incredible results. If they ever gain full mastery then they will be godlike, and both Allies and Nazis alike had best beware!

The Reichbusters' mission is vital, it cannot fail.

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GAME OVERVIEW

The players are an elite squad of Allied Heroes. Working together, they must raid a Nazi castle and find the secret laboratories and bunkers hidden within. They will need to sneak past the guards, achieve all of their mission objectives, and then at least one of them must escape in order to win. As this is a cooperative game, either all players win, or all players lose.

All of the miniatures on the map are referred to as units. The players control the Allied Hero units. Enemy units are controlled by the game itself.

Players take turns acting, using basic actions, a hand of unique action cards, and a reserve of heroic points to choose what their Hero does.

After each Hero acts, the enemies react.

DESIGNER'S NOTE

Throughout the rules you will occasionally see boxes like this one. These are not rules. Instead, they are a chance for me to explain some of the thinking and development processes behind the game, and how to get the most out of it.

COMPONENTS REFERENCE LIST

(For a full detailed component list, go to page 21)

- 26 map tiles
- 2 entrance and 3 exit tokens
- 3 barracks tokens
- 6 secret passage tokens
- 29 door and 6 lock tokens
- 4 mission trackers
- 1 round marker
- 32 spawn tokens
- 12 awareness
- 12 guard tokens
- 12 wound tokens
- 12 jammed/drained tokens
- 12 obscured/suppressed tokens
- 24 heroic point tokens
- 4 player turn tokens
- 10 weapon tokens
- 26 skill tokens
- 5 ID cards
- 60 action cards
- 24 noise cards
- 20 spawn cards
- 20 wound cards
- 12 raid cards
- 4 reference cards
- 6 mission cards
- 4 team cards
- 48 room feature cards
- 1 Reichbusters HQ card
- 24 unit cards
- 4 player dashboards
- 21 dice in 4 different colours

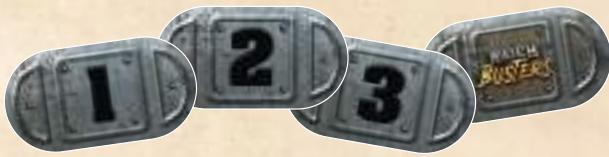


SET UP

Each mission has a different set up that provides variety and replayability to your games, so we've detailed the respective set up steps for each in the Mission Book. Choose your mission and let the book take you through prep step by step.

ROUNDS & TURNS

Reichbusters is played in a series of rounds. Each round is made up of 1 turn for each Hero, and 1 enemy turn after each Hero's turn. At the end of a round there is a simple end of round phase to tidy this up (see p.20).



Before the alarm goes off, the order in which players take their turns can be chosen one Hero at a time. After the alarm sounds, player order is allocated randomly at the start of each round by shuffling and dealing out the turn order tokens. The turn order is then fixed for the round. The enemy still takes a turn after each Hero's turn.

DESIGNER'S NOTE

The difference between the players choosing their turn order pre-alarm and the random allocation post-alarm shows the change in control. Pre-alarm the enemies don't even know the Heroes are in the castle. This gives the Heroes all the initiative. As soon as the alarm sounds, the mission becomes much more reactive, and it's a frantic race against time...



HERO TURN

Players have 2 basic actions they may take each turn. In addition, they may take bonus actions to play cards, use items, or give an item to another player.

BASIC ACTIONS

There are 7 basic actions to choose from:

1. Move*
2. Attack*
3. Search
4. Ready Equipment
5. Draw 2 Cards
6. Unlock/Open Door
7. Recover

* Move and Attack actions may each be used once per turn. Other actions are not restricted.

Before explaining what each of the 7 basic actions are, we need to cover some core concepts that are useful to know from the start, such as tests, special results, noise and boost. If you remember these, then you'll find learning the rest of the rules a lot easier.

Tests

Many Hero actions require a test to determine the outcome. These use 1 or more of the 4 types of Reichbusters dice (see p.22).



When an action requires a player to use these dice, it will show a coloured dice icon with a number. This number indicates the quantity of dice a player must roll when building their dice pool for that test.



Dice are only ever rolled by a player for their Hero. The enemy AI does not use dice. All tests work as follows:

- 1 Determine the target number for success.
- 2 Build your pool of dice and roll them all together. The amount of dice is indicated as follows:

1 **Attack** dice are shown on the weapon, item, or action. For attack tests, see p.8.

1 **Defence** tests always use 2 dice, unless indicated otherwise. For defence tests, see p.20.

1 **Noise** dice are indicated on the action, noise card, weapon, or item. For noise tests, see p.7.

1 **Vril** dice are indicated on the action, weapon, or item. When adding vril dice, see p.6.

3 **Trigger any special result effects and play action cards to modify the result.** Continue doing this until you have played all the cards you want to, and have triggered all special results.

4 **Take a permanent wound for each result that wasn't cancelled by a result.**

5 **If any or remain in the dice pool, drain the vril item or weapon you were using for the test.** See p.6.

6 **Calculate your total score and compare it to the target number.**

7 **Apply the results of your success or failure.**

A test must equal or exceed its target number to "succeed" (to trigger its effect). Note that in the case of noise tests, a Hero generally doesn't want to succeed as this triggers the card's effects.

Example: Claudine attacks an enemy unit with a defence of 4, making 4 her target number. She needs to roll a total of 4 or more with her attack dice in order to wound the unit.

TYPE OF TEST	TARGET	RESULTS
Attack <i>(against enemy)</i>	Defence of target miniature.	If the test succeeds, the enemy unit suffers a wound. If it only has 1 wound left, then this kills it. Remove the miniature from the map.
Defence <i>(against enemy)</i>	Attack total of all attacking miniatures.	If the test fails, deduct the defence result from the attack number to give the damage. Draw a wound card and apply the top effect. If the damage is greater than or equal to the wound target number the wound becomes permanent. <i>(see p.9)</i>
Noise	1	If the test succeeds, draw a noise card. Always apply the top effect. If the total equals or exceeds the new target number in the middle of the card then also apply the lower effect.

DESIGNER'S NOTE

The important thing to know from the start is that many actions can make noise, and that's bad. How much noise each action makes can vary a lot. Rummaging through drawers and ripping up sofas to find things is not quiet, but smashing delicate glass equipment in some Nazi lab can be much noisier. Un-silenced guns are really loud, and then there are grenades...

Your mission success is often based on how long you can remain undetected, so paying attention to your noise is vital. As soon as the alarm goes off, you'll have way more problems to deal with. However, you need to balance caution with the fact that your mission may well require you to move fast. If you had the luxury of time then you could move quietly, but to get this far you've had to cut through wires and silence sentries. Someone will find those clues soon enough, so you're going to have to open those creaky castle doors and rummage around to find stuff quickly. When an enemy patrol inevitably comes along to see what's going on, then you'll need to fight...

Special Results

Each of the different types of dice has one special star shaped result (see below).



Attack



Defence



Noise



Vril

In addition, some cards or items can be used to add special results to a test. All special results work in the same way, regardless of where they come from.

A special result counts as +2 towards your total.



In addition to this +2, each special result MUST be spent to trigger 1 of the two following effects:


- **Trigger an effect** (from a skill, an item, a weapon, and so on). Each of these special effects may be triggered once per action. You can only spend a special result on an effect that can be completed.



or



- **Get a boost**, which allows the player to roll an additional dice of the same type as the dice that triggered it. Add the result to your total. If this is another special, it must be spent as usual. **Boost** can be triggered as many times as a special result is rolled.

A special result **can never be re-rolled**. If a special result is not used to trigger another effect, then it automatically triggers a **boost** (whether you want it to or not). All special results **MUST** be used to trigger something.

Example: Brick makes a basic attack on a zombie (Defence 7) with one of his two Vickers machine guns. The player rolls 4 attack dice (black) and gets: 1, 1 and  . His current attack total is: $1 + 1 + 2 + 2 = 6$

He spends one of his two special results to activate the effect that prevents his (Unreliable) weapon from jamming. He spends the second  to get a one black dice boost.

The dice gets a new  that adds +2 to the total. Even if the current total is enough to kill the zombie, the player must spend the new , so he chooses to cause a vril item to be dropped (see Attack p.8). The final total is: $6 + 2 = 8$. Enough to turn the zombie into a pulp!

Each remaining  causes the vril item or weapon to backfire dramatically. The Hero draws a permanent wound (see p.19), and the item or weapon is .

HEROIC POINTS

Heroic points are one-use tokens that come in 3 types:



Attack



Defence



Wild

Attack and defence heroic points can only be used for attack and defence tests respectively. Wild heroic points can be used on either attack or defence tests.

Heroic points never affect noise tests.

Heroic points can be spent in two ways:

- **Before a test:** spend 1 heroic point to automatically succeed. The total is equal to the target number.
- **After a test:** spend 2 heroic points to change a failed test to a success. The total is equal to the target number.

Pacify a Room

A Hero may gain a randomly-drawn heroic point each time they pacify a room or corridor. This **MUST** be done in a single turn, **MUST** involve killing all enemy units (at least 4) in that room or corridor, and **CANNOT** use any heroic points.

The heroic point gained is added to the Hero's dashboard.

DESIGNER'S NOTE

Unfortunately, the alarm will always go off eventually, regardless of how quiet the Heroes try to be. They can't get through an entire mission without leaving a trail of bodies, broken doors, and other clues to their presence along the route. All they can hope for is to get as far as possible and maybe even reach their objective before something incriminating is discovered, and a vigilant guard sounds the alarm. At least if they've already got to the objective they only have to fight their way back out again. If the alarm goes off before they even get that far then things may get a little desperate.

DESIGNER'S NOTE

It's really important to note that special results rolled during a noise test will trigger a **boost** even though this is bad for the Heroes (unless you can spend the special elsewhere). This means that you really want to avoid making any noise as even the slightest sound out of place can potentially alert nearby patrols - and that's really what the noise test represents. It's not how loud the noise is in decibels; more a reflection of how attentive any nearby enemies happen to be at that moment.





Vril

When using vril weapons or items, you must roll the number of vril dice shown. These dice are added to the total of the test.

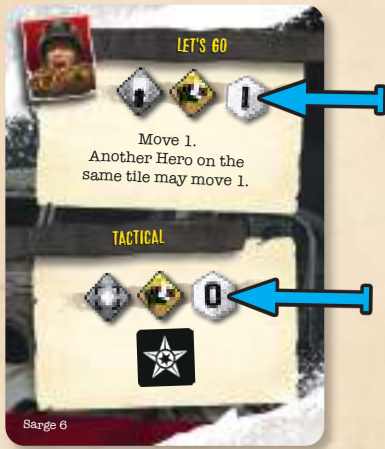


Vril dice have an additional face called a Surge.

Each  may be spent to cancel the effect of a single .

Noise

Some Hero actions cause noise, which may alert nearby enemy patrols. Whenever one of these actions is taken, the Hero makes a noise test after the action using the number of dice shown on the dice image.



If a is shown then use the number of noise dice on the weapon being used. If a is shown there is no noise generated by the action.

A Hero can make several noise tests per turn, but only one per action. If a single action triggers multiple tests, make the one with the highest noise value. Noise tests are resolved in the same way as other tests. Noise is never tested for enemy actions.

During the post-alarm treat as .

Noise example: Red Hawk fires her rifle and must take a noise test. Her target number is 1 because noise tests always have a target of 1. If she rolls anything more than 0, she will be heard, and will trigger the top effect of a randomly drawn noise card. If her total equals or exceeds the target number on the card, it will also trigger the secondary effect.



1 Top effect.

2 Target number.

3 Secondary effect.

Bang! and Boom!



Some actions, items or weapons do not have noise dice. Instead they have Bang! and Boom! See p.27.



DESCRIPTION OF THE BASIC ACTIONS

Now that we understand why we should be stealthy and hope for good dice rolls, it's time to see what our heroes can do on their turn. Let's look at each of the 7 basic actions.

1. Move

Unless otherwise specified, a Hero may move 1 space on the map, into an adjacent area.

A Hero cannot move into and out of an area as part of the same action if that area contains any enemy units.



However, a Hero can move out of one area containing enemy units, and into another one that also contains enemy units as part of the same action.



A Hero can also move into an area containing an enemy in one action, and then out of that same area with another, separate action.



Additionally, a Hero may use a movement modifier to move more than 1 area with their basic move action. Each movement modifier moves the Hero 1 additional area.

A move action may also be used to stand up a Knocked Down but non-Downed Hero (p.12 & p.19).

The move basic action causes .

Note: Using a basic move modifier can sometimes add noise to this action (see modifiers p.11).

Multiple moves may be done using action cards. See p.11.

Cleared token

Heroes sometimes place cleared tokens as part of their move. A cleared token shows that no enemies remain in that room or corridor, so enemy patrols cannot enter from there. Only one cleared token is needed per room or corridor.



A Hero will place a cleared token if they either:

- Move into a room or corridor that contains no enemy units.
- End their turn in a room or corridor that contains no enemy units.

2. Attack



Attack actions can be either melee or ranged. The only difference is the distance at which the attack is made.

Melee attacks take place when both attacker and target are in the same area. Heroes and enemies are considered to be "in melee" if they are in the same area, even if no actual attack or defence tests have been made yet.









Ranged attacks take place when the attacker and target are in different areas. If a unit is in melee, it cannot make ranged attacks.

When a Hero attacks, follow these steps:

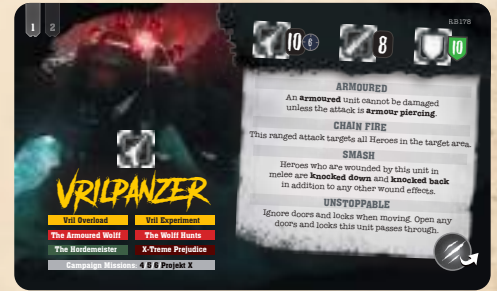
- 1** If more than one weapon is available at the current range, then the Hero declares which is used. Any Hero can choose to make a ,  unarmed melee attack regardless of their weapons.
- 2** The Hero declares the target of the attack. In melee, this can be any enemy in the same area. For ranged attacks, this must be an enemy in an area that the Hero has a line of sight to. Note that the **bodyguard** and **meatshield** keywords often further limit which enemy may be targeted.
- 3** The Hero makes an attack test and applies the results.

Wounds

Successful attack tests, and some other game effects, will cause enemy units to suffer 1 or more wounds.

- Unless otherwise stated, enemy units only have 1 wound. These units will be killed and removed from the map as soon as they suffer 1 wound.
- Some enemies have the **X Wounds** keyword. Each time one of these units suffers a wound, place a  next to its miniature. Whenever a unit with **X Wounds** has a number of  equal to or greater than X assigned to it, it is killed. Remove the miniature from the map.
- The most dangerous enemies have multiple states across a number of unit cards (as indicated by ). When one of these units suffers a wound, check the following:
 - If the unit card is on a grey side with the , flip the card onto its red side.
 - If the unit card is on a red side with the , replace it with the grey side of the enemy's next unit card.
 - If the unit card is on a side that does not have the , it is killed. Remove the miniature from the map.

Sarge has inflicted a wound to a Vrilpanzer (a).





The Vrilpanzer unit card is flipped on its red side (b).



If another hero inflicts another wound to the Vrilpanzer, then this unit card needs to be replaced by its next card (c).



Since this new card no longer has the  icon, any new wound inflicted on this unit will kill it.

Once during an attack test, a  can be spent to cause the target to drop loot items. The mission's faction card lists the type of loot dropped by each enemy unit (see back of Mission book). If the target is killed, place a random loot item facedown in the target's area before removing the miniature.

After an attack has been resolved, check to see if you need to take a noise test (see p.7).







3. Search


If a Hero is in an area that contains 1 or more items and no enemy units, then they can take the search action. Choose 1 item to take.

- If you choose a faceup item, it is added to the Hero's dashboard automatically. Faceup items do not require a noise test.
- If you choose a facedown item, make a noise test at the value shown on the back of the item before you look at it. Once the test is complete, and regardless of the result, add the item to the Hero's dashboard.

4. Ready Equipment

This action removes 1  or  from the Hero's dashboard, or from an adjacent portal (found in expansions such as Not of this Earth!). Removing a  also requires the Hero to have and discard a vril orb item from their inventory to do so. This action causes .

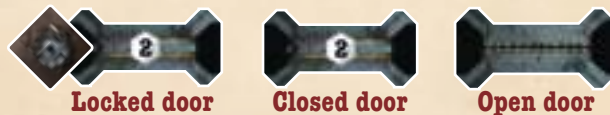
5. Draw 2 Cards

Draw the top 2 cards of your action deck into your hand. There is no hand limit and this action causes .

6. Unlock/Open Door

The Hero either unlocks an adjacent locked door, or opens an adjacent unlocked door.

Take the noise test shown on the door itself. If the door is locked and the Hero does not have keys, then this action unlocks it, but does not open it. Discard the lock token.



If the door is unlocked, or locked and the Hero has keys, then this action opens it. Flip the door token over. Once opened, doors cannot be closed.

7. Recover

Sometimes a Hero suffers too much damage and finds it impossible to go on without resting for a moment. A Hero that has 4 or more permanent wounds is considered Downed. Place the Hero's miniature on its side to show this. If a Hero is Downed during their own turn, then their turn ends as soon as the current action is finished. If a Hero is healed so that they no longer have 4 or more wounds, then they are no longer Downed. A Hero who starts their turn Downed must spend both of their basic actions to Recover.

When a Hero Recovers, they discard all but 2 wound cards of their choice. Stand the Hero up again. They may play action cards as normal.



Bonus Actions

In addition to basic actions, Heroes may perform the following bonus actions: Play Action Cards, Give or Drop an Item, Use an Item.

Play Action Cards

Each Hero has a unique deck of 12 action cards. These consist of 10 action/modifier cards with an action at the top and a modifier at the bottom, and 2 cards with powerful actions and no modifier (also known as action feat cards). The different types of actions on a card are identified by these icons:



**Free
action**



**Instant
action**



Modifier

When an action/modifier card is used, the player must choose to use either the top or bottom section. The top section is always a free action or instant action. The bottom section is always a modifier to another action (either a card or a basic action).

Once a player has chosen which section of the card to use, they may choose to implement some or all of the effects listed. None are compulsory. If doing more than one effect from a card, then they must be resolved in the order listed.

For example: the top section of a card may allow the player to move 1, and draw 1. In this case, the player could choose between doing both parts, just making the move, or drawing the card.

DESIGNER'S NOTE

Deciding when and in what combinations you use your Hero's cards is a central part of the game. Different Heroes have very different strategies for using their cards, so there's a lot to explore. Some, like Quentin, love the early game, and often use their feats quickly. Brick, on the other hand, can save up loads of cards before the alarm while he tries to keep quiet. However, once the alarm goes off he tends to have an epic turn or two of destruction, fuelled by all the cards he's saved. In fact, this sort of card-burning heroic turn should happen to everyone at least once in each game. It's just knowing when to pop that combo...

Free (👆) actions can be played from a player's hand before, between, or after taking their basic actions.

Instant (⚡) actions are a special type of action that require a specific trigger to be played. This trigger will usually be related to either the enemy turns or enemy movement. Instant actions follow all the usual rules for actions, except that they may be played in the enemy turn if the trigger allows for it.

Modifiers (🎯) are found at the bottom of each non-feat action card. They can be played after the dice have been rolled. More than one modifier can be played to modify a single test. You may wait to see the results of one card before deciding to play another. Playing a modifier will discard that card at the end of the test.

As a modifier does not start a new noise test, modifier noise dice are always added to the noise test for the main action.

To reflect the Reichbusters' great teamwork, whenever a Hero makes an attack test, each of the friendly Heroes in the same area may play a single card from their own hand to modify that test.

Only when a total is declared and the resulting effect applied is this process of playing cards and modifying the result considered final.

Give or Drop an Item

Once during their turn, a Hero may either drop an item, or give an item to another Hero in the same area.

A Hero may only give an item to another Hero if their area contains no enemy units. The gifted item must be added to the recipient's dashboard immediately.

A Hero can drop an item even if enemy units are in the same area. The item is placed faceup in that area.

This action causes 🎯.

Use an Item

A Hero can use an item on their dashboard. The item cannot be 🎯 or 🎯. If the item has noise dice on its front, make a noise test when the item is used.

CAPTURED HEROES

Heroes can be captured if they get isolated and overrun by enemy units. A Hero is considered captured if, at the start of their turn, all 3 of the following are true:

- 1 The Hero is Downed.
- 2 There are no other Heroes in that area.
- 3 There are 4 or more enemy units in that area.

A captured Hero cannot take any actions on their turn, they also count as a guard point (see Guard and Guard Point p.29). All enemy units gain **guard** while in the same area as a captured Hero.

A captured Hero can be rescued by their teammates: if the 3 conditions listed above are no longer all true at the start of any of that Hero's subsequent turns, then they have escaped and may take their turn as normal.

DISCARDING AND SHUFFLING

Reichbusters uses action, noise, spawn, and wound card decks in play. Each of these decks of cards has its own discard pile. Whenever one of these decks is exhausted, shuffle its discard pile to make a new draw deck.




Hero action decks have one additional rule. After shuffling the discard pile to make a new draw deck, remove the top card from the game. Then continue play.

Unless otherwise mentioned, whenever a card effect tells you to draw or discard it is referring to the Hero action cards.







ACTION ICONS

Actions and items have icons to identify when they work and how long they work for.

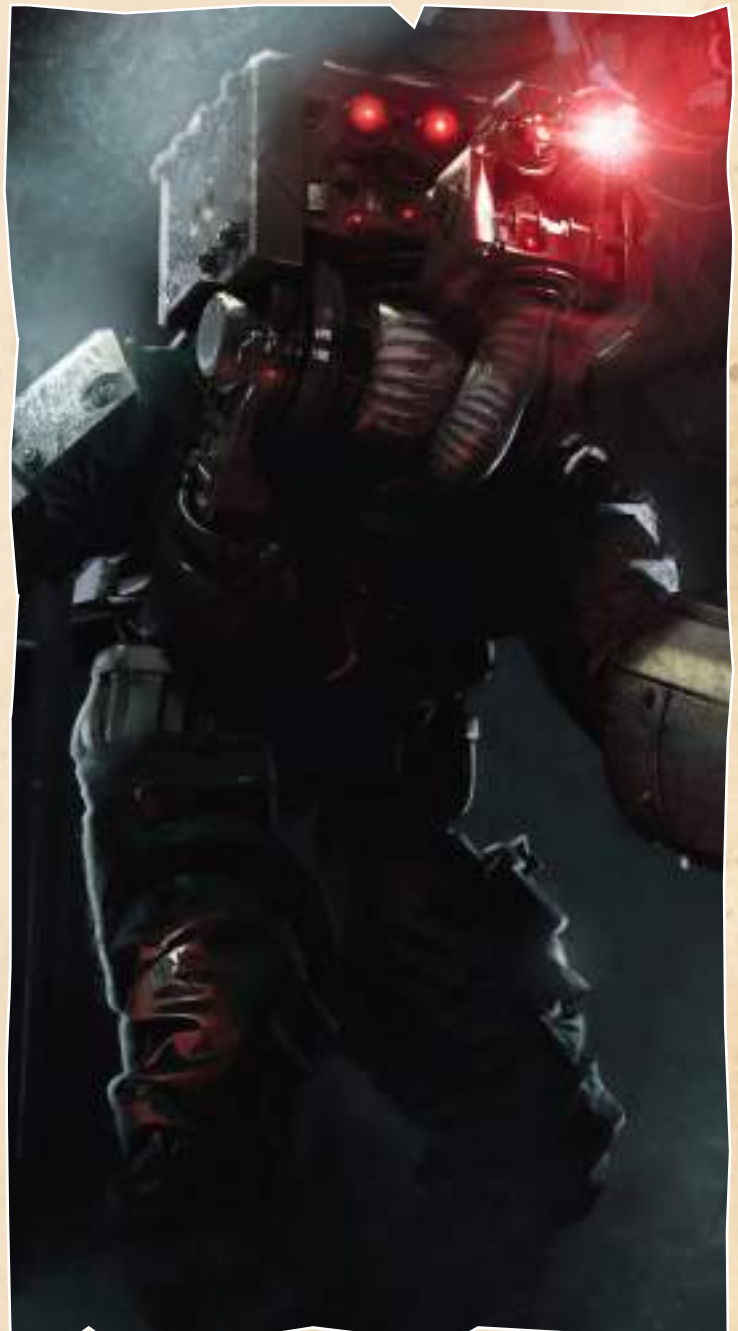
When an action can be played:

-  Play as a free action.
-  Play as an instant action when indicated by the card.
-  Play as a modifier to an action.

Duration of action, item or effect:

-  Discard after use.
-  In use until discarded.
-  Remove from the game after use.
-  Lasts until the start of the next Hero's turn.
-  Repeat until the action fails.
-  Lasts until the start of this Hero's next turn.

Note: When the alarm triggers, end all ongoing action card effects (see p.15).



Before we explain what the enemies will do on their turn, there are a few things we need to teach you first. Tiles, rooms & corridors as well as line of sight, setting off the alarm and spawning enemy units are all concepts you should know before we go into the enemy turn.

TILES, ROOMS & CORRIDORS, AND AREAS

Tiles

In Reichbusters, the tiles are the large boards with floor plans on them. Most tiles represent one room or corridor; however, some tiles contain multiple rooms.

Each tile can be identified by the small number and letter in the bottom left hand corner.

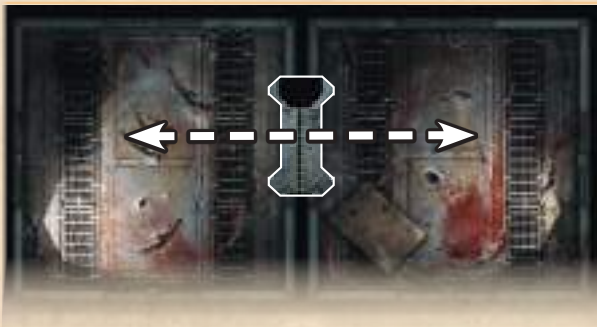
Rooms and Corridors

Rooms and corridors are separated by the black walls that surround them. These walls are always impassable for Heroes and enemies. They block line of sight.



The only way that rooms and corridors can be connected to each other is through a door.

Door allows access across the wall.



Areas

Areas are counted as movement and range spaces. Some rooms are split into multiple areas. Separate areas are denoted by the area divide line:



Areas connected by doors are always separate areas, and open doors have the area divide line along them to show this.



Breaking Ties

There will be many times when a choice needs to be made. For example, when a patrol could enter through two or more equidistant doors, or when a moving enemy unit could take two or more different, equally long, routes to reach the nearest Hero. Unless specified otherwise, whenever there is a choice to make, the players make it.

“Nearest”

Some cards tell you to apply an effect to the nearest room, tile, or area. In every case, count the number of closed doors and areas between the triggering area and the potential rooms, tiles, or areas to find which is nearest.

Note: In the case of a tie, players will choose which room, tile, or area is nearest.

“Adjacent”

Two areas are adjacent if they share a common edge that is not blocked by a wall or closed door. A door is adjacent to an area if it is part of the wall that borders it.

ROOM FEATURES

Some areas of a map may contain room features. These are cards that are face down at the beginning of the game. When a Hero can draw a line of sight to this room feature the card is flipped, and the effects on the front are triggered.

Back



Front



- 1 Room feature type.
- 2 Room feature name.
- 3 Room feature effect.

Secret Passage

One of the room features has a number of secret passage tokens associated with it.



When this room feature is revealed, take the secret passage tokens and place them onto the board as indicated.

In this instance, place a token on the area with this room feature, and another at X, Y, or Z. These locations are marked on the map in the mission book.



LINE OF SIGHT & RANGE

Units can see in the 4 cardinal directions (north, south, east, and west) as far as they can trace an unblocked straight line. Walls and closed doors block line of sight.

Heroes can draw line of sight through other Heroes, but not enemy units.

Enemy units can draw line of sight through other enemy units, but not Heroes.



Range

Weapons and cards may refer to actions having a particular range.



A weapon or effect's range is the maximum distance in areas that it can reach. A weapon with a range of 0 is a melee weapon. Ranged weapons always have a range of at least 1.



Ranged Weapon
(green)



Melee Weapon
(blue)

SETTING OFF THE ALARM

The alarm can be triggered in 2 ways.

Either the players reach the end of the pre-alarm tracker by taking their turns as normal and completing the end of round phase, or something triggers it early. For example, alert enemy units at the start of their turn (see p.18) or a Bang/Boom action (see p.7) can trigger the alarm early.

If the alarm is triggered early:

- 1** Finish the current action or enemy turn (not Hero turn).
- 2** Immediately go to the end of round phase for that round.
- 3** Once the end of round phase is complete, the alarm triggers.



- 1** End of pre-alarm tracker. When the round marker reaches this point, the alarm triggers (see below).

Once the alarm triggers:

- 1** Place the round marker on the alarm.
- 2** Trigger all remaining spawn tokens on the map.
- 3** Remove all awareness level tokens.
- 4** Replace the pre-alarm noise deck with the post-alarm noise deck.

- 5** End all ongoing action card effects.
- 6** The enemy immediately takes a free turn outside of the normal turn sequence (more about Enemy Turn on page 18).
- 7** Place the round marker on the first position of the post-alarm track.
- 8** Start the next round.



Note: Remember to randomize the turn order in the post-alarm (see p.4).

DESIGNER'S NOTE

Once the alarm goes off, things get complicated real fast. This is an excellent reason to put the moment off as long as possible. All the enemies being on the map is bad, and random player order is worse. However, it's not all a disaster - the blaring klaxons and the pounding of jackbooted feet on concrete does hide a lot of noise.

The pre-alarm and post-alarm games can be quite different, which is entirely intentional. Playing well needs an ability to both plan ahead, and deal with emerging contingencies, and the balance of which skill is more important shifts as the game progresses. It also varies with the Hero you're playing, and that of the others in your team. Luckily, the Heroes are all pretty heroic in their own way, so even if they get into trouble, they also can get out of almost anything...



GET TO KNOW YOUR ENEMIES

Spawning Enemy Units

Enemy units are spawned (placed on the map) as the result of either a noise test or a spawn token. After a noise test (see p.7), a noise card may trigger a spawn.

A spawn token is triggered as soon as a Hero can draw a line of sight to it or the alarm is triggered.

When a spawn is triggered, draw a spawn card. Locate the spawn level on the spawn card, and cross-reference the unit code on the card against the current mission's faction card. Place the appropriate miniatures on the map. Then discard the spawn card, and the token, noise card, or room feature.



For example: Brick moves into line of sight of a level 1 spawn token, triggering it. The player draws a spawn card which shows a level 1 spawn of B and D. On the faction card for this mission, B spawns a soldier and D spawns a dog. These miniatures replace the spawn token in that area.

Each enemy faction card is different and has a limited amount of each type of miniature it can spawn. This is noted on the faction card under the # column. If this limit is reached at any point, then any additional enemy miniatures of that type are not placed.



See p.24 of mission book for a breakdown of Enemy Faction cards.

DESIGNER'S NOTE

When setting up your game of Reichbusters, use the Enemy Faction card to determine how many miniatures of each type to have on the table. This will help players maintain the correct amount of each miniature type in reserve for the enemy.



Enemy Patrols

Some noise cards refer to enemy patrols.

Enemy patrols take the form of enemy miniatures or spawn tokens.

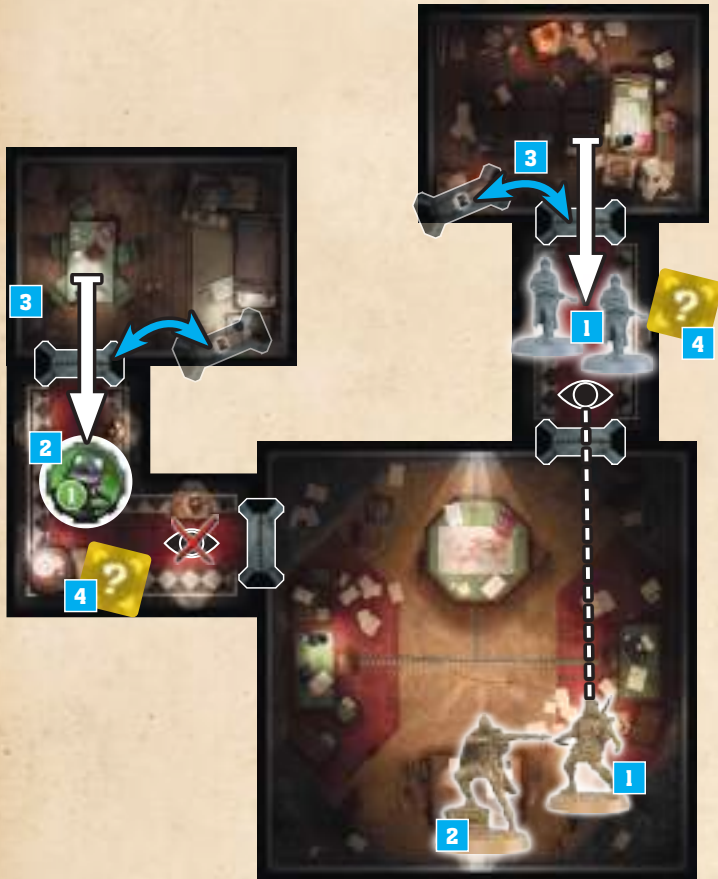
These patrols appear using the following rules:

- Patrols enter through a closed non-exit door.
- The door must be the closest to the Hero whose turn it is, or most recently was.
- Patrols cannot enter from a room or a corridor that has a cleared token on it. Moreover, if there is a Hero on both sides of a door, Patrols cannot use that door.

The door that the patrol appears through is opened and remains open, even if it is locked. If there are no doors left to open, then patrols appear from the nearest barracks (see p.27).

If a patrol appears in line of sight of a Hero, it is spawned immediately. Otherwise, the appropriate spawn token(s) are placed on the map to represent it.

The patrol appears or spawns with the level of awareness indicated by the card, and then follows the usual level of awareness rules (see below).



1 Quentin's noise card spawns a patrol. This area is in line of sight of a Hero when the patrol appears. The units listed on the faction card are spawned.

2 Red Hawk's noise card spawns a patrol. This area is not in line of sight of a Hero when the patrol appears. Spawn tokens are placed to match those for the patrol.

3 In both cases the doors are opened.

4 In both cases, use the awareness token indicated on the noise card.

Post-Alarm Spawning

After the alarm triggers, enemy spawning changes slightly.

Instead of spawning as wandering patrols, enemies spawn from the areas pointed by the A, B, or C barracks on the map. Which barracks each spawn appears at is shown on the post-alarm noise cards themselves.

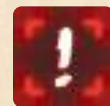
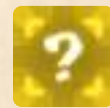
When a post-alarm noise cards triggers one or more spawns, use a spawn card and the Faction card to determine exactly which units spawn, and place each group of units in the area that their indicated barracks points to.

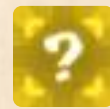
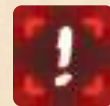


Barracks tokens are used to indicate where enemies spawn through post-alarm Noise cards. When an enemy unit spawns from a barracks, they are placed onto the area that the arrow is pointing toward.



Levels of Awareness

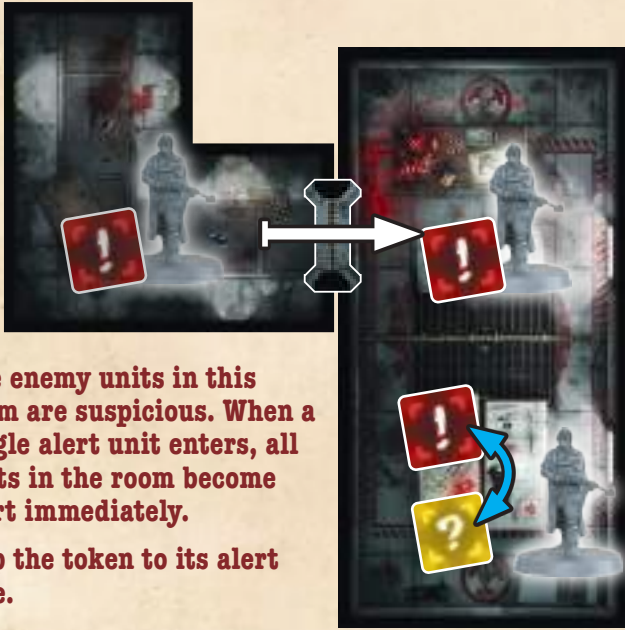


Enemy units have 3 levels of awareness: at ease (no awareness token), suspicious , or alert . All enemy units in a room or corridor share the same level of awareness. It is easiest to understand this rule if you think of the room or corridor having a particular level of awareness, rather than the individual units.

A room or corridor will raise its level of awareness:

- The first time an enemy unit sees any Hero, regardless of what causes it. Do this up to once per room/corridor per hero turn. Raise the awareness 1 level as soon as this happens.
- When 1 or more Heroes are in line of sight of 1 or more enemy units in that room or corridor at the end of any enemy turn. Raise awareness 1 level at the end of the enemy turn. Only apply this once per room per turn, regardless of the number of enemy units and Heroes involved.

- If an enemy unit enters a room or corridor with a different level of awareness, the room or corridor's awareness is raised to the higher level.



The enemy units in this room are suspicious. When a single alert unit enters, all units in the room become alert immediately.

Flip the token to its alert side.

Post-alarm awareness levels are no longer tracked. All enemy units become **!** and all remaining spawn tokens on the map are triggered, remove all awareness tokens.



ENEMY TURN

After every Hero turn, there is an enemy turn. Enemy units will activate if possible. This enemy turn has 4 phases.

1 Raise the Alarm!

- **Pre-alarm:** if any enemy units are alert, advance the mission tracker by 1 round.
- **Post-alarm:** the enemy ignores the Raise the Alarm! phase.

2 Action Stations! All alert enemy units on the map move. Do this in the order listed on the mission's faction card. In the post-alarm game ALL enemy units are alert.

Note: Unit names in white do not activate in this step.

3 Kill the Intruders! All alert enemy units that can attack do so. Do this in the order listed on the mission's faction card.

Note: Unit names in white do not activate in this step.

4 Check Awareness! Check to see if any Heroes are in line of sight of enemy units. See Levels of Awareness on page 17.

Some faction cards have multiple entries for the same type of unit. This means that those units are more likely to spawn. It does not mean that the units act more than once per enemy turn. If a card has more than one entry for a unit type, one of the entries will have the unit name in yellow, and the others will be in white. When activating enemy units in phases 2 and 3, skip lines written in white.

1 Raise the Alarm!

If any enemy units are alert at the start of a pre-alarm Raise the Alarm! phase, advance the mission tracker by one round. After the alarm is triggered, enemy units ignore the Raise the Alarm! phase. However, some of the Heroes' action cards may continue to trigger in this phase.

2 Action Stations!

Alert enemy units move 1 area per turn towards the nearest Hero. If the active enemy unit

starts in the same area as a Hero, then it remains where it is.

In the Action Stations phase, if an enemy unit needs to move through a locked door, then they will unlock it instead of moving. If an enemy unit needs to move through an unlocked closed door, then they will open it instead of moving. Note that this process may result in breaking up groups of the same type of enemy as one unlocks the door, a second opens it, and the others move through.

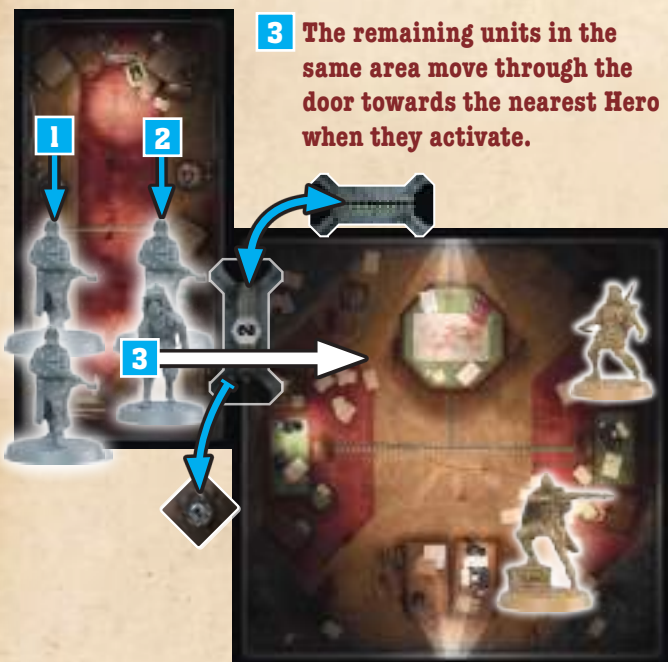
DESIGNER'S NOTE

The preceding rule is the core rule. As you'd expect, various enemy types have special rules that allow them to move faster, smash doors, and so on. These variations in behaviour are flagged with keywords.

Enemy units are defined by the primary attack type of the unit (melee or ranged, see p.24 of the mission book). Melee units will continue moving until they are in the same area as a Hero. Ranged units will continue moving until they are in range and have a line of sight to a non-Downed Hero. However, note that if a ranged unit is in an area with a Downed Hero they can still capture them.

Example: The soldiers activate.

- 1** The first unlocks the door as his move. Remove the lock token.
- 2** The second soldier opens the door as his move. Flip the door to its open side.
- 3** The remaining units in the same area move through the door towards the nearest Hero when they activate.



Guard Points



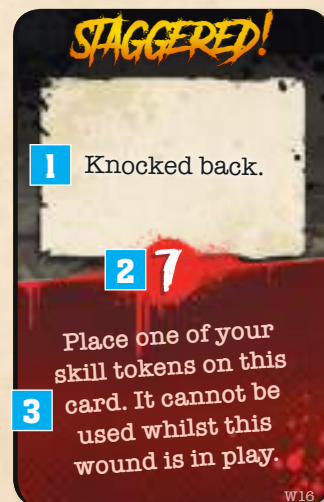
Certain enemy units have the Guard keyword. When they enter an area that has the guard point token, some of the units will remain in this area and no longer move. (See Guard, p.29).

3 Kill the Intruders!

Alert enemy units will attack the nearest Hero whenever they can. If two Heroes are equidistant, the enemy will attack the Hero who most recently had a turn this round. If none of the potential target Heroes have taken their turn this round, then the players choose who the enemy units attack. If more than one enemy unit of the same type attacks the same Hero in the same way (melee or ranged), then combine all the attacks into a single defence test.

Nominate one unit as the main attacker, and use their attack value. Add the support value of each additional attacker of that type. This total becomes the target number for the Hero's defence test.

If the test fails, deduct the defence result from the attack number. This is the damage that your Hero takes. Draw a wound card and apply the top effect immediately. If the damage is equal to or greater than the wound target number, the wound becomes permanent. Place the card under the edge of your dashboard. The permanent effect remains active until the wound is healed.

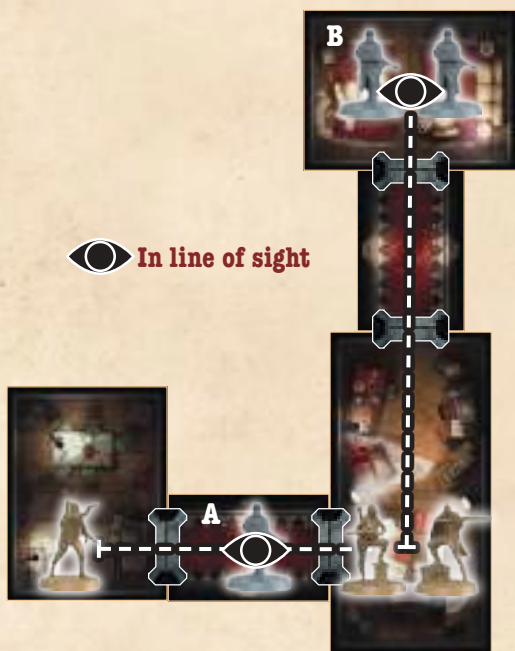


- 1** Top effect.
- 2** Wound number.
- 3** Permanent effect.

For example: 3 zombies are in the same area as Quentin. In the enemy turn they make a combined melee attack against him. On the current mission's faction card, zombies have an attack of 5 and a support value of 3, so Quentin has a target number of $5+3+3=11$ for his defence test.

4 Check Awareness!

When 1 or more Heroes are in line of sight of at least 1 enemy unit in a room or a corridor, raise awareness 1 level in that room and or corridor. Only apply this once per room per enemy turn, regardless of the number of enemy units and Heroes involved.



Example: Although the enemy in room A has three heroes in his line of sight, the awareness level of his corridor is raised by 1 only. Although the two enemies in room B have two heroes in their line of sight, the awareness level of their room is raised by 1 only.

Defence

2 During the enemy Kill the Intruders phase (see p.19), Heroes are at risk of being attacked. If an enemy unit attacks a Hero, they will roll 2 defence dice. If the test result equals or is greater than the target number, then the defence was successful.

If the result was lower than the target number, then they draw a wound card.

Note: certain wounds or skills will affect the amount of dice rolled for a defence test.

END OF ROUND PHASE

Once all Heroes have had a turn, and the enemy has had a turn after each Hero, there is an end of round phase:

- Any player with fewer than 5 cards draws 1 card from their own deck.
- Check the board for any tokens that need to be removed. For example: remove any awareness tokens not in a room or corridor containing any enemy units.
- Advance the mission tracker by 1.

If this reaches the end of the pre-alarm section, the alarm triggers (see p.15).

If this reaches the end of the post-alarm section, the mission is failed (see below).

- Collect the turn order tokens ready for the next round.

END OF THE GAME

When playing Reichbusters, players will choose to play either a RAID or a campaign mission. The scenario they choose to play will determine the conditions to achieve victory or to suffer a defeat.

See p.3 of Mission Book for more detail on how a game of Reichbusters will end.



COMPONENTS

THE MAP

In Reichbusters, the board is called a map, and it is made out of map tiles. Map tiles show either a corridor, or a number of rooms (usually 1). Both types of tiles are divided into 1 or more areas.



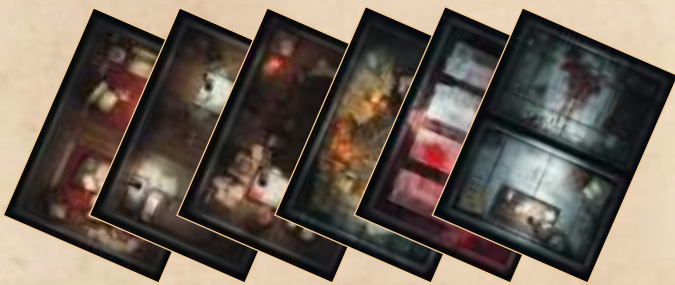
4x Large room

- 1a Map room
- 1b Experiment cells
- 2a Great hall
- 2b Bunker hall
- 3a Theatre
- 3b Vril laboratory
- 4a Church
- 4b Factory



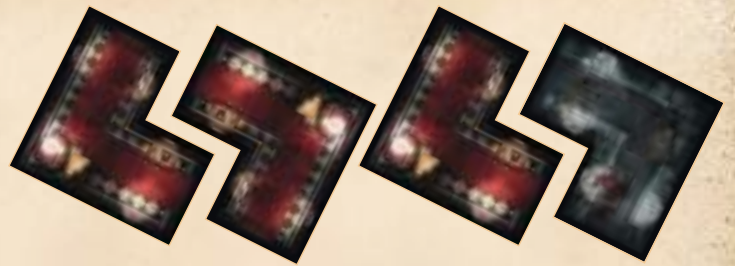
2x Medium room

- 5a Laboratory
- 5b Bunker barracks
- 6a Art gallery
- 6b Vril laboratory



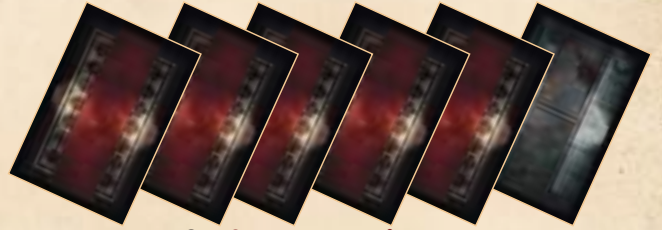
6x Small room

- 7a Archive
- 7b Submarine
- 8a Lounge
- 8b Prison cell
- 9a Guard room
- 9b Weapon storage
- 10a Office
- 10b Morgue
- 11a Storage
- 11b Vril storage
- 12a Church entry
- 12b Mad scientist's office



4x Corner corridor

(13a/13b, 14a/14b, 15a/15b, 16a/16b)



6x Short corridor

(17a/17b, 18a/18b, 19a/19b, 20a/20b, 21a/21b, 22a/22b)



2x Long corridor

(23a/23b & 24a/24b)



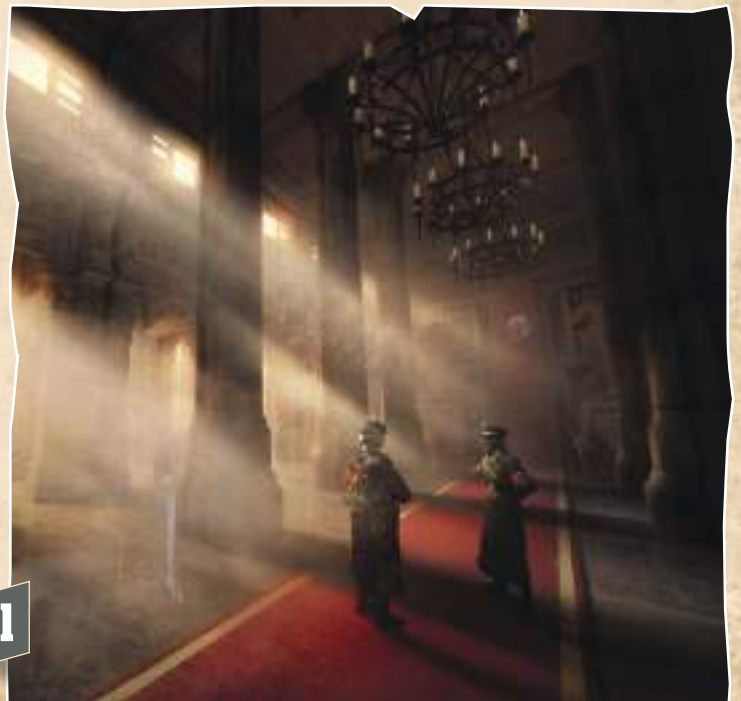
1x Crossroads junction

(26a/26b)



1x Junction corridor

(25a/25b)



HERO DICE



8x Attack dice



Blank (0) Special



Attack (1-3)



5x Defence dice



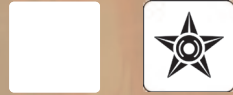
Blank (0) Special



Defence (1-3)



5x Noise dice



Blank (0) Special



Noise (1-3)



3x Vril dice



Blank (0) Surge Special



Vril (1-3)

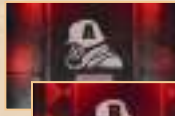
MAP TOKENS



2x Entrance



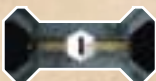
3x Exit



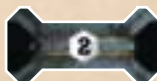
3x Barracks



6x Secret passage
(see p.14).



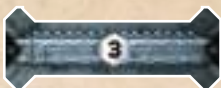
9x Door
(noise 1)



9x Door
(noise 2)



9x Door
(noise 3)



2x Large door
(noise 3)



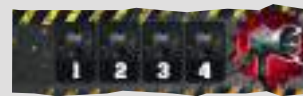
FLIPPED
(Open door)



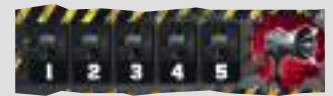
6x Door
lock

FRONT

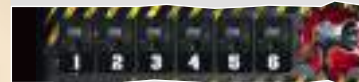
BACK



1-4 Pre-alarm turns



1-5 Pre-alarm turns



1-6 Pre-alarm turns



1-7 Pre-alarm turns



1-3 Post-alarm turns



1-4 Post-alarm turns



1-5 Post-alarm turns



1-6 Post-alarm turns

ENEMY TOKENS



14x
Spawn 1



10x
Spawn 2



8x
Spawn 3



FLIPPED
(Cleared room or
corridor)

MISSION TRACKER

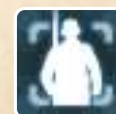


1x
Round
marker

The mission tracker keeps track of the Heroes' progress through their mission. It is broken into pre-alarm and post-alarm sections. Each mission briefing tells you which pre-alarm and post-alarm sections to use.



12x Awareness



12x Guard
point



12x Wound

PLAYER TOKENS



12x Jammed/drained



12x Obscured/suppressed



8x Wild heroic point



8x Attack heroic point



8x Defence heroic point



4x Player turn



FRONT (normal)



BACK (vriil enhanced)

10x Weapon



FRONT (active)



BACK (deactivated)

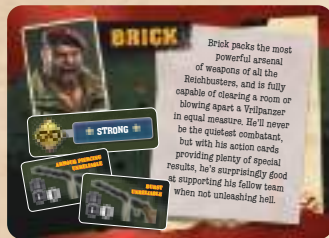
26x Skill

PLAYER CARDS

FRONT



BACK

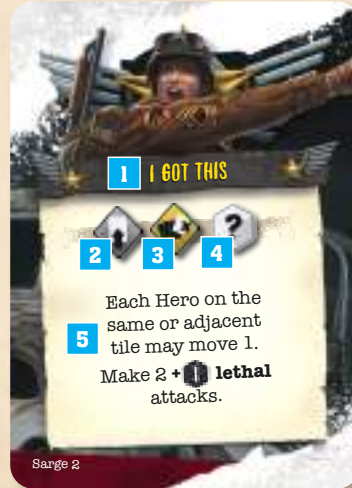


5x ID Cards

Each Hero has 12 action cards. These consist of 10 action/modifier cards with an action at the top and a modifier at the bottom, and 2 feat action cards with powerful actions and no modifier.

ACTION CARDS

2x Feat action



Sarge 2

10x Action/modifier



Sarge 6

- 1 Action/modifier name
- 2 Effect type
- 3 Effect duration
- 4 Noise test
- 5 Action
- 6 Modifier

60x Action Card (12 per Hero)

NOISE CARDS

Noise cards are drawn if a Hero makes a noise. The top area shows an immediate effect. The secondary effect is triggered if the noise is equal to or greater than the target number on the card.

12x Pre-alarm noise card



12x Post-alarm noise card



- 1 Card name
- 2 Effect
- 3 Target number
- 4 Secondary effect
- 5 Spawn details

24x Noise Card

SPAWN CARDS



Spawn cards are drawn whenever a spawn is required by a token or card. One spawn card is drawn per spawn icon.

- 1 Spawn level
- 2 Faction card spawns (see back of Mission book)

20x Spawn Card

WOUND CARDS



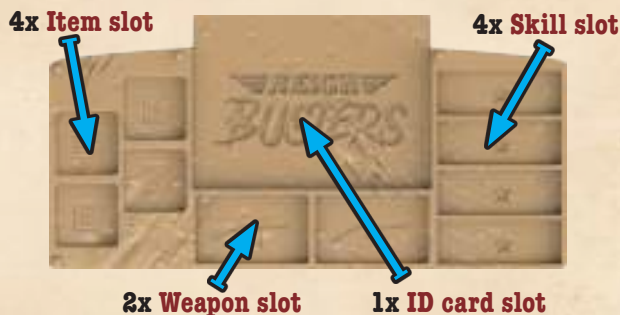
A wound card is drawn if a Hero fails a defence test. The top effect is resolved immediately, the permanent effect is only resolved if the damage is equal to or greater than the target number.

- 1 Card name
- 2 Effect
- 3 Target number
- 4 Permanent effect

20x Wound Card

PLAYER DASHBOARDS

Each Hero has their own dashboard. This holds their weapons, skills, and items. Weapons and skills are fixed at the start of a mission. Items may be picked up, used, and dropped during a mission.



4x Hero dashboard

RAID CARDS

RAID cards are used to generate RAID missions. See back of Mission book.



4x RAID map card 4x RAID faction card 4x RAID objective card

DESIGNER'S NOTE

As our rather rage fuelled Hero here will agree, vril is dangerously unstable stuff. When playing the game with anything powered by vril, be careful! All vril weapons and items are prone to draining without warning, surging for massive effect, or simply exploding. Sure, vril can make some really glowy, weird tech for you to play with, but will it blow up the Heroes or the enemy?

OTHER CARDS



4x Reference card



6x Mission faction card
(see back of Mission book)



4x Team card
(see Mission book p.5)



48x Room feature card



1x Reichbusters HQ card



24x Unit card
(see back of Mission book)



MINIATURES



1x **Brick**



1x **Claudine**



1x **Sarge**



4x **Scientist**



4x **Sturm Kanonier**



12x **Zombie**



1x **Quentin**



1x **Red Hawk**



O'Reilly



8x **Experiment 6XX**



4x **Experiment 601**



1x **General Wolff**



1x **Gisela Gruber**



4x **Sturm Angriff**



4x **Tracking Bomber**



16x **Soldier**



4x **Officer**



4x **Dog**



Vrilpanzer

ITEMS

There are 97 items in the Reichbusters core game. A Hero may carry up to 4 items on their dashboard. If they gain a fifth, then they must drop another item to make space for it.



7x **AP Rounds**

This ranged weapon gains **armour piercing** for the duration of the attack.



4x **Ammo**

Add **2** to a ranged weapon attack.



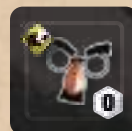
5x **Bandages**

Discard up to 2 permanent wounds from Heroes in your area.



4x **Body Armour**

Add **3** to defence tests.



3x **Disguise Kit**

If this Hero triggers a rise in awareness level of a room or corridor, and is the only Hero in line of sight of the room or corridor, discard this item to cancel the rise in awareness.



3x **Dog Biscuits**

Discard this item to cancel the attack of all dogs, experiment 6XXs, and General Wolff in the same area until the end of the turn.



7x Grenade Target an adjacent area. Inflict a wound on all units in that area. Note that some Hero action cards allow them to throw grenades. These do not require this item.



5x Helmet Add to defence rolls.



5x Keys An Unlock/Open door action taken by this Hero can open a locked door.



2x Knuckledusters Add to unarmed melee attacks.



4x Medic's Bag Discard 1 permanent wound from all Heroes in your area.



3x Pain Killers Discard 1 permanent wound from a Hero in your area. That Hero may ignore the effects of other wounds until their next turn starts.



4x Radio You may re-roll blank results on non-noise tests once per action.



3x Smoke Grenade Target an adjacent area. Place a in that area. Line of sight can no longer be drawn into, out of, or through this area until the end of the next enemy turn.



4x Stick Grenade Bundle Target an adjacent area. Inflict a wound on all units in that area. This attack has **armour piercing**.

VRIL ITEMS



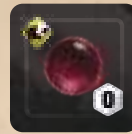
2x Vril Goggles Target the same or an adjacent tile ignoring line of sight, reveal a number of room features, items, or spawn tokens equal to the vril result.
: Reveal all room features, items, and spawn tokens on the tile.



2x Vril Healing Potion Discard a number of permanent wounds from a Hero in your area equal to the vril result.
: Discard all permanent wounds from the target Hero.



3x Vril Injection Re-roll blank results for all of your tests until the start of your next turn.
: Add to all tests until the start of your next turn.
: Ends this effect.



11x Vril Orb Use this as part of a Ready Equipment action to remove a .



3x Vril Shield Hero Chooses:
EITHER add to a defence test, OR if the shield is not , add and to a defence test.
: Replace all damage from the attack with surge effect.
: Ignore all damage from the attack.

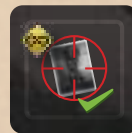
OBJECTIVE ITEMS



1x Detonator objective Needed to complete a demolition charge mission.



1x Dossier objective A Hero that finds this objective item may place it on their dashboard.



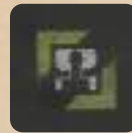
4x Objective complete A Hero that can draw line of sight to an objective complete item may add it to an item slot on their dashboard.



3x Demolition charge A Hero may use a Give Item action to plant a demolition charge on a false objective item.



3x False objective This objective is a red herring. Keep looking!



1x Escort objective A unit with the escort keyword can be escorted by a Hero. See p.28.



KEYWORDS & SKILLS

Ablative Shield

This unit is immune to grenade attacks.

Accurate

Accurate attacks may draw a line of sight through areas containing enemy units. In addition, **accurate** attacks ignore **bodyguard** and **meatshield**.


Armour Piercing

Attacks with **armour piercing** may damage an **armoured** target. Against a non-armoured target, an **armour piercing** attack will inflict 2 wounds.

Armoured


An **armoured** unit cannot be damaged unless the attack is **armour piercing**.


Auf Deutsch

Once per non-weapon noise test, a  may be spent to reduce the awareness in the nearest room by one level.

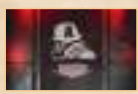
BANG!



Pre-alarm, when a  is triggered, the mission tracker is immediately advanced 1 round. If the mission tracker reaches the end of the pre-alarm section, the alarm triggers.

Post-alarm, a  causes the Hero to draw a noise card and resolve the bottom effect.

Barrack



Barracks tokens are used to indicate where enemies spawn through post-alarm Noise cards. When an enemy unit spawns from a **barracks**, they are placed onto the area that the arrow is pointing toward.


Bitter

If this Hero draws a wound card, they may also draw an action card.

Bodyguard


Heroes are unable to target officers or **Vrilmeisters** while a **bodyguard** unit is in the same area. Additionally, this unit gains +1 attack when on the same tile as an officer or a **Vrilmeister**.


Bomber

If a **bomber** makes a melee attack, or is wounded by a ranged attack, it explodes. This causes a  and inflicts 1 wound on all units in its area. The **bomber** is destroyed. Note that a **bomber** does not explode if it is wounded in melee.



BOOM!



Pre-alarm, when a  is triggered, the mission tracker is immediately advanced 2 rounds. If the mission tracker reaches the end of the pre-alarm section, the alarm triggers.

Post-alarm, a  causes the Hero to draw a noise card and resolve both the top and bottom effects. If this was triggered by an enemy unit, only resolve the bottom effect.

Burst

Once per attack, a  may be spent to add  to the total.

Once **burst** has been triggered, the attack may wound more than one target in the same area. Other normal targeting restrictions apply.


Total your attack score as normal. Apply this total to the initial target, and then to other targets in the same area, one at a time. Each time a target is wounded, reduce the total by the amount needed to wound it, and move onto the next target. Continue until you fail to wound a target.

For example: a **burst** is triggered during an attack with a final total of 23. The target is a zombie with a defence of 7, in an area with 3 other zombies. The first zombie is wounded by the first 7 of the attack total, leaving 16. This is enough to wound a second zombie from that area, leaving 9. This will wound a third zombie, leaving 2. This is not enough to wound the final zombie, so it survives.

Chain Fire

This ranged attack targets all Heroes in the target area.

Counter

Once per defence a  may be spent to make an attack against a unit that attacked this Hero.


Coward

This unit will not move into the same area as a Hero, and will move out of an area containing a Hero during the Action Stations! phase, if possible. **Coward** takes precedence over **guard**.

Critical Hit

Once per attack, a  or  may be spent to immediately wound the target enemy.



Crowd Control

Once per attack, a  may be spent to move all enemy units in the target's area 1 area further away from this Hero.

Crush

Heroes who are wounded by this unit in melee are **knocked down** in addition to any other wound effects.


Deadly

Once per attack, a  may be spent to add  to the total.


Decoy

This Hero may choose to be the target of an attack instead of another Hero in their area. The **decoy** must be a legal target for the attacker.



Detect

Increase all noise test results in this unit's area by .

Die Hard

When no other Heroes are in your area, your attacks gain  and **lethal**.

Double Tap

Once per attack, a  may be spent to add  to the total.

Dual Wielding

When attacking, you may compare the total against the combined defence of two enemy units in the same area, wounding both targets if successful.

Dug In

This unit gains +1 defence whilst at a guard point.

Enhance!

Zombies and experiments gain +1 attack in this unit's area.

Escort






A unit with the escort keyword can be escorted by a Hero. A Hero may spend a basic action to escort a unit by placing this token into one of their item slots.

A Hero can add this token to their dashboard even when enemy units are in the same area.

When not assigned to a Hero's dashboard, the escort token will move with their associated miniature.

When being escorted, a unit moves with the Hero. If the Hero is knocked back, then they drop the escort token before the knock back and the escorted unit remains in the area containing the escort token. Escorted units do not count as Heroes or enemy units.

The Hero may use the Give Item action to transfer **escort** to another Hero. If the Hero drops the  for any reason, the  remains with the escorted unit until picked up again.

This item is always face up and causes .


Evasive

After an enemy unit attacks you, you may move to an adjacent area, away from your attacker.

Fast

This unit moves 2 instead of 1 in the Action Stations! phase.

Fire Support

This Hero adds  to all attack tests by other Heroes in their area.


Firestorm

This weapon attacks all units in the target area, apply the attack total to each target.

Fixed

This unit cannot move.

Frenzy

Once per turn during a melee attack, a  may be spent to make an additional melee attack. Resolve the second attack after completing the first.

Focused

This Hero may re-roll  per attack action.

Genius

When this Hero takes the Draw 2 Cards action, they draw 3 cards instead, adding them to their hand. They then discard 1 card.

Guard

If this unit begins its activation in an area with a guard point, count how many guard units are in that area. If there are fewer than 5 guards in total, the unit will remain in the area.

Guard Point




Some rooms need particular oversight and receive a Guard Point token. See Guard above for more details.

Guardian

This Hero may spend their defence modifier cards to modify the defence tests of other Heroes in the same area.



Heavy Infantry

Once per defence, a  may be spent to add  to the total.

Incendiary

This ranged attack is **piercing** and targets all Heroes in the target area.

Iron Hide

Once per defence, a  may be spent to add  to the total.

Knocked Back

Heroes that are **knocked back** are moved 1 area directly away from the unit that caused the **knocked back** effect. If they cannot move, there is no effect.



Knocked Down

Place the Hero's miniature on its side. A Hero who is **knocked down** must spend 1 movement to stand up again before they can move further, or take any other actions.


Lethal

You may re-roll each  and  result once when making an attack test.

Lifedrain

Once per this Hero's attack, a  or a  may be spent to immediately remove a permanent wound from this Hero.



Lone Wolf

When no other Heroes are in your area, gain  and **resilient**.

Meatshield

Heroes may not make ranged attacks against other enemy units in the **meatshield's** area while it is a valid target.

Mech Implants


Once per defence, a  may be spent to add  to the total. In addition, if the defence fails, draw 2 wound cards and choose 1 to apply, discarding the other.

No Hands

This unit cannot open or unlock doors.

Obscured





Line of sight cannot be drawn into, out of, or through an area that is .

Opportunist

After turn order tokens have been handed out, this Hero may swap theirs with another Hero.

Overload

Once per attack, a  or a  may be spent to make an additional attack with the same weapon. Resolve the second attack after completing the first.




Overwhelm

When spawning this unit, spawn 2 units instead of 1.


Piercing

All  count as a  when making a defence test against this attack.



Precise

In all attacks, each  and  adds  to the total.


Quick Shot

Once per turn during a ranged attack, a  may be spent to make an additional ranged attack. Resolve the second attack after completing the first.

Rage

Once per melee attack, a  may be spent to add  to the total.


Recon

Once per non-weapon noise test, a  may be spent to ignore the top effect of the noise card.

Reinforce!

Sentry flamers, sentry guns, sturm angriff, sturm kanonier, ubersoldaten, and all **armoured** units gain +1 defence while in this unit's tile.



Relentless

This unit ignores  effects.

Repulse

Heroes who are wounded by this unit are **knocked back** in addition to any other wound effects.

Resilient

You may re-roll each  and  result once when making a defence test.



Ruthless

If this unit is in range and line of sight of a Hero at the start of the Action Stations! phase, it will make a ranged attack instead of moving.


Scuttle

This unit gains **fast** if it has a line of sight to a Hero during the Action Stations! phase.


Shockwave

Once per attack, a  or a  may be spent to target all units in the target area. Use the same attack total against each target.

Silent

Once per non-weapon noise test, a  may be spent to ignore all noise results.


Sleight of Hand

Once per non-weapon noise test, a  may be spent to draw 2 noise cards and choose 1 to apply, discarding the other.


Smash

Heroes who are wounded by this unit in melee are **knocked back** and **knocked down** in addition to any other wound effects.


Sneaky

When making a non-weapon noise test, the Hero may reduce the noise value by .

Special Ops

Once per non-weapon noise test, a  may be spent to draw 1 action card.

Splash

Once per attack, a  may be spent to also apply the test result to a second enemy unit in the same area as the target.


Squad Leader

This Hero may play a single card from their own hand to modify an attack test of another Hero in the same or an adjacent area.



Stand Down

Once per defence, a  may be spent to ignore all damage from an attack.

Stealthy

This Hero may re-roll  when making a non-weapon noise test.



Strong

Gain  on unarmed attack tests, and  on defence tests.

Stunned

Once per attack, a  may be spent to  the target's area until the next Hero turn.

Suppressed



 Enemy units do not activate and will immediately end their activation in an area that is .




Remove any suppressed tokens at the end of the enemies turn.

Unique


This unit can only spawn or be placed once per game. All **Vrilmeisters** are **unique**.

Unreliable

An unreliable weapon or item will become jammed (mark it with a ) when it is used, unless it has a  spent on it during that action.

Some weapons and items are particularly unpredictable or low on ammo, and these may have multiple **unreliable** keywords. In these cases, each keyword will trigger a  unless a  is spent on it. Jammed weapons cannot be used until all  are removed from the weapon.

Unstable

After removing this unit, all units in its area take a wound. This causes a .

Unstoppable

Ignore doors and locks when moving. Open any doors and locks this unit passes through.


Vengeance

Once per their turn, this Hero may move 1 if this allows them to move into melee.



Versatile

Versatile weapons may make ranged attacks against enemy units in the same area.




Vril Enhanced

Once per action, a  may be spent to recover one of your action cards that has been removed from the game. Place it on top of your discard pile.


Vril Experiment

This Hero may add  to any non-noise test.  may be spent to remove 1 wound from the Hero, or inflict 1 wound on an enemy unit in the same area.

Vril Implants

Once per action, a  may be spent to change a  result to a .

Vril Tolerance

After you draw a wound card when resolving a , resolve the top effect only, then discard it.

Vrilmeister

Heroes may not spend heroic points when attacking a **Vrilmeister**. All **Vrilmeisters** are **unique**.

Withdraw

If this Hero draws a wound card, they may immediately move 1.

X Wounds

This unit has a number of wounds equal to X.

CREDITS

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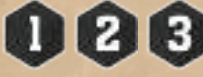
ICONOGRAPHY

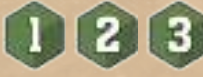
DICE ICONS


 Use the number of noise dice for the weapon used (see p.7).


 No noise (see p.7).


 Roll this number of noise dice.

 Roll this number of attack dice.

 Roll this number of defence dice.

 Roll this number of vril dice.

 Dice face icons represent the value shown on the face (see p.22).


 Special dice face icons represent a special value (see p.5).

 Vril surge (see p.5).


TOKEN ICONS


Suppressed
(see p.30)


Jammed
(see p.10)


Drained
(see p.6 & p.10)

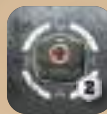

Obscured
(see p.29)


Wound
(see p.9)


Range
(see p.14)

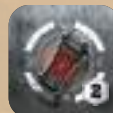
MAP ICONS



Miscellaneous


Medical


Weapon


Objective


Vril



Normal
loot



Vril
loot



Spawns



Guard Point


ACTION CARD ICONS


 Play as a free action.


 Play as an instant action when indicated by the card.


 Play as a modifier to an action.


 Discard after use.

 In use until discarded.


 Remove from the game after use.

 Lasts until the start of the next Hero's turn.


 Repeat until the action fails.


 Lasts until the start of this Hero's next turn.


FACTION CARD ICONS

 This unit drops a **normal loot** item (see back of Mission book).

 This unit drops a **vril loot** item (see back of Mission book).

 This unit's melee column and stats (see back of Mission book).

 This unit's range column and stats (see back of Mission book).

 This unit's defence column and stats (see back of Mission book).

#4 Maximum number of this unit available (see back of Mission book).