



ROGUE ANGELS

LEGACY OF THE
BURNING SUNS

Rulebook

Players: 1-4

Age: 16+

Play time: 60-120 min/mission

version Golf 1.00

Welcome, Commander

The year is 1001 ATA, the galaxy is in turmoil, The Assembly's civilizations are at each other's throats, and an ever-growing threat is lurking just beyond the horizon.

You have joined a small team of highly trained operatives, ready to work as guns-for-hire for an as-yet-unknown contractor.

Making planetfall in a remote pirate-controlled system, you gear up to meet your contact. This is your opportunity to begin anew. You will need all your skills, and probably a little bit of luck along the way if you are going to carve out your legacy.

Welcome to Rogue Angels...

Introduction

Dear gamer,

Thank you so much for trying out the prototype of my board game, Rogue Angels. I sincerely hope you will enjoy the experience.

If you have any questions along the way, do not hesitate to contact me on Discord <https://discord.gg/KzHfDMRSWt> or mail@suntzugames.com.

Best regards Emil



--- Prototype notes ---

- Not all components have been fully illustrated or laid out yet.
- Not all components have been completed or included in the prototype (see yellow markings).

--- Tabletop Simulator (TTS) notes ---

- For those using Tabletop Simulator, I have added specific explanations (see olive marking).
- Decks and bags that should be shuffled are shuffled upon load.

--- Links ---

- Official website: <http://www.suntzugames.com/rogue-angels.html>
- BGG: <https://www.boardgamegeek.com/boardgame/347909/rogue-angels-legacy-burning-suns>
- Kickstarter: <https://www.kickstarter.com/projects/suntzugames/rogue-angels>
- TTS mod: <https://steamcommunity.com/sharedfiles/filedetails/?id=2539276749>

Index & References

Read and learn while playing?

Read the mentioned rulebook pages, according to how far you are in the **Campaign Book – Chapter 1, Mission C1**

- When readying the game 4-9
- At C1 - Mission brief..... 10-12
- At first player turn 16-19, 23
- At C1 - Mission update #1 13, 24-28
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- At C1 - Mission update #4A/B 14

You do not need to read the pages with gray markings/boxes, unless the specific situations/elements occur.

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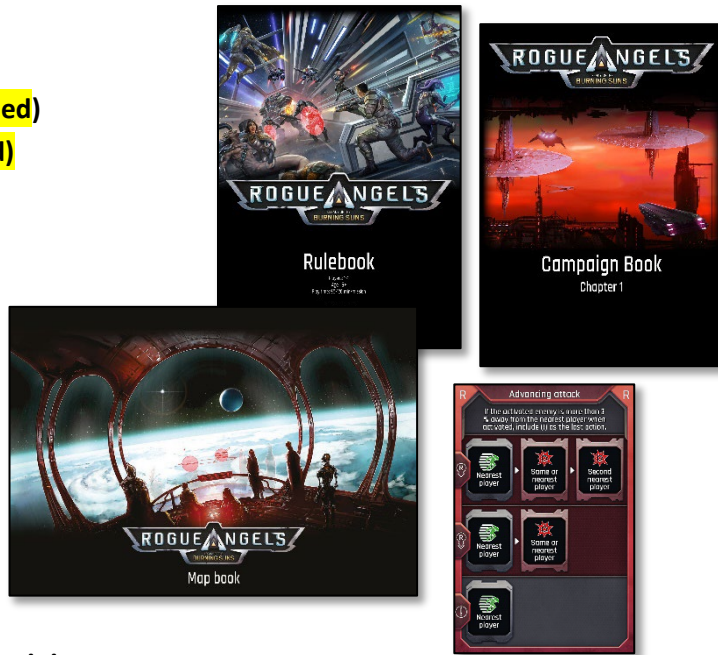
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Component overview

- 1 game box
- 1 rulebook
- 3 campaign books (more planned)
- 1 personal story book (planned)
- 1 map book
- 22 enemy behavior cards
- 1 training manual (planned)
- 8 dice

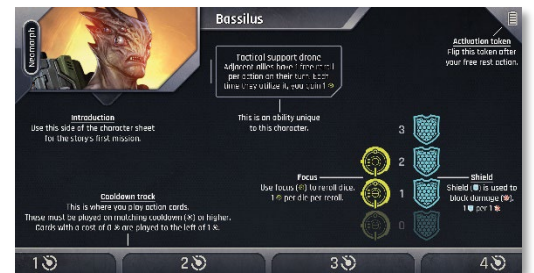
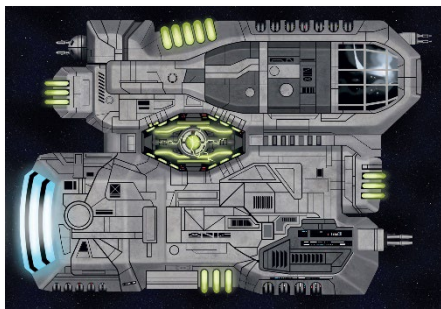


- 16 dossier envelopes, each containing:

- 1 character cardboard figure
- 7 action cards
- 4 locked action cards (planned)
- 1 cardboard character sheet
- 1 legacy folder (more planned)
- 1 legacy sticker sheet

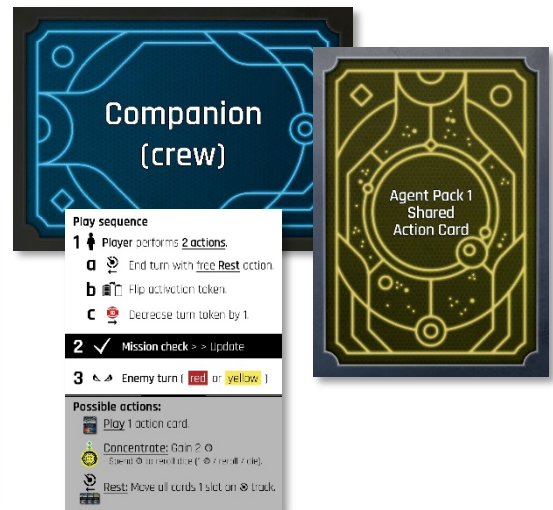


- 1 spaceship box (planned)



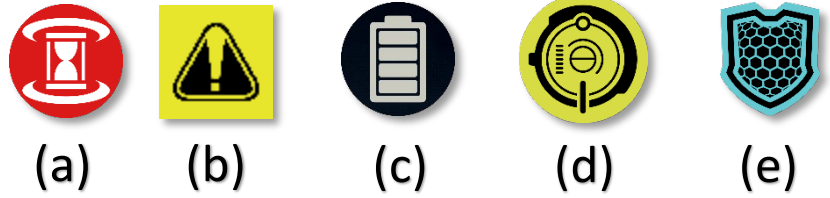
- Cards

- 8 companion cards (more planned)
- 5 card packs (4 cards per pack) (more planned)
- 30 damage cards
- 4 player aids



- **Tokens**

- a) 1 turn token
- b) 4 trigger tokens
- c) 4 activation tokens
- d) 4 focus tokens
- e) 4 shield tokens
- f) 120 personality tokens



- **1 Interaction bag**

- o 8 blue, red, and purple tokens (24)
- o 4 white tokens



- **18 object cardboard figures**

- o 4 doors, 4 consoles, 4 fuel barrels, 4 canisters, 2 crates
- **22 double-sided cardboard tokens (more planned)**
 - o 12 blocked entrances, 4 POIs, 4 crumbling walls, 4 stones, and more.



- **28 enemy, boss, and civilian cardboard figures (more planned)**



- **16 plastic miniatures, one for each hero (planned)**



- **Plastic bases/cardboard stands (TTS: uses discs)**

- o 4 transparent
- o 8 red and yellow, marked 1-8 (differs from final game)
- o 4 orange, marked 1-4 (differs from final game)



- **1 whiteboard marker (not included) (TTS: use draw tool)**

Player setup

When starting a new campaign, randomly hand out 3 dossiers to each player. If you are setting up a new campaign for the second or third time, you hand out the remaining dossiers in a satisfactory way. If you play solo, you must choose at least 2 characters to play as.

Players can decide to either read the dossiers together and try to set a balanced team, or they can go in blind and choose their character from own preferences.

Once every player has chosen a dossier, the rest of them are put back.



Vera N'Kalou

Species:
Terran

Gender:
Female

Date of birth:
9/1 AIA

Place of birth:
Chius

Affiliation:
Marauder

Former work:
Army platoon leader

Vera N'Kalou is an inspiring soldier who can work in teams as well as alone. Her well-rounded stats make her suitable for unknown situations where a quick escape might be needed. Vera is only equipped with one weapon, but what Vera does not have in firepower she makes up for in agility.

Vera carries a lot of equipment like a jetpack and a medic kit making her capable of taking on a wide variety of missions and support roles.

Vera is capable of treating both her own and other's wounds. She is also a reliable hacker. Vera can join most teams where they need a flexible and headstrong individual.

Each player now opens their chosen dossier and pulls out the content.

1 character cardboard figure.

Place it in one of the stands.



7 action cards.

Action cards are used to perform different types of actions on your turn.

All Action Cards consist of:

- a) Cooldown cost.
- b) Title and image.
- c) Action type.
- d) Action description, which tells you what you can do with the card.
- e) A dice indicator, which tells you how many dice you roll for your action.
- f) Personality boosts, which tells you what personality you can boost your action with.
- g) Card classification (e.g., weapon, gear)

4 locked action cards

These action cards should be put back in the dossier until called upon.

3
(a)

Jet pack
(b)

(c)

1 (e)

(d) Jump over objects or empty spaces for [5]. You cannot jump over walls or closed doors.

Deal 2 to all adjacent enemies.

(f) Push all adjacent enemies 2 away from you.

(g) Gear (jump)

1 double-sided character sheet

If this is your first time playing, use the introduction side.



The character sheet is the centerpiece of your player area and consists of:

a) **Portrait, name, and primary ability.**

b) **Personality diagram:** Where you will paint new personality marks as your personality develops through the story (campaign will govern this).

c) **Focus:** Allowing you to reroll dice and utilize specific actions if required.

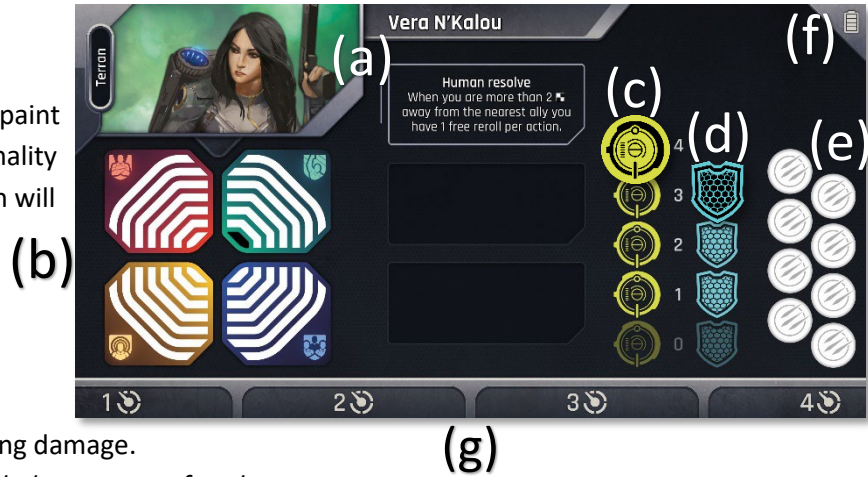
d) **Shields:** Allowing you to block incoming damage.

Use the focus and shield token to track the amount of each.

e) **Scars:** You may take scars during missions (campaign will govern this).

f) **Activation token:** Place an activation token next to this. It will show if you are ready or exhausted.

g) **Cooldown track:** Where you play your Action Cards.



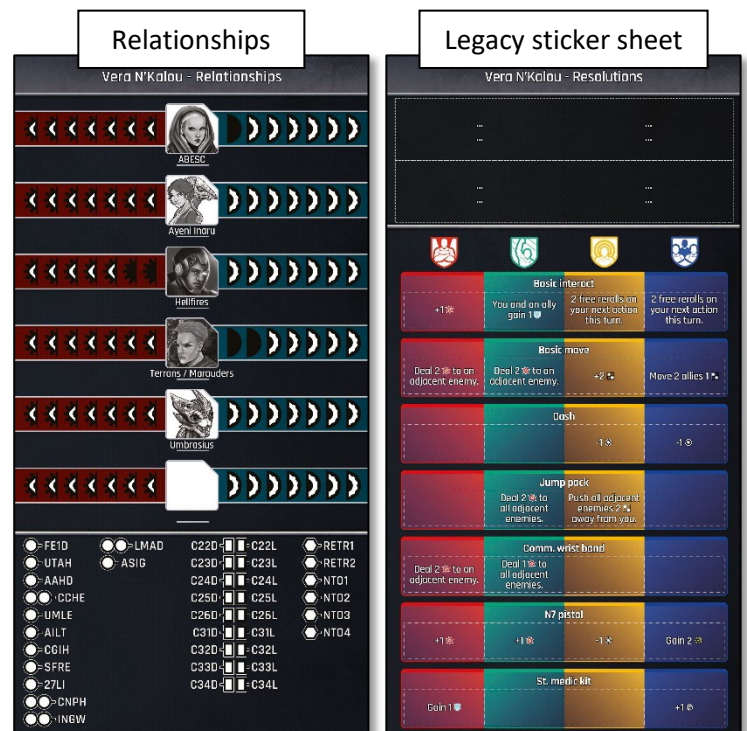
1 legacy folder

The legacy folder has the origin, personal journey, and mission for each individual character. The folder and campaign will guide you on when to read and write in it.

The legacy folder also allows you to track the relationship between your character and other NPCs/factions during the campaign (the campaign will govern this).

1 legacy sticker sheet

The sticker sheet allows you to take re-adhesive stickers and place on your Action Cards (the campaign will govern this).

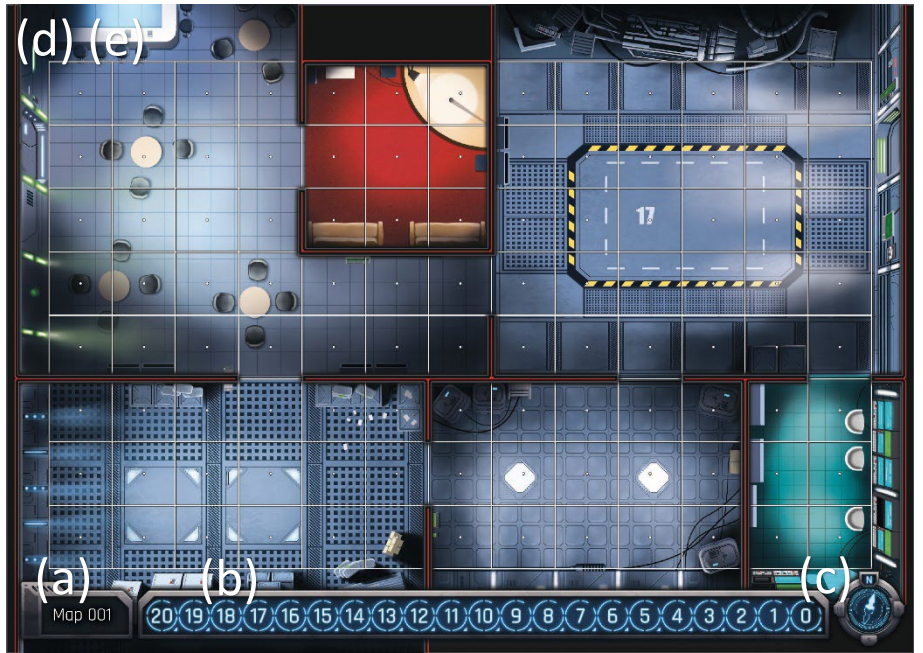


Game setup

Place the map book in the middle of the play area. This will be where all the action takes place.

All maps consist of:

- a) Map number.
- b) Turn track.
- c) Compass for orientation.
- d) 13 x 8 grid with various walls, layout, and restrictions.
- e) Unique piece of artwork.



Place turn token and dice nearby.

Place the interaction bag nearby. You will draw from this one, when you try to open/hack/disable doors and consoles.

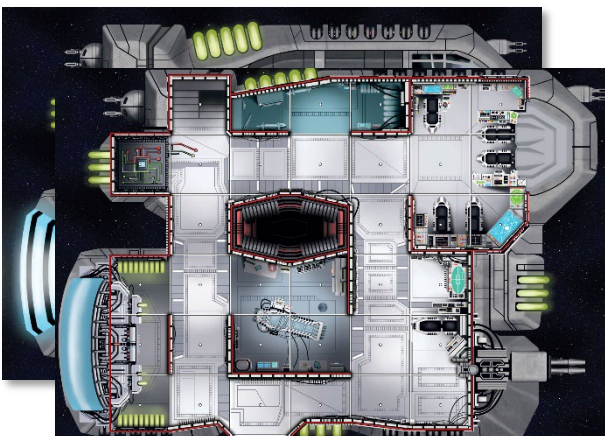


Place the deck of Enemy Behavior Cards (EBC) nearby. These control the enemies and their actions.

Shuffle and place the deck of damage cards face down nearby. These you will draw from once you no longer have any shield to block damage with.



Place the ship box nearby and open it so you have the visible play area inside.

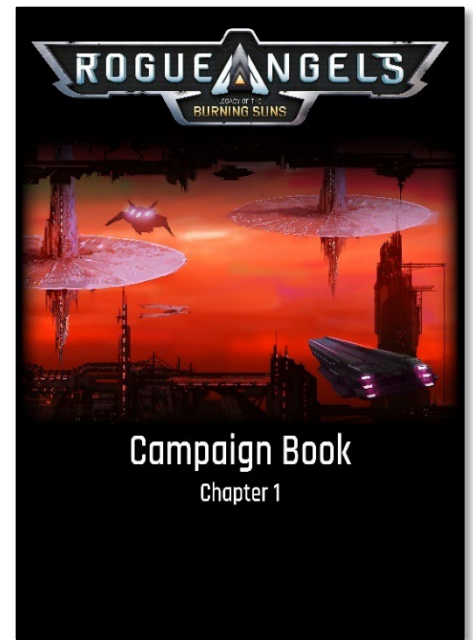


Bring out campaign book chapter 1 and have it available between players.

Pass around player aids and rulebook as you see fit.

Keep everything else like tokens, enemies, card packs etc. in the box until needed.

When done, you should have something that resembles the setup below:
(example of a 4-player introduction setup)



You are now ready to open Campaign Book - Chapter 1 and start your adventure!



Campaign books

The campaign books consist of the entire narrative of Rogue Angels. You will be exploring them from the first mission to the end, including all choices and various outcomes leading down different paths.

The entire campaign unfolds within missions. All missions consist of four types of segments:

1. Mission brief
2. Mission layout
3. Mission update
4. Mission aftermath

Below are six common elements that may occur within mission segments.

Mission elements

C1 – Credits and Brimstone

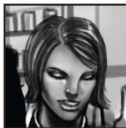
Location: Vexation, Fury's Fall, Brimstone Base. **Year:** 1001 ATA.

Mission title: Is only written at the beginning of a mission.

C1 – Mission brief

Subtitle: Is used to divide the mission into one-page segments.

[The bartender waves you to the bar again.]



Bartender, In-person: Here's your drink.

You have a personal call on the comm. Let me reroute it to your device, just a second.

Cutscene (used whenever NPCs are talking to you and can be placed anywhere).

Mission parameters

Mission parameters: Includes the goal(s) of the specific mission segment, what triggers or conditions might be in effect, and what may lead to mission failure.

Action:

1. Every player must put aside all their cards with weapon classification. They must not be used for now.

Choice: What will you tell Umbrasius about yourself?

Each player will tell Umbrasius a story about themselves.

Action / Decision point: Whenever the team or individuals will have to do or decide something.

If success, continue to C1 – Mission update #2

Check point: You may only move past this point if you have fulfilled the requirement.

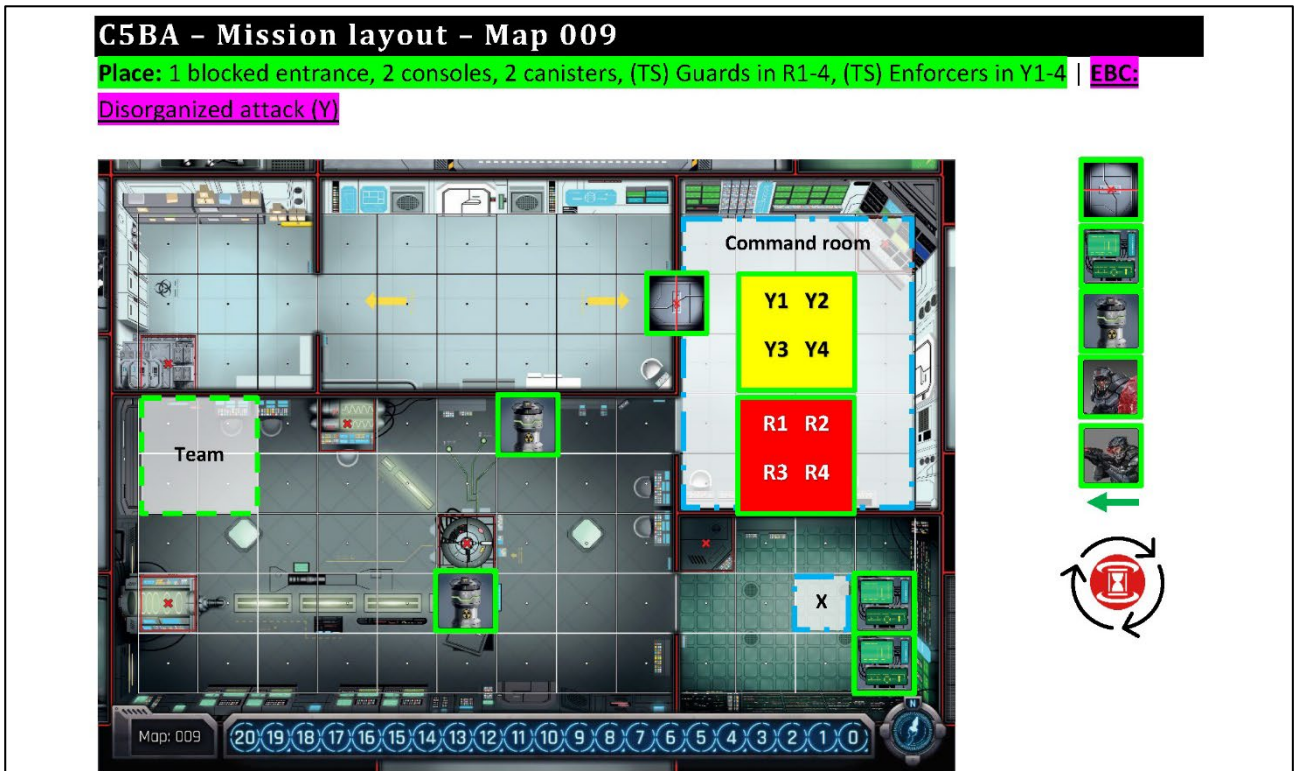
Mission brief

A new mission always starts with a title and a mission brief.

C1 - Mission brief

Before reading the mission brief, the team must elect a player who will be the commander on the mission. The commander may be relevant for some mission parameters and may break ties in decision points.

After the brief you have the mission layout which tells you what map to use and what objects to place on it.



Placing objects and tokens

Find the components listed above the map and place them according to the layout on the map.

Be aware that blocked entrances and doors are placed between squares.

Placing enemies

The number of enemies you must place is usually tied to your team's size (TS). The **Red (R)** and **Yellow (Y)** areas indicate what color and number the base for the enemy figure should have.

*If you were playing 3 characters in the above example, you would place 3 Guards in **R1**, **R2**, and **R3**, and 3 Enforcers in **Y1**, **Y2**, and **Y3**.*

Placing characters

Characters can be placed anywhere inside the marked area called "Team". Players may deploy their characters after reading the mission parameters, so they take full advantage of their positioning.

Readying characters

Unless stated otherwise, characters always start with:

- Activation token on ready side.
- Empty cooldown track (i.e., all cards in hand).
- Maximum amount of focus and shields.
- One personality token for each personality mark.
 - Not on mission C1 (introduction).



Readying turn token and triggers

In the mission parameters you will see the turn limit you have for completing the mission segment. There may also be triggers that occurs on a certain turn.

In both cases you place the turn and trigger tokens according to your team size (2/3/4 characters).

Mission parameters

Success (turn limit 6/8/10):

- When the turn token reaches 0, have all team members **in the hangar**.
 - Those not in the hangar and those unconscious when the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- Reinforcements (!):** When the turn token reaches (4/6/8), spawn (TS) Guards in R7-Y8.



If you were playing 4 characters in the above example, you would place the tokens on 10 and 8.

Success (turn limit, in order, 10/12/14):

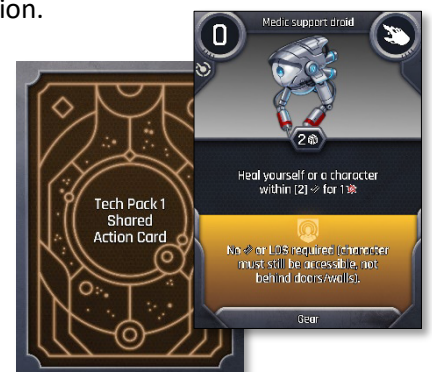
Success (turn limit, for either, 10/12/14):

Note that some successes must be completed "in order".

Companions / Shared action cards

If you have obtained companions or shared action cards on previous missions, you are now allowed to distribute those among your team.

- **Companions** must be distributed among players, unless stated otherwise (max. 1 per player).
- **Shared action cards** may be distributed if players want them.
 - You may take as many shared actions cards as you agree to, but your hand limit is 9 cards.
 - You may exchange your personal action cards for shared ones, but not your basic action cards (other characters are not allowed to use your personal action cards).
 - You may not change companions/action cards during a mission.



Mission update

A mission update can only happen during a **Mission check** (step 2 of a play sequence, see page 16). When a mission's criteria for an update is met, you move on to the stated page/mission update.

If success, continue to C2 – Mission update #1A.

If success through trigger 3, continue to C2 – Mission update #1B.

A mission update can be a cutscene, a decision point, or a new map layout. In all cases you follow the instructions and continue.

When you look at the map update it is important to note:

- 1) The map only shows changes to the layout (e.g., **removed**, **moved**, or **added objects**). This means that you are not supposed to remove doors, objects, or enemies just because they are not seen on the new layout. Follow the component list strictly.
- 2) The turn token's position is always updated.
- 3) The **Enemy Behavior Card (EBC)** may change in an update.



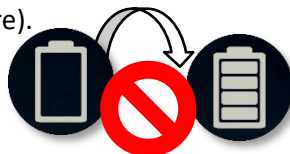
C4BA – Mission update #4

Move: 1 blocked entrance | **Place:** 2 doors, (TS) Nightbanes in R1-4, 1 Enforcer in Y1, (TS) Patrol Droids in Y2-5 | **EBC:** Disorganized defense (R)

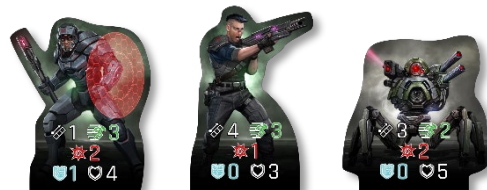
If a new object needs to be placed on an already occupied square, the players decide what adjacent square to move the existing object to, so there is room for the new one.

Remember:

1. Players do not reset anything on their character during an update (i.e., focus, shield, cooldown, and activation tokens stay as they are).



2. Enemies are activated after a mission update, as the mission check happened after a player's turn. Which means they go first after a mission update.



Mission aftermath

On the last mission segment, you will see the mission parameters include consequences for individual and team failures, usually in terms of scars applied to the character sheet(s).

Success (turn limit 6/9/12):

- 1) Get all team members on board the ship.
 - a. Those not reaching the ship before the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) Players take 1 unblockable damage in the beginning of their turn (does not apply while on the ship).

Failure:

- 1) If all team members are unconscious, all are recovered after the mission (painting 1 scar each).

This means that players may have to paint scars on their character before they continue to the aftermath if they failed on the mission's last segment.



Depending on how the mission ends, you may have several different aftermaths.

If success, continue to C4B – Mission update #2A.

If failure, continue to C4B – Mission update #2B.

Aftermaths may include cutscenes, decision points etc.

C4B – Mission update #4A – Aftermath

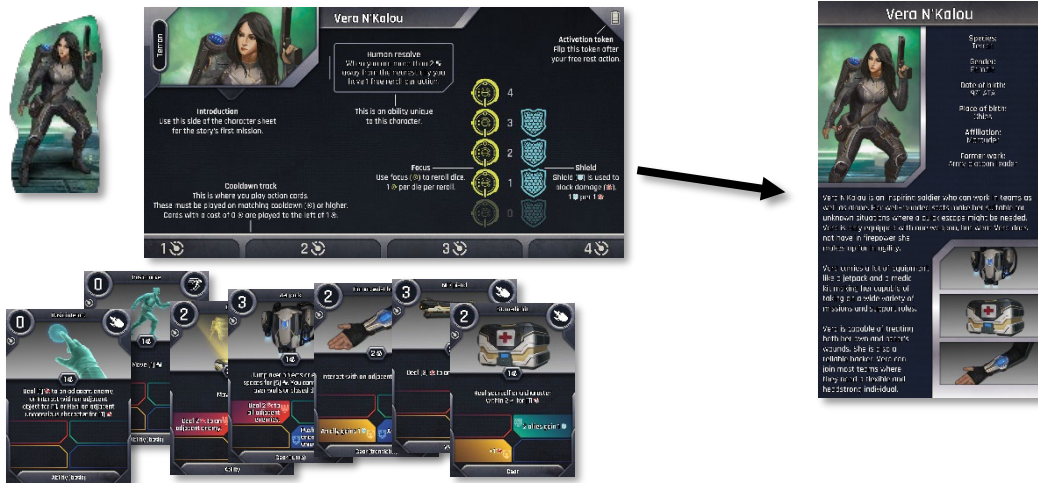
An aftermath may have consequences for the following mission, which needs to be followed. However, as a rule everything is reset, meaning that you do not carry damage cards or anything else over to a new mission (i.e., there is no upkeep between missions).

Save and load a campaign

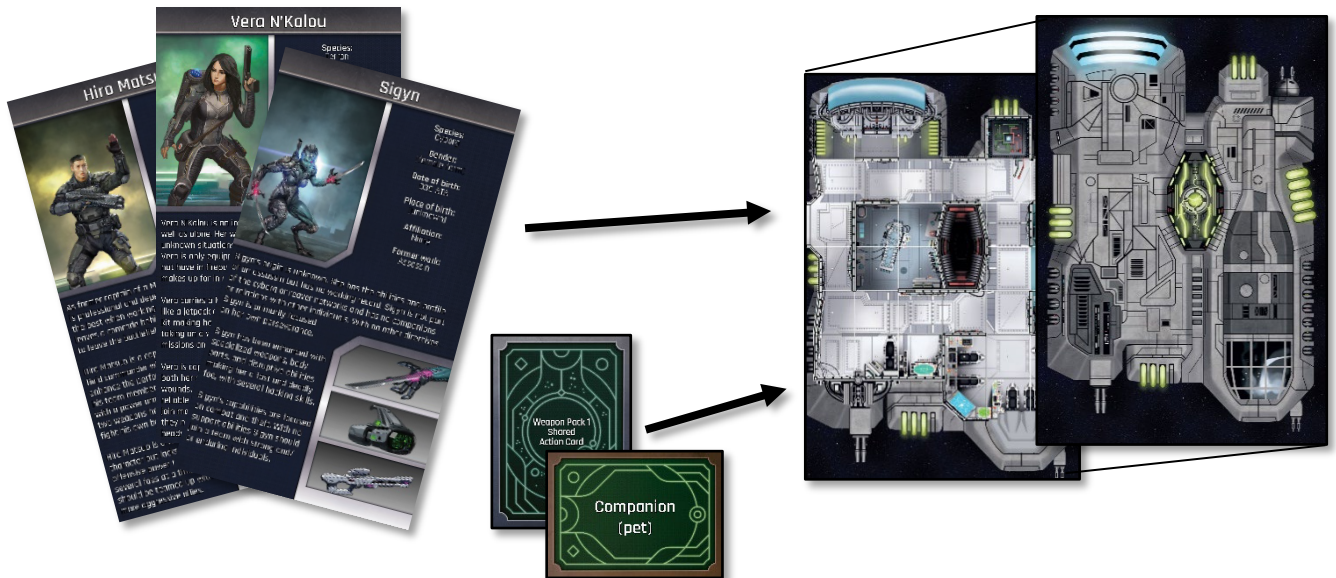
Saving a campaign

Follow these steps when you want to save your campaign progress.

1. Place a bookmark in the campaign book or take a note to remember where you ended your session.
2. Put your character sheet, cards, legacy folder etc. back in the dossier.



3. Put the dossiers in the ship box, together with any shared cards and/or companions you have obtained. This acts as a “save game” for your future plays.



Loading a campaign

To load your campaign, you simply reverse the steps and continue from where you left off – enjoy :)

(TTS: You save and load the game as you would with any other mod or game.)

Play sequence

Once you are done setting up the layout of your current mission, you are ready to take your first turn. All missions start with a player's turn.

There is no predetermined order in which players must take their turn. Players decide collectively who will take their turn. However, once a player has taken their turn, they are exhausted until every other player has taken their turn.

- **Example:** *In the beginning of a four-player game, every player can take their turn. After three turns, only one player is eligible to go.*

4 players ready.






3 players exhausted | 1 player ready.



When all players are exhausted, everyone flip their activation tokens back to full and players may decide who goes first again. This continues regardless of mission updates/segments.

Players take turn following this sequence:

- 1)  A player performs their turn.
- 2)  Mission check.
- 3)  The enemies perform their turn.

Repeat step 1-3 until a Mission check triggers a condition or mission update, hereafter continue with 3 and repeat the steps.

Mission check

A mission check can only happen after a player's turn has ended and before the enemy's turn.

Check the mission parameters in the following order:

1. **Success** – If the mission's goal was reached last player turn, you may have to update the mission.
2. **Triggers/conditions** – Reaching certain turns may trigger an event.
3. **Failure** – If the mission's criteria of failure was met, proceed accordingly.

This order means that you can succeed a mission on the same turn you would fail a mission, as success is checked before failure.

See mission update on page 13.

A player's turn

On your turn you may perform up to 2 of the following actions in any order you like:

- **Play 1 action card.**

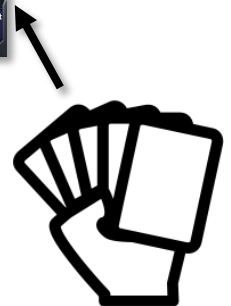
See the following pages for an in-depth description of how to play an action card.



- **Concentrate: Gain 2 focus (🎯).**

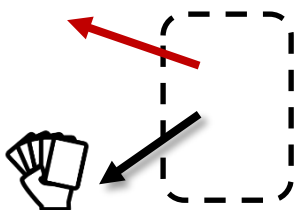
Move the focus token 2 steps upwards on the focus (🎯) track.

You cannot gain more focus than your max.



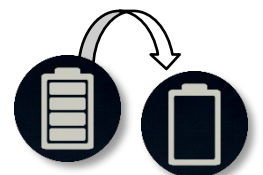
- **Rest: Move all cards on your cooldown (🕒) track 1 spot to the left.**

- Any action cards leaving the track from spot 1, will be returned to your hand immediately.
- Any damage (💣) cards leaving your track will be discarded to their discard pile.



Once you have finished your turn, you must:

- Perform a **free Rest action** where all cards are moved 1 spot to the left on your track.
- Flip your Activation token** to indicate your turn is spent.
- Move the turn token** 1 spot to the right on the turn track.



Play an action card

All action cards are played with the following steps.

1. Place the action card.
 - Boost your action (optional) – Include this option after the introduction mission (C1).
2. Roll the number of dice from the card.
3. Perform the action.

1. Place the action card face up in the cooldown (⌚) slot matching the ⌚ cost of the card.

- You can only have 1 card on a ⌚ slot at any given time.
 - You may always place an action card in a higher ⌚ slot than is required. (e.g., action cards with a ⌚ of 3, may be played in the 3rd or 4th slot).
- Every character has 2 basic cards with a ⌚ of 0. These can always be played, as they are placed next to the track and is immediately returned to your hand after the action.

• You may boost your action by using 1 of the bonuses in the lower half of the action card.

- A bonus costs 1 token from the respective area of your character's personality diagram.
 - You may only boost your action card 1 time per action.
 - If the bonus can be applied to another character, they must be within line of sight.
 - The personality token is removed from the diagram for the rest of the mission.
 - All personality tokens are regained in the beginning of a new mission.
- A bonus must be applied before you roll the dice attached to the card.

2. Roll the number of dice (🎲) stated on the card. The results can then be added to the action.



Increases the value of any number in [brackets] on the card by +1.

Increases the value of any number in [brackets] on the card by +2.

You must choose between +1 or gain 1 shield (🛡).

You gain 1 🛡.

+1 or 1 movement point (👣) (allows your character to move 1 square (🏠)).

2 movement points (👣) (allows your character to move 2 🏠).

- You may spend 1 focus (🌀) to reroll 1 die 1 time. You can spend as much 🌀 as you like/have.

3. Perform the action.

- You do not have to announce your target or describe your specific action until now.
 - This gives you the most control over your options and the way you want to distribute the outcome of your die rolls and/or boosts.
- Distribute the action, movement points and/or bonuses in whatever sequence you see fit to maximize the effect of your action.
- You do not have to use some or all the die results, just like you do not have to perform the action itself; you can use the bonuses and/or roll the dice purely for their values.

Two actions, example A:

1st action: The player plays the “X8 light blaster” in ⌚ 2 and performs the action.

2nd action: The player plays the “Dodge and bolt” in ⌚ 3, as ⌚ 2 is occupied, and performs the action.



Two actions, example B:

1st action: The player plays the “Basic move” and performs the action. It is hereafter returned immediately to the player’s hand.

2nd action: The player plays the “Basic move” again.



Two actions, example C:

1st action: The player rests and gets their action card “Jet pack” back on their hand.

2nd action: The player plays the “Jet pack” on ⌚ 3 and performs the action.



Dice roll, example A:

The player plays “Basic interact” and rolls a +2.

If the player is standing adjacent to both an enemy and a door, the player can now decide whether to deal 1+2 (3) ✖ to the enemy or interact with the door for 1+2 (3).



Dice roll, example B:

The player plays “Run and tear” and rolls a +1/🏃 allowing the player to move 3+1 = 4 🏃, and hereafter deal 1 unblockable (🛡️) damage (✖) to an adjacent enemy.



Dice roll, example C:

The player plays “K90 CC gun” and rolls a +2 and a 🏃🏃 allowing the player to perform an action like these examples:

1. Deal 3 ✖ to an enemy and move 2 🏃.
2. Move 2 🏃 and deal 3 ✖ to an enemy.
3. Move 1 🏃, deal 3 ✖ to an enemy and move 1 🏃.

The player is not obligated to use the moves or shoot for that matter.



Dice roll, example D:

The player plays “Regen pack” and rolls a +1/🏃, 🛡️ and +1/🛡️.

The player spends 1 🎲 to reroll a die, and rolls a +2.

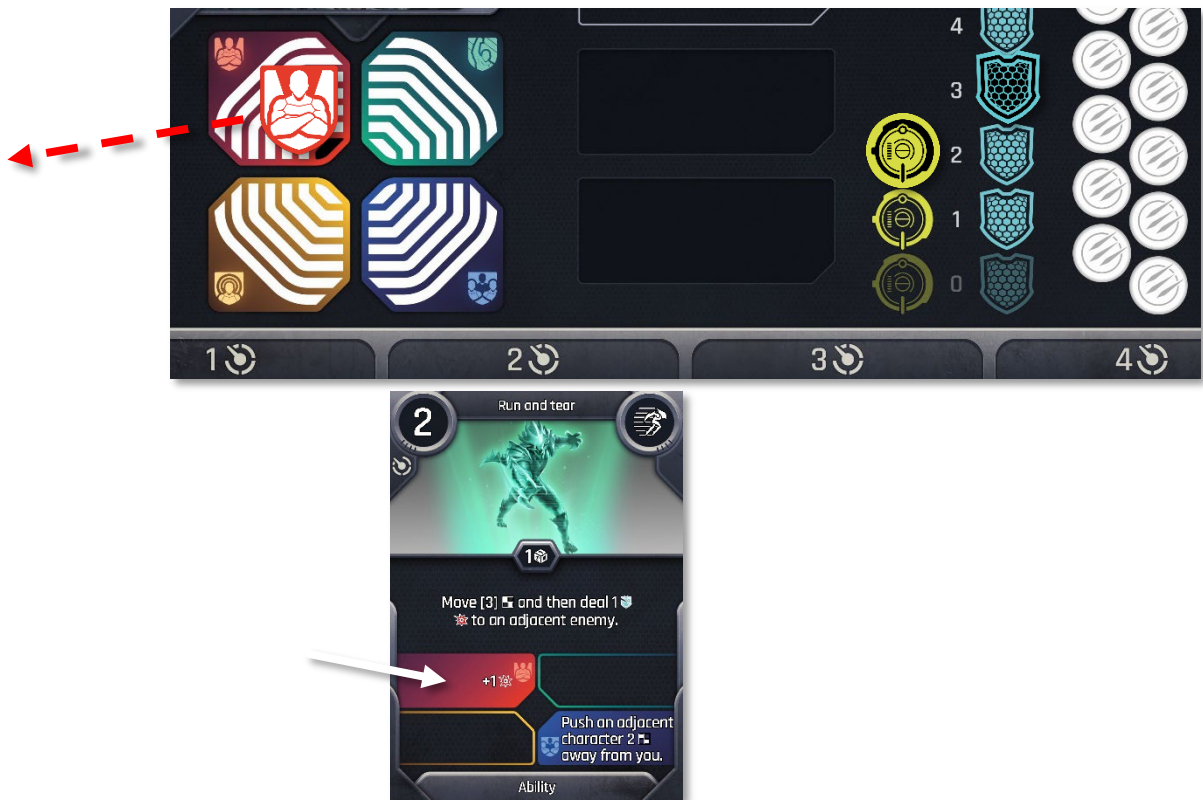
The player then spends 1 🎲 to reroll another die and rolls a +1/🛡️.

The player can now potentially heal for 4 ✖, or heal for 2 ✖ and gain 2 🛡️.



Action boost, example A:

The player plays “Run and tear” and boosts the action by paying 1 dominating token, allowing the character to deal 1+1 (2) unblockable (♣) damage (♣) to an adjacent enemy at the end of the movement.



Action boost, example B:

The player plays “Exo shuriken” and boosts the action by paying 1 of their supportive tokens, allowing the player to place the action on ♣ 2 instead of having to place it on ♣ 4 as ♣ 3 is occupied by a ♣ card.



Performing action, example A:

The player plays “T-6 ray gun” and boosts the action by paying 1 inspiring token, allowing the player to roll an extra die.

The player rolls a 🛡️ and a +2.

The player spends 1 🎲 to reroll the 🛡️ and rolls a 🏃.

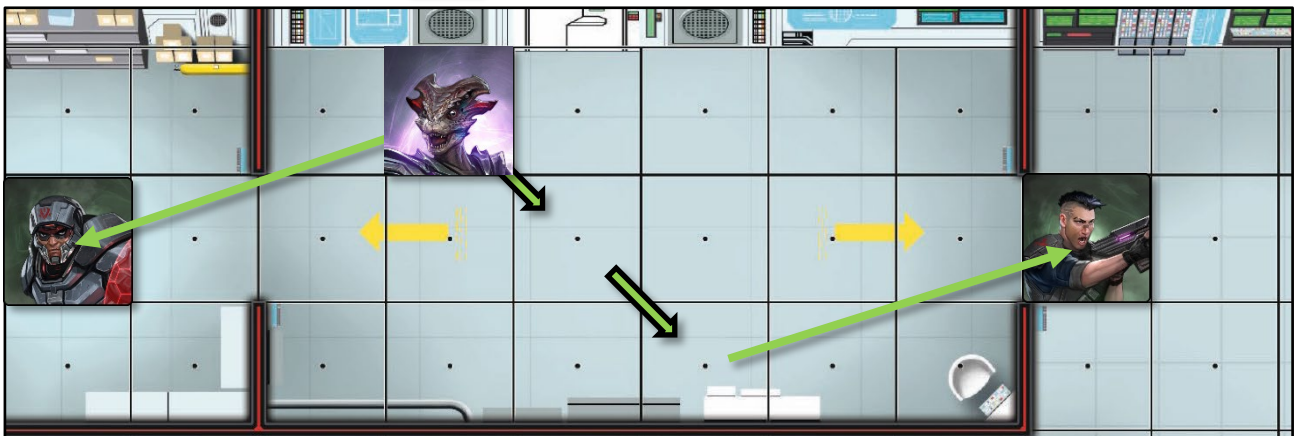
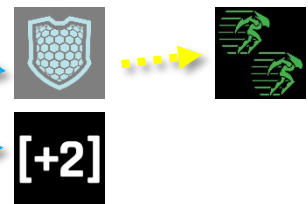
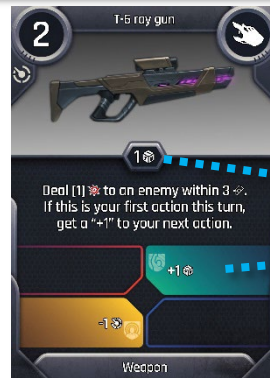


The player now has several options on how to perform their action:

- 1) Move 2 🏃 and then deal 3 damage to the Thug.
- 2) Deal 3 damage to the Guard and move 2 🏃.



or a different combination...






Free rest/end of turn rest, example B:




At the end of the player's turn, the player always performs a **free Rest action** that moves all cards 1 spot to the left. The leftmost damage card is discarded.





Action card types

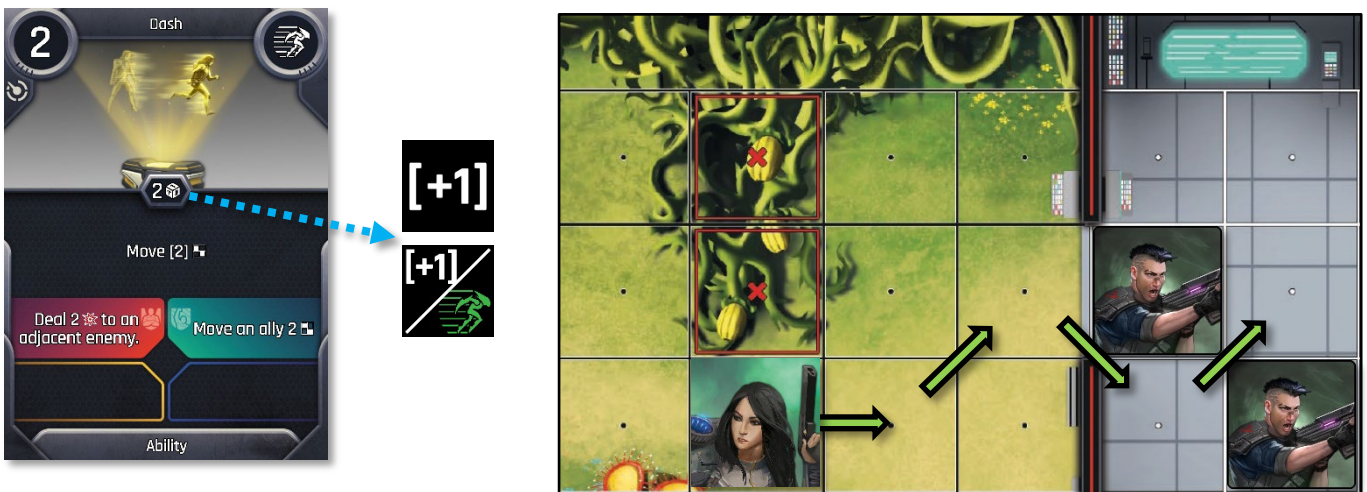
There are 3 types of action cards in the game (Move , Interact , Effect ). The rules of an action type apply to all cards of that specific type (see top right corner of the card).

Type: Move ()





- A character may move/be moved to any free square () unless blocked by obstacles, wall/red line.
 - A free square has a visible dot in the middle of it.
- A character cannot move through other characters or objects.
- A character can move 1 square () per movement point (). Both orthogonal and diagonal movements are allowed and counts as adjacent.

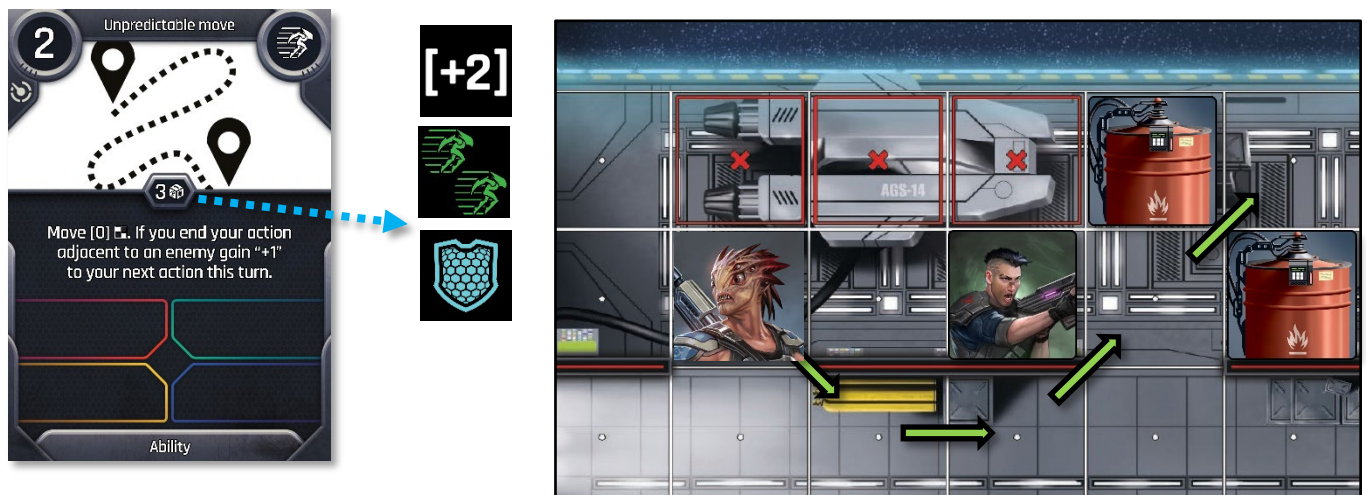
Move, example A:

The player plays “Dash” and rolls a +1 and a +1/, allowing the player to move 2+1+1 = 4 .



Move, example B:

The player plays “Unpredictable move” and rolls a +2, , and a , allowing the player to move 4  and gain 1 .



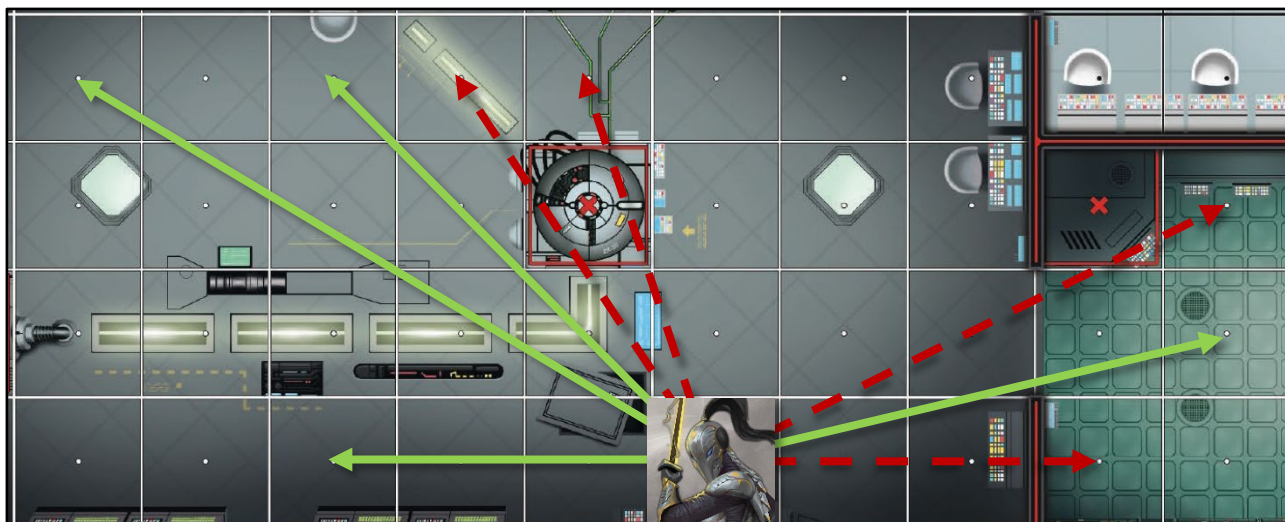
Type: Interact (👉)

A character may interact with other characters, enemies, structures, and devices within their line of sight (LOS) and the action's range (📏), measured in squares (📐).

- Characters have line of sight when you can draw a line between the middle of the squares that the character and target occupy, and there are no walls or squares marked with red lines in between.
- Characters can see through any number of squares occupied by objects or other characters and may interact with objects on the other side if their action's range (📏) allows it.

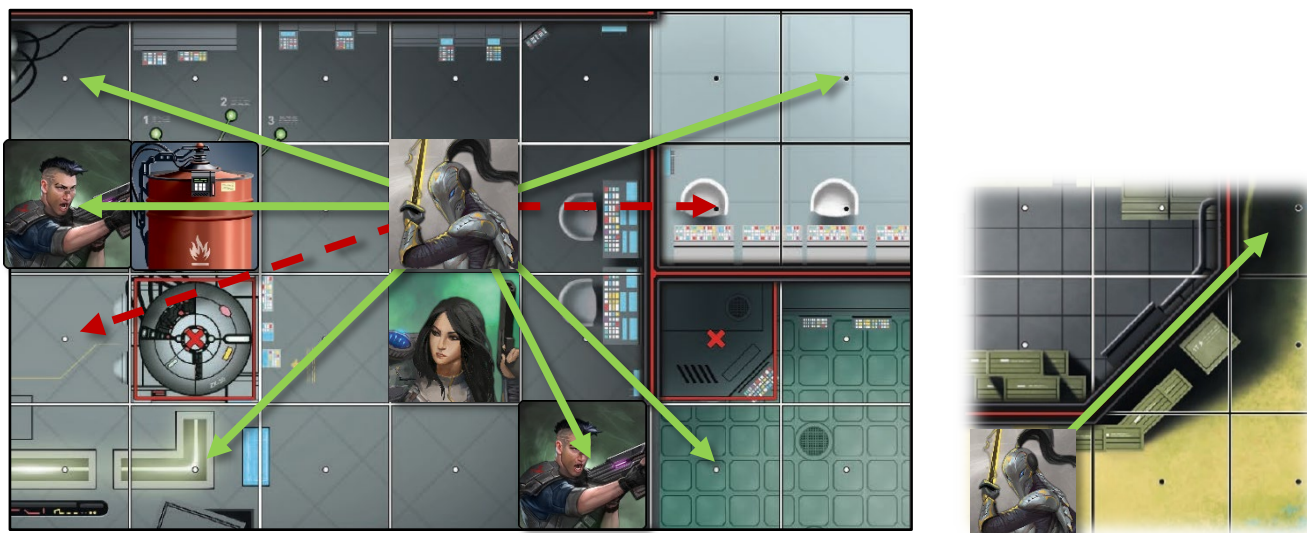
Line of sight (LOS), example A:

Walls are always to be considered "grid aligned" as the illustrated walls may deviate from corner to corner.



Interact, example B:

The fuel barrel and the team member do not hinder the Guardian player from targeting the two thugs.



** Diagonal walls appear on some maps. Squares with diagonal walls cannot be accessed, but they do not block line of sight, as long as the LOS only crosses half the square.*

If the character or object is in line of sight, you need the action's range (🔗) to be sufficient to interact.

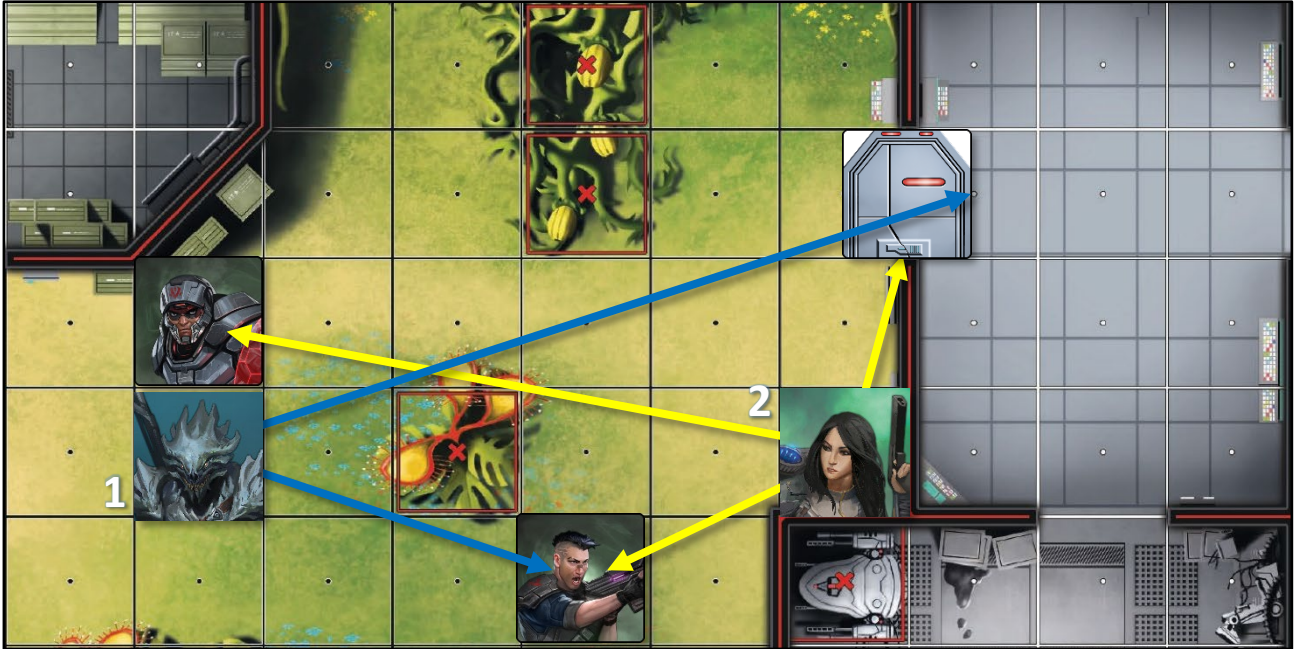


Range (🔗), example A:

The 🔗 from the Leviathan ⁽¹⁾ to the door is 6 📏, the Thug is 3 📏 and the Guard is 1 📏 (adjacent).

The 🔗 from the Terran ⁽²⁾ to the door is 2 📏, the Thug is 2 📏 and the Guard is 5 📏.

** Range 1 is referred to as "adjacent".*



As doors are placed on lines between squares, they have special rules:

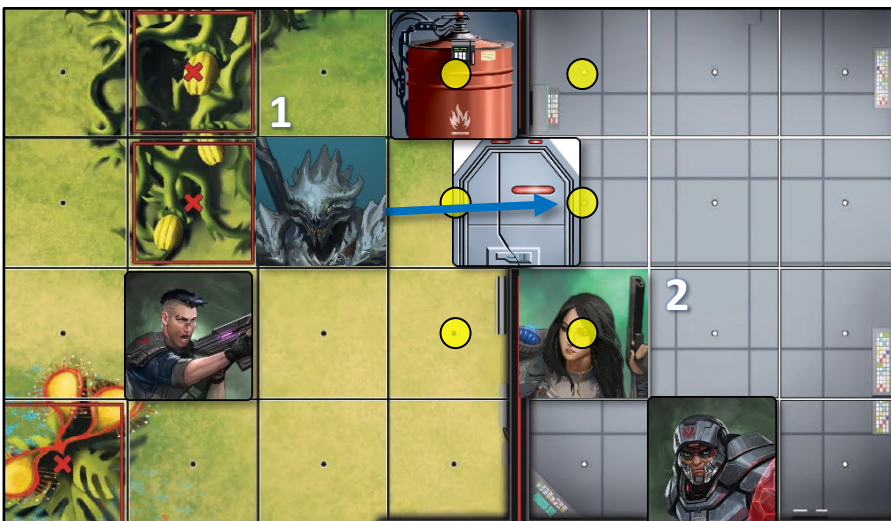
1. Characters and objects are considered adjacent to a door if standing on a square that touches the line the door is placed on.
2. The range (🔗) to a door is measured from the square behind the door.
3. Line of sight (LOS) to a door may hit anywhere on the line the door is placed on.

Range (🔗), example B:

The Leviathan ⁽¹⁾ stands adjacent to the Thug and the fuel barrel and is 2 📏 from the door.

The Terran ⁽²⁾ is standing adjacent to both the Guard and the door.

** The yellow spots are the 📏 from which the door is considered adjacent.*



Interacting with objects (👉)

Some interact cards lets you interact with objects (e.g., hacking a console, open a door, unlock a crate).



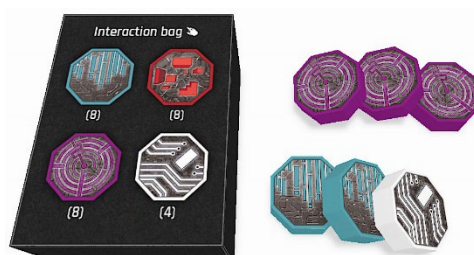
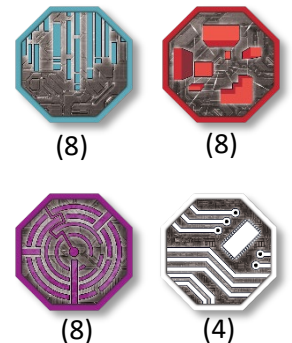
A successful interaction

When you are interacting with an object, your goal is to match 3 tokens from the interaction bag.


This number may be altered by the mission parameters.

Matching tokens

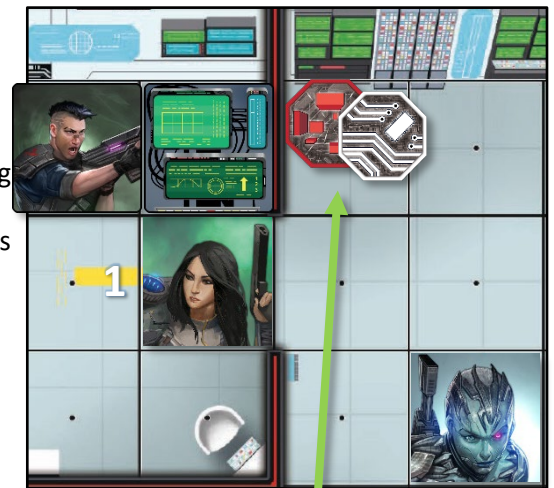
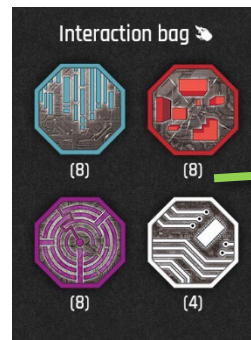
- **You may draw as many tokens from the interaction bag as your action card allows you to.**
 - You draw 1 token at a time and may stop whenever you want.
 - To begin with there are 4 colors in the bag (8 + 8 + 8 + 4).
- **Once you stop drawing tokens, you must pick a drawn color you want to use.**
 - You can only keep 1 color + white, as white counts as any color.
 - Tokens of the colors not chosen are put back in the bag after the action.
 - If you ever draw 2 white tokens during an action, the current interaction is cancelled and all tokens from this action and the object are put back.
- **Place the chosen token(s) next to the object you have interacted with.**
- **To complete the interaction, you must match 3 tokens.**
 - The interaction can be completed over several actions.
 - You can change color on subsequent actions if you want.
- **When an object has been successfully interacted with, it is removed from the map, and the 3 used tokens are placed next to the interaction bag.**
 - These tokens go back in the bag once the mission has concluded.




Hacking a console, example A

The Terran player⁽¹⁾ plays “Comm. Wrist band” and rolls a +1 and  allowing the player to draw up to [2+1] tokens from the interaction bag

The Terran player draws 1 red, 1 purple, and 1 white token and decides to keep the red and white as 2 red tokens, which are then placed next to the console. The purple token goes back into the bag.



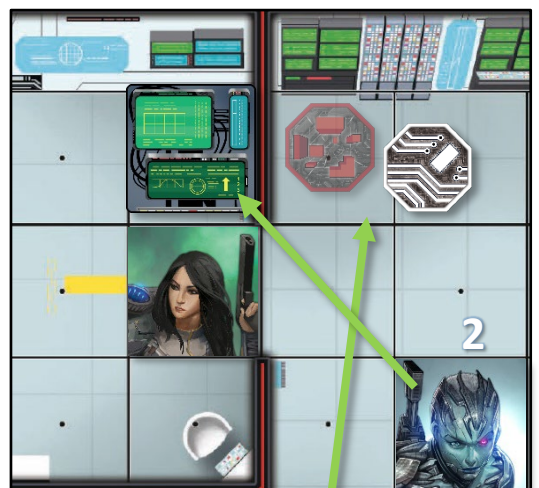
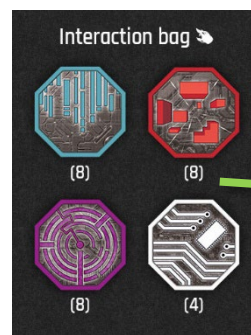
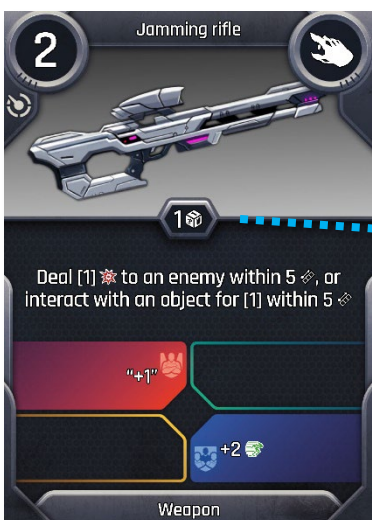
As the Terran player’s second action they play “basic interact” and rolls a +2. However, as the +2 result allows the player to deal [1+2]  to an adjacent enemy, the player decides to apply this to the nearby Thug and killing it, instead of doing another attempt at hacking the console.

On the Cyborg player’s turn⁽²⁾ they play “Jamming rifle” and rolls a +2 allowing them to draw up to 3 tokens from the interaction bag.

The Cyborg player draws 2 blue and 1 purple token and decides to keep the newly drawn blue tokens together with the white, which then results in a successful interaction, removing the console.

The 3 used blue and white tokens are placed next to the bag.

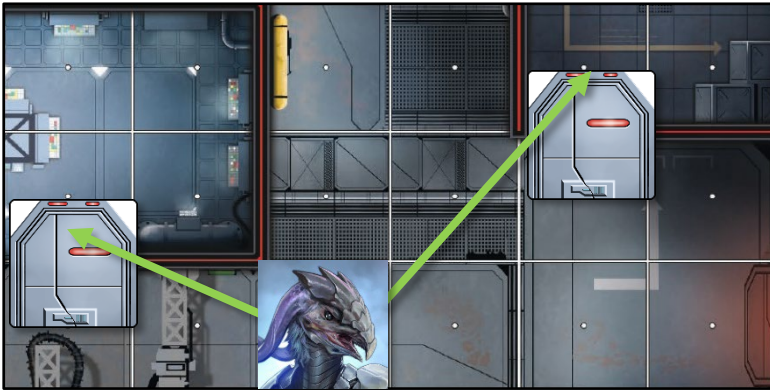
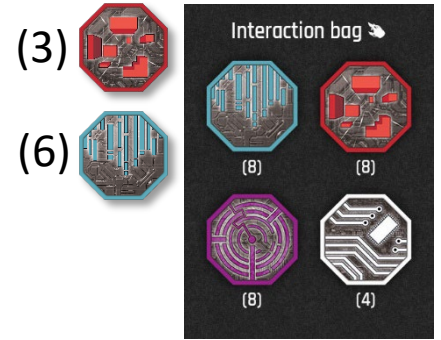
The unused red and purple tokens go back into the bag.



Opening a door, example A

Well into a mission a team has already conducted 3 successful interactions, which has left 3 red and 6 blue tokens outside the interaction bag.

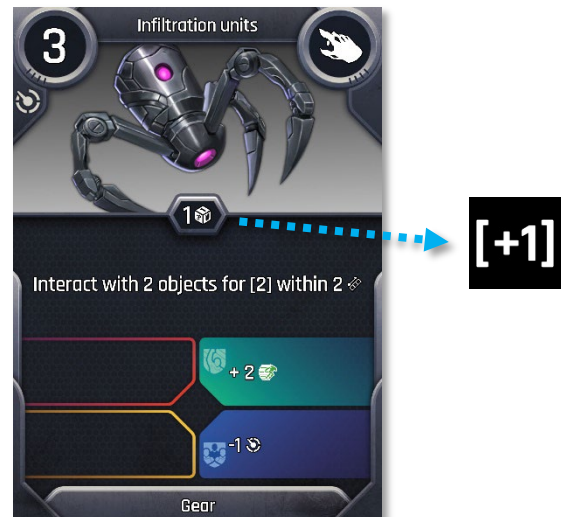
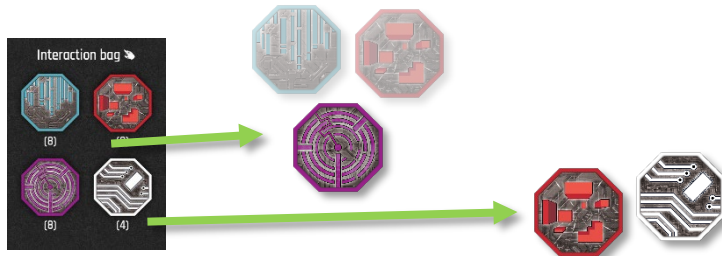
The Changeling player has just positioned themselves to utilize one of their action cards for interacting.



The Changeling player plays “Infiltration units” and rolls a +1 allowing the player to interact with 2 objects for [2+1] within 2.

The Changeling player decides to try and interact with the left door first and draws 1 blue, 1 red, and 1 purple token.

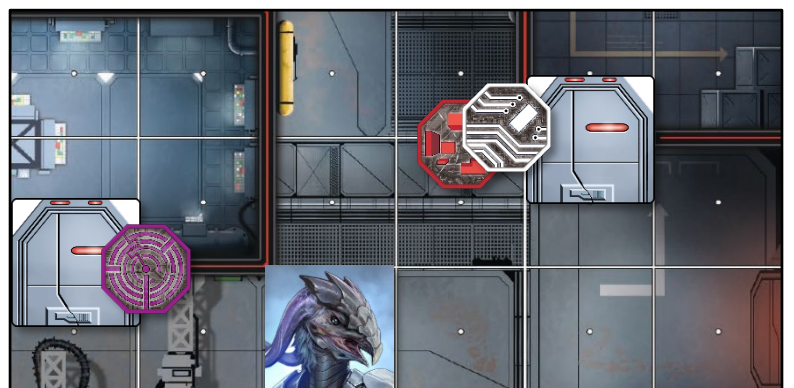
As there is significantly less chance to draw red and blue, the player decides to put those back and keep the purple token.



The Changeling player hereafter starts drawing for the right door. However, as the player draws 1 red and 1 white token they decide to stop drawing and keep these two tokens, in order not to risk drawing another white token and thereby cancel the interaction with that door.

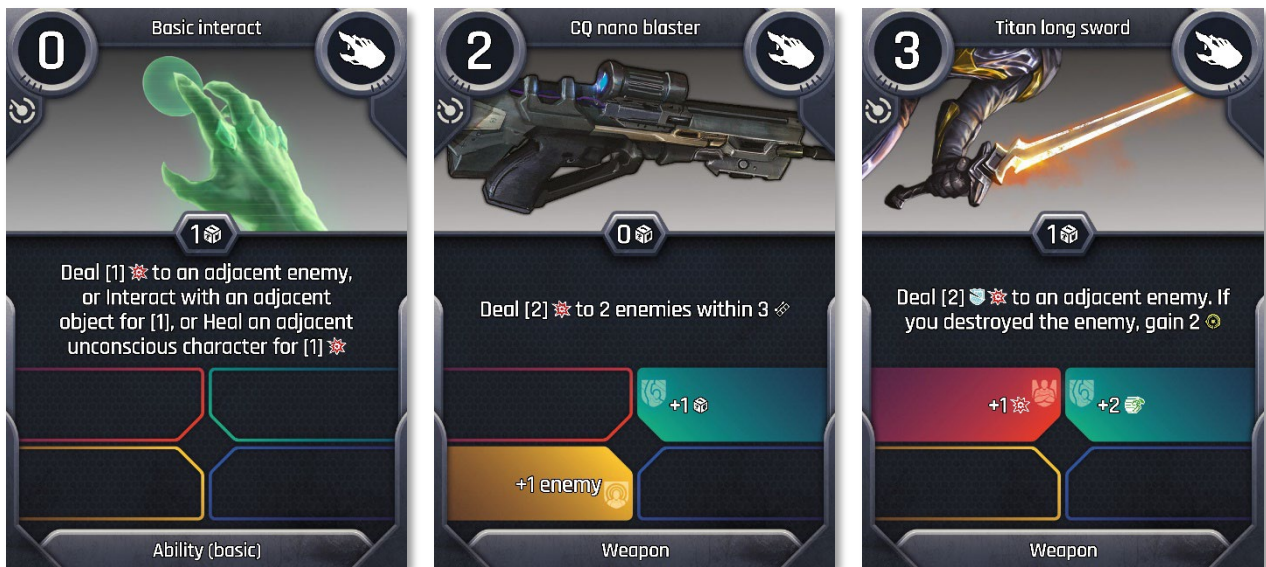
This leaves the doors ready for another player to continue interacting with.

As you complete more and more interactions during a mission, the characters become more familiar with the enemy codes and decrypts used to protect the objects.



Interacting with enemies (👉)

Some interact cards allow you to deal damage to enemies.



When you interact with an enemy

- You may deal up to the amount of damage (✳) that the card allows you to.
 - You must subtract the number of shields (🛡) the enemy has from the total amount of damage (✳) you deal, unless the damage dealt is unblockable (🔒).
- You now reduce the enemy's health by the remaining damage (✳) dealt.
 - In physical prototype, place hit markers underneath the base.



- When an enemy has successfully been destroyed, it is removed from the map.

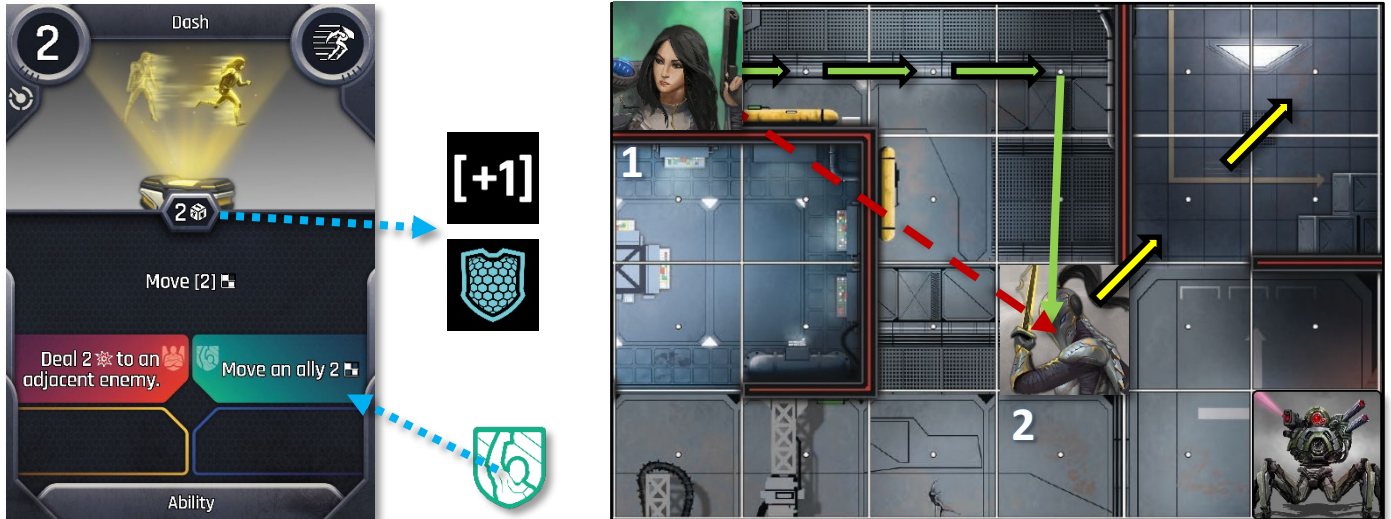
(TTS: When you want to change health total on a figure, grab the stand, and turn it with "Q" or "E". Recommended turn degree is 45)



Performing action with boost, example A:

The player plays “Dash” and boosts the action by paying 1 inspiring token, allowing the player to move an ally up to 2 ⏏. The player then rolls the 2 dice. **The player’s following action could be:**

The player ⁽¹⁾ moves 3 ⏏. The player now has LOS of the ally ⁽²⁾ and moves the ally 2 ⏏ into a room, away from danger. The player also gains 1 ❤️.



Performing action with boost, example B:

The player plays “Infiltration units” in a bit of a gamble and boosts the action by paying 1 inspiring token to gain 2 ⚡. The player rolls a +2 which they cannot use. The player spends 1 ⚡ to reroll, resulting in a ❤️. The player spends their last ⚡ to reroll again, resulting in a +1/⚡.

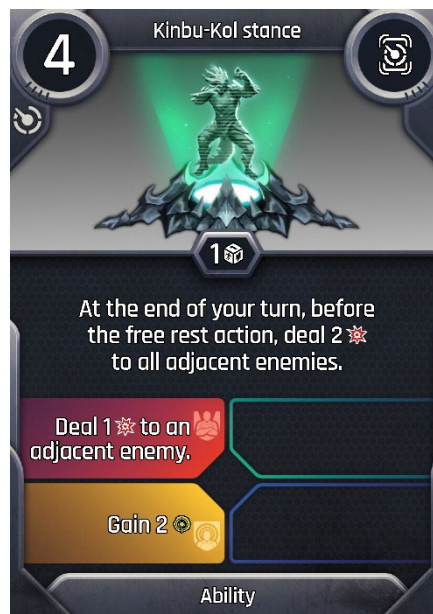
With the last die result and boost (⚡ + ⚡) the player can reach the ⏏ from which the console is within LOS and range (⚡), allowing the player to interact with it.



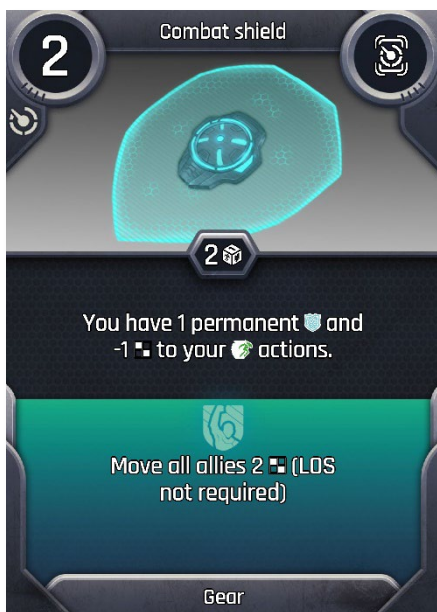
While you have a lot of flexibility in how to use your results, you cannot take your action in sub-stages (e.g., waiting to boost your action card until you see the results of the dice). Once you start rolling dice, you are committed to the action with/without the boost.

Type: Effect (🕒)

Effects are on-going bonuses or abilities only active while the action cards are in a cooldown (🕒) track.



It is important to remember that many action cards with effects still have dice and/or boosts. These are used in the same fashion as other action cards, meaning they can be used to gain shields (🛡) or movement points (🗨). However, boost and dice results can only be used when the card is played, and not later like the main effect of the card.



While many action cards with effects can be played in low slot numbers, it is recommended that they are played in the highest possible slot to reap as much value from the effects as possible, as they will stay in the cooldown (🕒) track for longer.

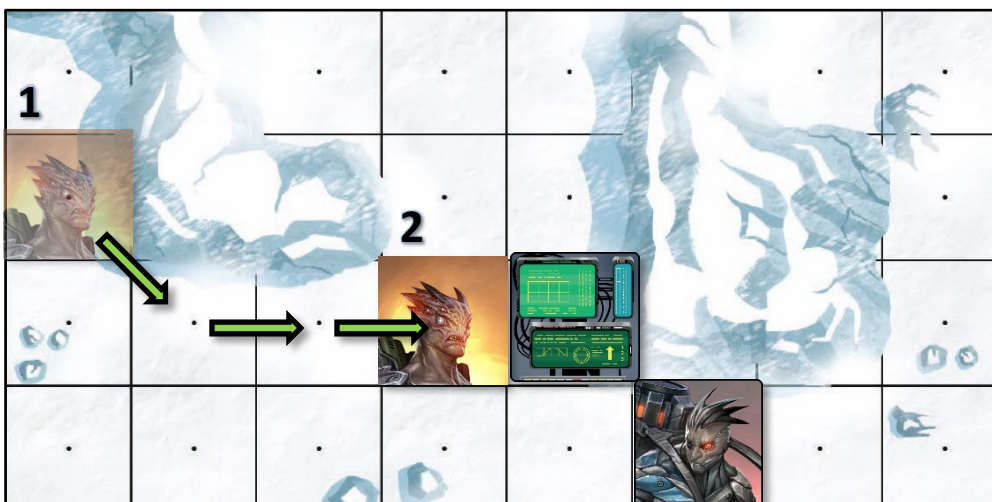
Perform action with an effect card, example A:

As the 1st action ⁽¹⁾, the Neomorph player plays “Proton power bank”, boosts it with a cautious token, and hereafter rolls a +2 and a +1/🌀. This allows the player to move up to 3 🏠 (🌀🌀 from cautious token + 🌀 from die roll). The +2 cannot be used for anything, as the card has nothing in brackets.



The “Proton power bank” could have been played as low as 1 🌀 on the track. But placing it in 4 🌀 allows the player to benefit from it on future turns as well.

You can utilize the effect of this type of action card as long as it is in your 🌀 track. However, you will not have access to the boost or dice rolls on subsequent turns. Those can only be used when the card is played.



As the 2nd action ⁽²⁾, the Neomorph player plays “Basic interact”, now rolling 2 dice instead of 1, resulting in a +1/🏠 and a +1/🌀. This allows the player to choose between several different actions like:

- Interact with the console for 1+1+1 = 3.
- Interact with the console for 1+1 = 2 and gain 1 🏠.
- Move 1 🏠 and deal 1+1 = 2 ✖ to the Reaver Scavenger.

or any other combination serving the player’s needs.



Enemy setup

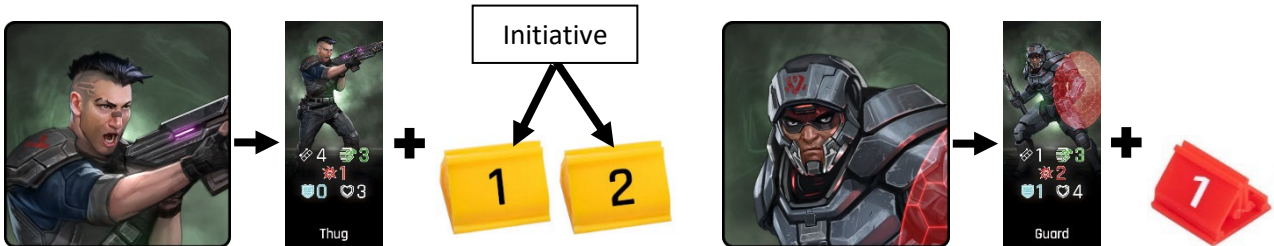
You will encounter many enemies on your journey, from regular pirate thugs to large menacing Templar warriors. Enemies come with many different looks, stats, and behaviors.

The mission layout/update will tell you **how many** enemies, **what type**, and with **what bases + initiatives**.

C1 - Mission update #2

Place: 2 Thugs in Y1-2, 1 Guard in R1 | EBC: Apprehensive attack (R)

An image of the enemy can also be found next to the map, where the placement of the bases is shown.



(TTS: Here you will find colored dials. Rotate the standee to match the health revealed in the bottom cutout of the stand. When moving them, grab the colored dial to lift both objects. The small numbers on the edges are initiative.)



Enemy anatomy

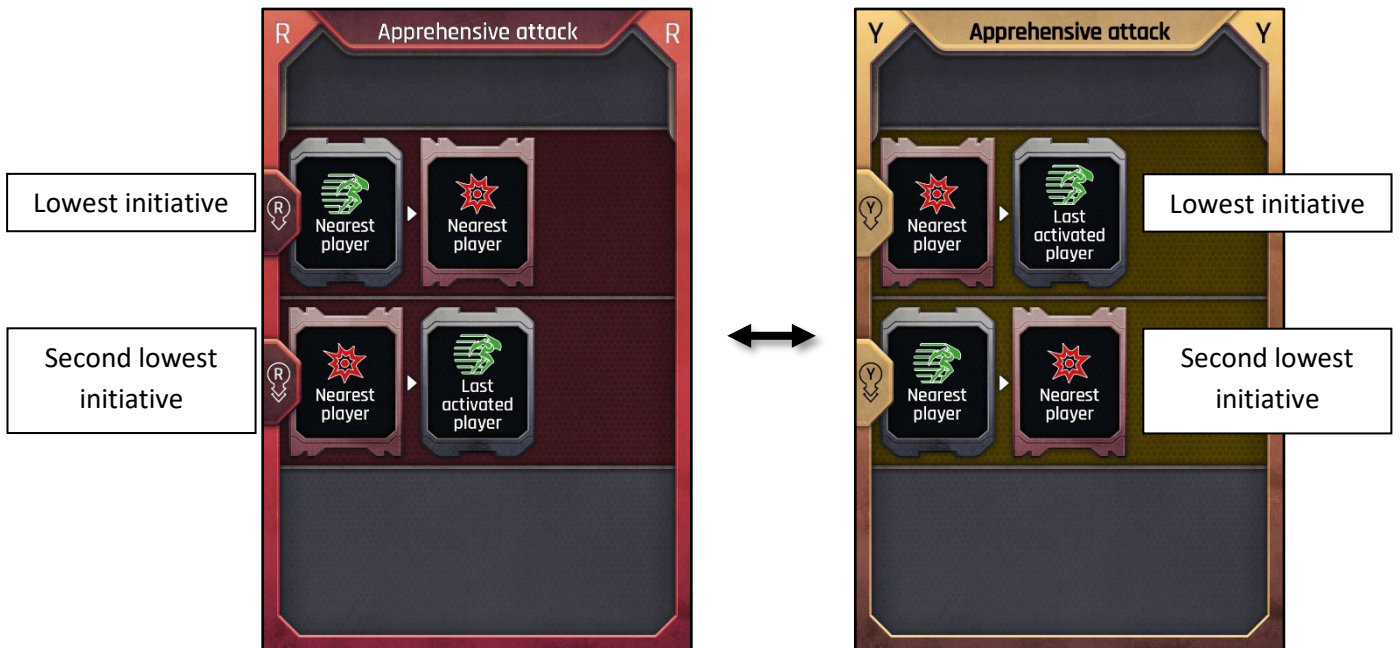
All enemies have five datapoints that define them.

- **Range** (📏): The number of squares (📐) they can reach with their interaction.
- **Move** (👉): The number of squares (📐) they can move.
- **Damage** (⚡): The amount of damage they can deal. Some enemies' damage is unblockable (🛡️), meaning it will go through all shields. Some damage may be determined by a die roll (🎲).
- **Shields** (🛡️): Some enemies have shields. These shields are permanent, unlike the players', meaning you will subtract one damage per shield for every action that targets the enemy, unless it is 🛡️.
- **Hit points** (❤️): The enemy's starting and max health.



The enemy's turn

Enemies always take their turn in between players. The actions they perform depend on the behavior dictated by the mission. All behaviors are found on the Enemy Behavior Cards (EBC).



On the enemy's first turn, you locate the card in the EBC deck with the corresponding title (e.g., Coordinated attack) and flip it to the required side (**R = Red**) or (**Y = Yellow**). The enemies with the matching color bases and the two lowest initiatives/numbers will follow the programming of the card.

On the enemy's next turn, you start by flipping the EBC so that the opposite side is visible and let the enemies with the matching bases activate. On their third turn, you flip the card again, etc.

* Do not flip the card to R/Y if there are no enemies of that color. Continue with the current side.

** Do not flip the card before it is their turn. Otherwise, you will have access to their entire next turn, eliminating the idea of some uncertainty in combat.

EBC title and color

- **Top:** Describes a condition for the enemy that may alter its behavior or trigger the third sequence (!).
- **1st sequence:** 1-3 actions that will be performed by the enemy with the lowest initiative.
- **2nd sequence:** 1-3 actions that will be performed by the enemy with the second lowest initiative.
- **3rd sequence (!):** 1-3 actions that will only be performed when enemies qualify through the condition above.

* *Enemies do not perform actions like opening doors or attacking explosives, unless specifically stated in the mission's conditions.*

* *Inaccessible enemies behind doors/blocked paths are treated as not being there.*

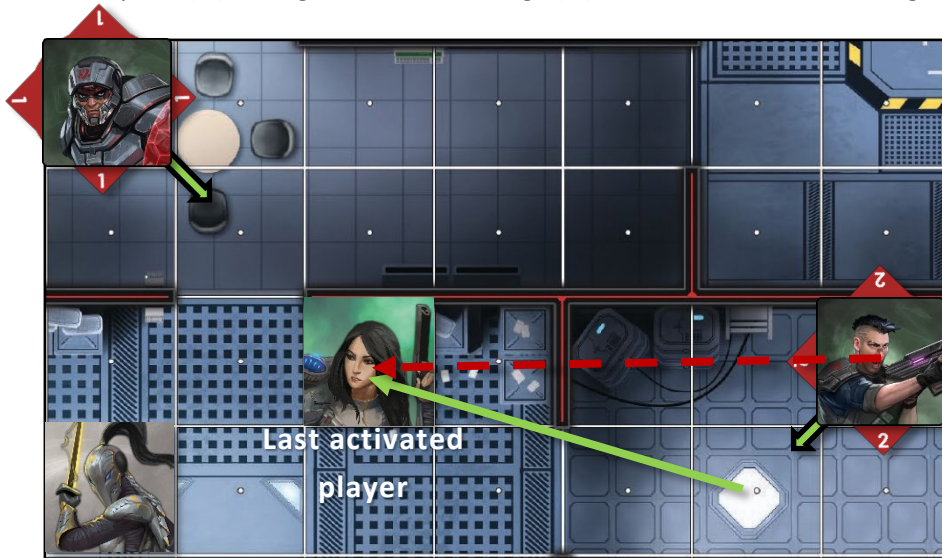


Enemy turn, example A:

On the enemy's turn, the players follow the action programming just like reading a book, starting from the top, left to right.

1st sequence: The enemy with the lowest initiative ^(red 1) moves towards (↗) "Nearest player" with the intent of getting within range (⊕) of which it can deal damage. It hereafter deals damage (✱) to "Nearest player".

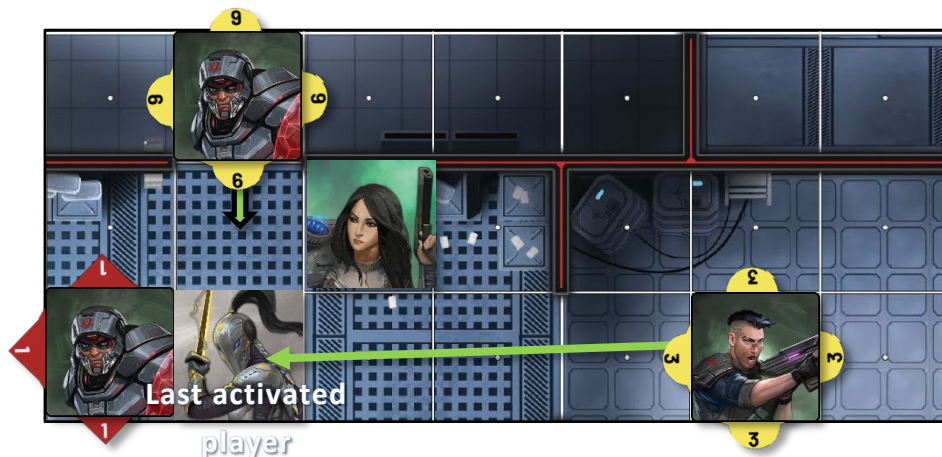
2nd sequence: The enemy with the second lowest initiative ^(red 2) deals damage (✱) to "Nearest player", but its LOS is blocked. It hereafter moving towards (↗) "Last activated player" and stops on the new square (■), as it grants LOS and range (⊕) of which it can deal damage.



Enemy turn, example B:

1st sequence: The enemy with the lowest initiative ^(yellow 3) does not move as it is already within range (⊕) of the "Last activated player". It hereafter deals damage (✱) to "All players" twice, as both players are within range (⊕).

2nd sequence: The enemy with the second lowest initiative ^(yellow 6) moves towards (↗) "Most distant player". It hereafter deals damage (✱) to "All characters" which means all players and enemies that are within its range (⊕). It does not perform its third action, as it is already within range (⊕) of "Last activated player".



Enemy standards and priorities

As the simple programming would leave a lot of room for interpretation, the enemy AI has been equipped with two standards and two priorities.

Standards

1. Enemies will fulfil the requirements of each separate action in the **fastest/shortest possible way, with no regards to other enemies, optimal effect, or to their own next action(s)**.
 - a. This means, when moving from outside of range (⚡) and/or LOS, enemies will always seek the fastest route to the nearest square (■) from which they gain range (⚡) and/or LOS.
2. When placed/activated by global effects/conditions, enemies go in the order **Red 1-8, Yellow 1-8**.

Enemy standard, example A:

The enemy moves towards (➡) "Last activated player" by moving 1 ■ to the right.

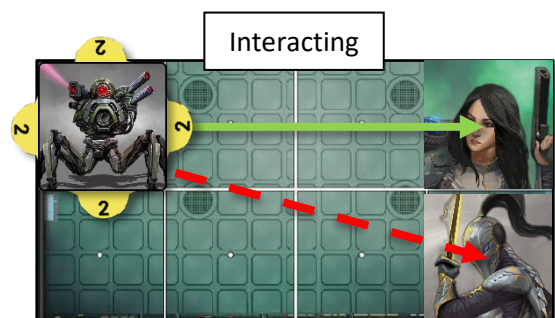
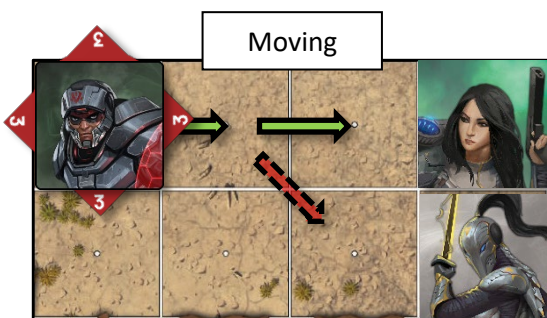
** In terms of dealt damage, it would have been more beneficial for the enemy to move to the ■ with the yellow dot, but that would not correlate with the 1st standard.*



Priorities

Situations will occur where more than one path seems viable for the enemy when moving or interacting with players. In these cases, the enemy uses these two priorities.

- 1) Enemies consider diagonal moves and ranges as further than straight moves or ranges. If both players are the same number of squares (■) away, the enemy takes the route with the fewest diagonal moves or targets the player from which the straightest LOS can be drawn.
- 2) If the EBC priority (e.g., Nearest, Most distant, Least shields) has more than 1 qualified player. Use "Last activated player" as tiebreaker.



** Enemies only consider players within LOS and range (⚡) as valid targets for interactions like dealing damage (⚡). The EBC may override this with more complex actions like throwing grenades etc.*

*** In cases with no last activated player to choose from, the players decide who the enemy will target.*

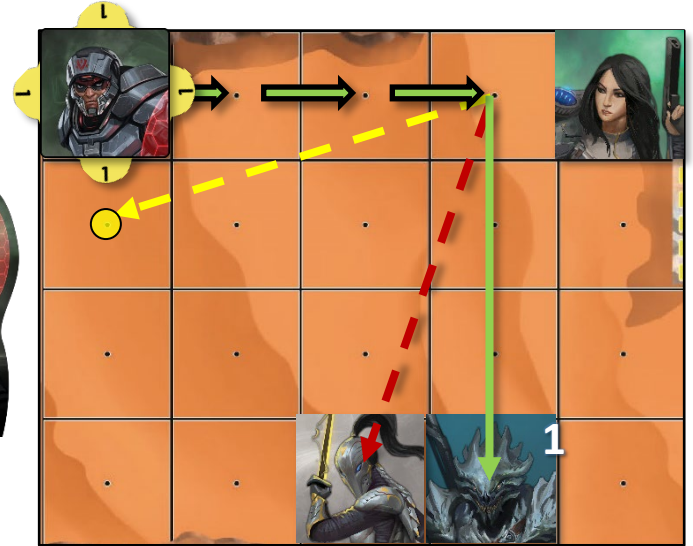
Enemy priority, example A:

The enemy Guard will move 3 squares to the right towards the “Most distant player” closing the distance to get within 5. The enemy will hereafter target the Leviathan player⁽¹⁾, as the line towards that player is the straightest.



* If the Leviathan player⁽¹⁾ was occupying the square with the yellow dot instead, then the enemy would have targeted the last activated player of the two.

** If none of the two players had been activated before the enemy, the players would have decided who got attacked.

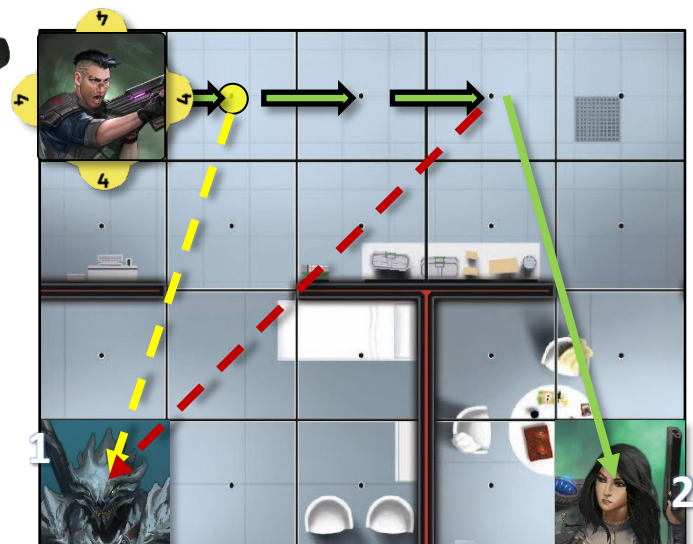


Enemy priority, example B:

The enemy Thug will perform its move according to the position of the Leviathan player⁽¹⁾ who is the closest to the enemy in terms of squares. It will move 3 squares to the left, as it is trying to keep the highest possible while still staying within 5. The enemy will hereafter target the Terran player⁽²⁾ first, as the closest one to attack, even though the Leviathan player⁽¹⁾ is still in LOS. The enemy's third action will allow it to target the Leviathan player⁽¹⁾, as the second nearest player.

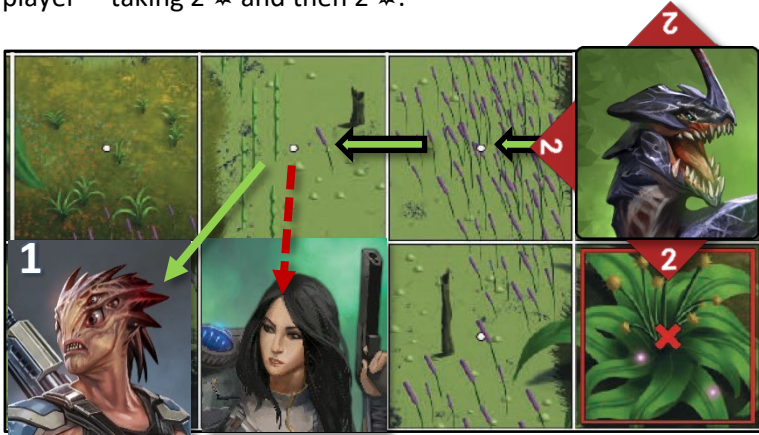


* If it was not for the special condition of the EBC: Coordinated defense, then the enemy would have moved according to the 1st standard and would therefore end up on the square with the yellow dot and would have attacked the Leviathan player⁽¹⁾ instead, with no second nearest player to attack.



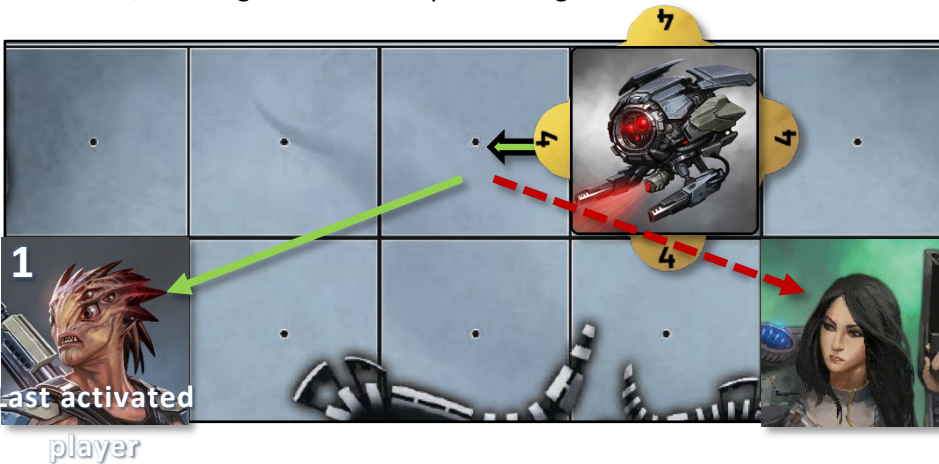
Enemy "same" priority, example A:

The enemy moves towards "Most distant player", once it reaches the square in which it has line of sight (LOS) to its target, it attacks "Same or nearest player". As same trumps nearest, it hits the Neomorph player (1). For its third action it attacks "Second nearest player", which also happens to be the Neomorph, resulting in that player (1) taking 2 damage and then 2 damage.

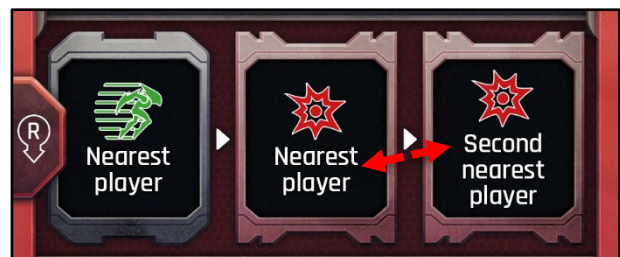


Enemy "same" priority, example B:

The enemy moves towards "Last activated player", once it reaches the square in which it has line of sight (LOS) to its target, it attacks "Same or nearest player". As same trumps nearest, it hits the Neomorph player (1). For its third action it attacks "Second nearest player". As both distances are the same, "Last activated player" is the tie breaker, resulting in the Neomorph (1) taking 1 damage and then 1 damage.



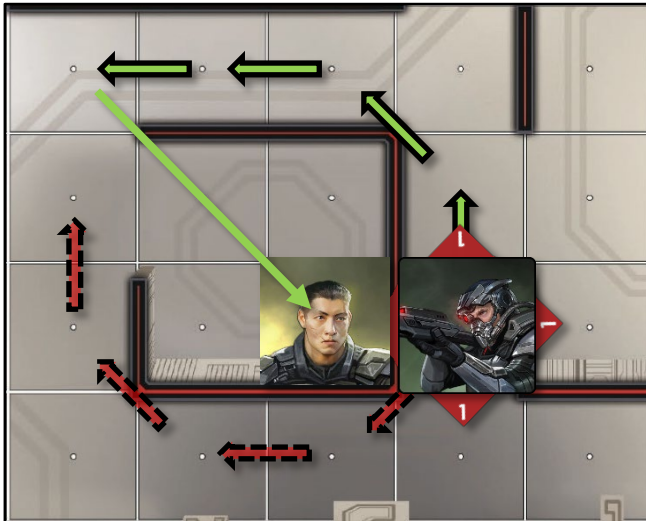
Please note that in any instance where the "Nearest player" is used as target priority (instead of "same" or when written alone), then that player can never become "Second nearest player" too.



Enemy (!) actions, example A:

The enemy activated is at full health, and will therefore utilize the (!) row of actions.

The enemy moves towards the Terran player by taking the shortest route, which in this case is the route with the least diagonal moves. It hereafter rolls a die and gets +1/🛡️, resulting in 2 🛡️ to the player.

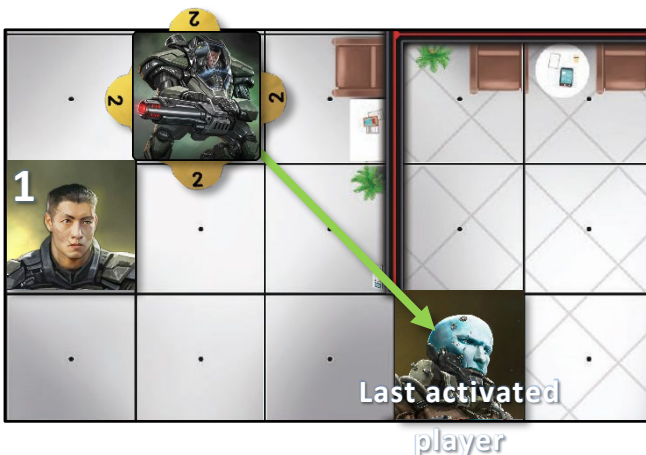


Enemy (!) actions, example B:

The enemy uses "Nearest player" (1) it hereafter moves towards "Last activated player", which is already within 2 and LOS, and it therefore does not move during its activation. This means that it will now perform the (!) row, resulting in dealing 1 star to all adjacent players.



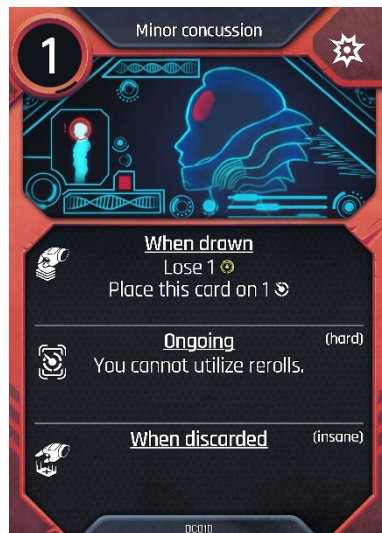
Because the last action (!) is an ability and not a "star same or nearest player"-command, it means that the player (1) now receives 1 star, despite taking 1 star before.



Damage and damage cards

Players can be dealt damage in many ways. Sometimes it happens through the story or events, but most of the time it will be enemies dealing damage to players.

- 1) When receiving damage (☄), the targeted player must first use any available shields (🛡️) they have, to detract from the initial damage (☄).
 - a. 1 🛡️ blocks 1 ☄.
- 2) Any amount of ☄ that cannot be blocked, either because it is unblockable (🛡️) or the player has no more 🛡️, will hit the player resulting in 1 damage card drawn per ☄ getting through.



Resolving damage cards

Damage cards (☄ cards) are drawn from the top of their pile and are resolved one at a time. Follow the instructions under “When drawn” in the order they are written.

Placing damage cards

Some ☄ cards must be placed in your cooldown (🔄) track, with the following conditions:

- 1) If there is already an action card in the slot, the player gets that action card back on their hand, before placing the ☄ card in the slot.
- 2) If there is already a ☄ card in the slot, the player must place this new ☄ card on the next available slot, higher up the 🔄 track.
 - a. If this cannot be done (e.g., 4 🔄 already occupied by a ☄ card), the player becomes unconscious, and the ☄ card is discarded, and no more ☄ card are drawn (see Unconscious in “Keywords & Special cases”).

** There might be non-🔄 related instructions on a ☄ card that the player cannot complete, like losing 1 🧠 or moving an action card. In such cases, those instructions are ignored.*

*** If you run out of ☄ card, you reshuffle the discard pile and start drawing from the new pile.*

**** Remember to reshuffle the ☄ card deck between each mission.*

Game difficulty

While the game scales enemies and turns by the number of players, it also offers an individual difficulty setting, for veteran players, or those who want more nail-biting situations, with a **hard** and **insane** setting.

This allows individual players to be impacted more severely by the ⚡ card, while not affecting others. If a player chooses **hard**, the player may also suffer from an ongoing effect (🔄) from those ⚡ cards placed in their cooldown (🕒) track. If they choose **insane**, they will be subject to both previous difficulties but may also encounter effects when the ⚡ card is discarded.

** The difficulty level should only be chosen and/or altered between missions by individual players.*

Taking damage, example A:

In this example the player has 1 ⚡ card and 2 action cards in their 🕒 track as the player receives 2 more ⚡. With no ❤️ to take the ⚡ they draw 2 ⚡ cards, resolving them one at a time.

- 1) **The 1st ⚡ card** instructs the player to move an existing ⚡ card 1 🕒 to the right and discard this card. As the “Exo shuriken” blocks the path, it is not possible to follow the first instruction.
- 2) **The 2nd ⚡ card** instructs the player to lose 1 focus before placing this on 2 🕒. As this slot is already occupied by a ⚡ card, the card must be placed on 3 🕒 instead. The player therefore gets the “Exo shuriken” back on their hand, before placing the ⚡ card.

The diagram shows a player's track with four slots. The first slot (1) contains the 'Minor internal bleeding' card (0 lightning bolts). The second slot (2) contains the 'Fracture' card (2 lightning bolts). The third slot (3) contains the 'Exo shuriken' card (3 lightning bolts). The fourth slot (4) contains the 'Zealous claymore' card (4 lightning bolts). Below the track, two cards are shown: 'Minor internal bleeding' (0 lightning bolts) and 'Concussion' (2 lightning bolts). A hand icon is shown to the right. Arrows indicate the resolution process: a red arrow points from the 'When drawn' effect of 'Fracture' to the 'Exo shuriken' card; a black arrow points from the 'When drawn' effect of 'Concussion' to the 'Exo shuriken' card; a green dashed arrow points from the 'Exo shuriken' card to the hand icon.

Healing damage

Some Action cards makes it possible for players to heal themselves and/or allies. Healing has nothing to do with gaining shields (🛡️) but is dedicated solely to discarding damage cards (💣 cards) from wounded or unconscious players.

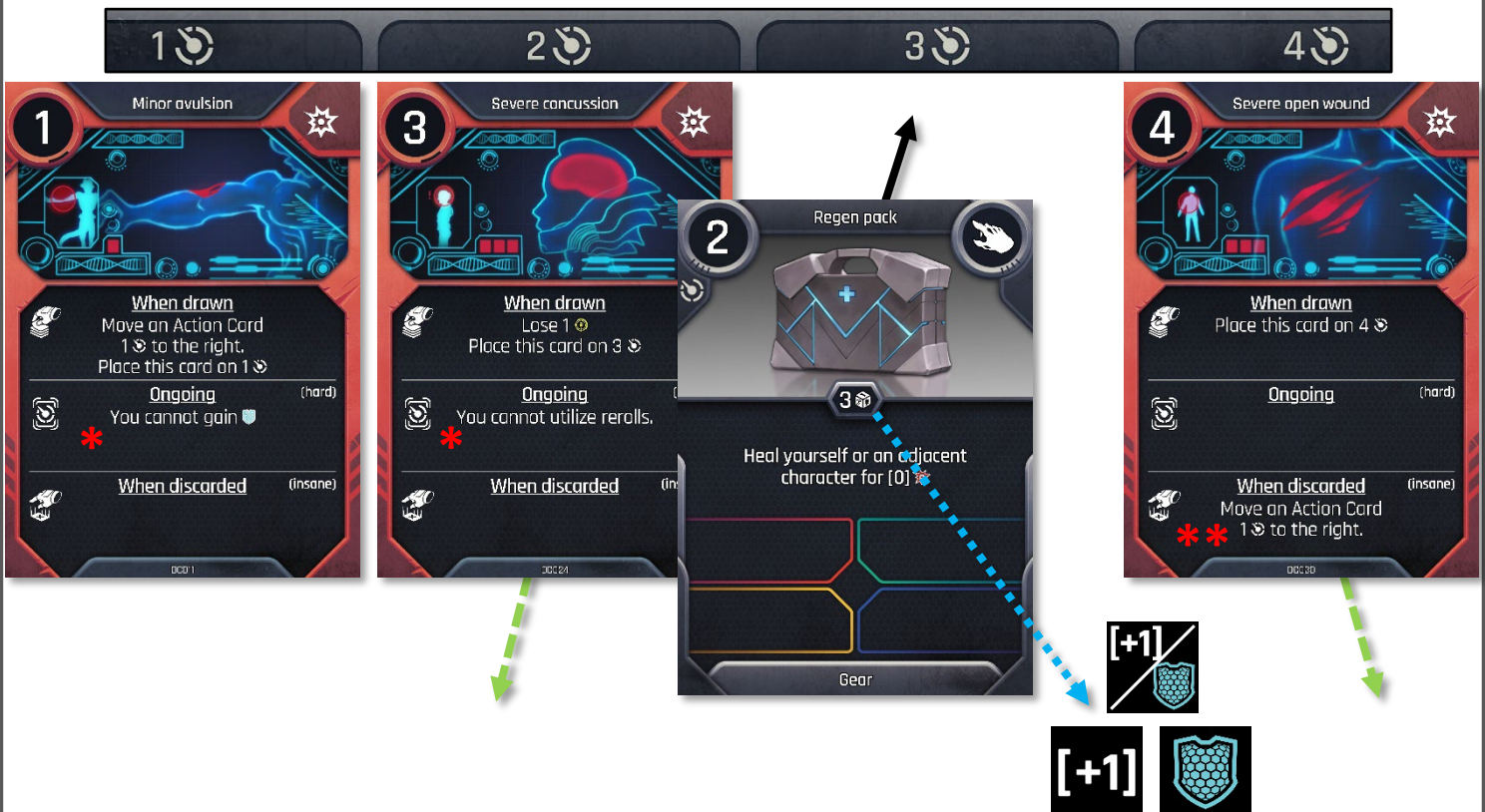
** Every player has the "Basic interact" card, which allows them to heal an unconscious player.*



Healing damage, example A:

In this example the player starts their turn with 3 💣 cards in their 🗨 track. The player plays "Regen pack" on 3 🗨, as 2 🗨 is occupied. The player rolls a +1, +1/🛡️, and a 🛡️.

The player decides to discard any 2 💣 cards they want and gain 1 🛡️.




** If the player were playing on hard, they would not be able to gain 🛡️ or reroll the dice for different results.*

** * If the player were playing on insane, they would also have to move an Action Card 1 🗨 to the right, once the "Severe open wound" had left the 🗨 track, resulting in the "Regen pack" ending up in 4 🗨.*

Keywords & Special cases

Abilities

Each character has their own unique abilities, which may vary from ongoing bonuses to once per mission effects. These abilities may be overwritten through legacy elements.

Human resolve
When you are more than 2  away from the nearest ally you have 1 free reroll per action.

Action effects and values

All values from cards, whether gained through its text, boost, or die rolls are considered “up to”. You do not need to utilize all damage, interactions, movement points etc.

Ally/Allies

The term ally/allies only refer to other team members and not to oneself, companions, or other characters.

Away from/Closer to

Used in “Away from nearest player”, “Push 2 enemies away from you”. Away/closer is defined as a straight line drawn from the middle to middle of the two mentioned points of reference.








In the example above. Yellow 1 is pushed 3 squares. Yellow 4 moves 1 square away from the player in which case it would move to the yellow dot, as that is the first square the line touches. Red 2 cannot be moved or pushed away from this angle.

Blocked enemy


In some instances, an enemy may be blocked from reaching its target by other characters/objects. Here the enemy will move as close as possible to its target and end its move action.

Boosts

Some boosts on action cards are actions themselves. When using such a boost, you are not allowed to break up the primary action, to fit the boost in between.

Example: If you want to utilize the dominating boost of the “Jet pack”, it must happen either before or after the primary action. If you roll a +1, you may jump up to 6  and then deal 2  to all adjacent enemies or vice versa, but not jump 3 , deal , and then jump another 3 .

Character

Is used to describe both players and enemies (e.g., a weapon/enemy that deals  to all adjacent characters will hit players and enemies alike).



Companion

Companions are gained through the campaign, as it will tell you when a companion has joined your team. When that happens, you locate the appropriate companion card in the game box and add it to the ship box. You must bring the companion(s) with you on missions, unless stated otherwise by the mission. Companions may also be lost again.

Explosion (barrels, canisters, etc.)

You will encounter many explosions on your journey, and all share these principles:

- LOS for explosions follow the same rules as weapons and is blocked by walls/red lines.
- ☼ is described by the mission parameters.
- ☼ is described by the mission parameters. It will be noted if the ☼ is ☼.



Leaving the map / Enter the ship

Missions may sometimes require you to leave the map or enter the ship. In these instances, you are to treat the doorways out of the map as any other doorway, which means you are allowed to enter/exit them both orthogonal and diagonal.

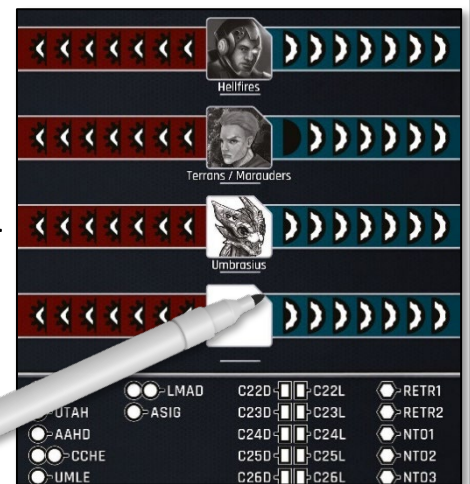
- If the map has been expanded with the ship, players still take their turns and can reenter the map.
- If players leave the map, they no longer take turns, and can no longer return to the map.

Legacy dots and relationships

When the campaign requests that you paint a legacy dot or a relationship marker (☼ / ☼), you must find your legacy folder and paint as instructed.

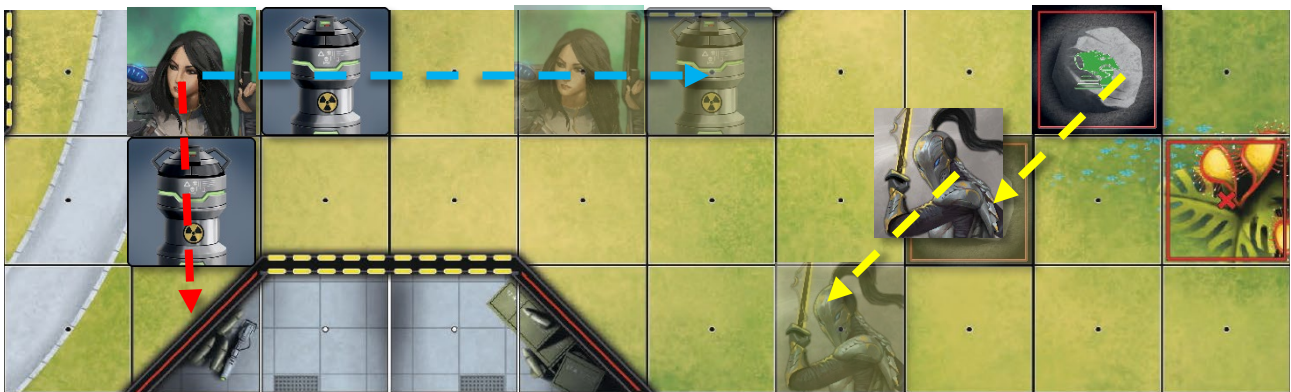
The campaign will alert you when you are to paint or count any legacy dots or relationship marks. These will affect your journey a lot, so be precise.

(TTS: Lock the component you want to draw on by selecting it and push "L". Then open the draw tool with the F2 key and start painting. You can change color in the menu, and resize the pen by using "+" and "-". The tool also allows you to erase the drawings again.)



Moveable objects/barriers

"Can be moved by players" will allow players to move an object or barrier by using move actions or movement points. Move into the object from an adjacent square and thereby push the object straight in front of you, or move away from the object, thereby dragging the object straight behind you.



Moving an object/barrier is only allowed if there are no other objects or characters blocking your way.

Movement points from dice or boosts (🚀)

Movement points gained through dice or boosts are not considered move actions in and of themselves and are therefore not benefitting or penalized by abilities affecting move actions. Movement points do not add to a move action's number like a +1 or +2 would do. While this rarely matters, it does mean that if you play a "Jet pack" and rolls 🚀🚀 you still can only jump 5 🏠 of the 7 🏠 you are allowed to move. As the action would consist of a jump 5 🏠 and 🚀🚀, in whatever configuration you would like.

Moving cards on 🔄 track

Both abilities and ✨ card may prompt you to move single cards on your 🔄 track. However, cards do not jump on top of or past each other. In those cases, you will have to ignore that prompt.

New character

If your character dies during the campaign, or you have a new player joining the group, you will have to choose a new character to continue the campaign with. Use the same method as when you started the campaign. In this case, you use the **Training manual (planned)** to create a training montage, bringing your new character up to speed with your allies.

Objects

Is used to describe all elements that you can interact with (e.g., characters, crates, canisters, consoles).

Once per mission

Whenever you utilize a "once per mission" ability, place any kind of token on it, to mark it has been used.

Orange bases

Missions may place characters on orange bases. Orange bases are sometimes activated by the campaign. When enemies occupy orange bases, they are potentially activated on every enemy turn (R/Y), if their initiative allows it. Order of initiative depends on EBC side.

Red side initiative is R1-8 then O1-4 / Yellow side initiative is Y1-8 then O1-4.
Initiatives for global effects are R1-8 then Y1-8 then O1-4.



Personality marks

When the campaign grants you a new personality mark, you are allowed to paint it on the personality diagram of your character.

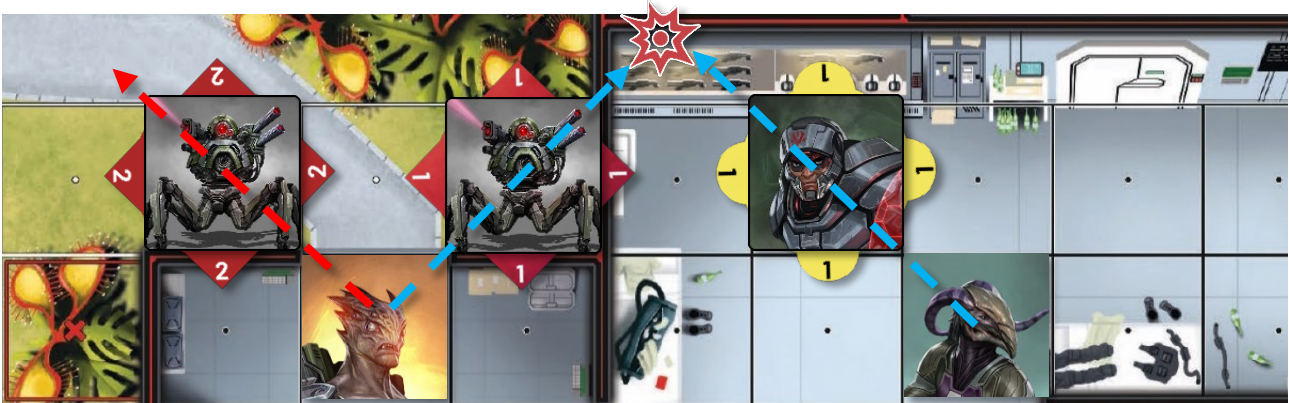
The token may be gained immediately, or at the beginning of a new mission.

(TTS: See "Legacy dots and relationships".)



Push

Some abilities allow characters to push each other. Characters are never pushed off the map, unless it is an exit specified by the mission parameters. Push abilities may also deal ✖ to the characters pushed into a wall or similar. When pushed against the edge of a map, characters only suffer ✖ if the edge has a wall.



Relationship

See “Legacy dots and relationships”.

Repeat

If an action allows you to repeat itself, you may only repeat the core action with any boosts or +1/+2 results added to numbers in [brackets], and not any extra ♣/♠ gained through the dice, or separate boost actions.

Scar(s)

Each character has a series of empty scar marks on their character sheet. Scars can only be received and painted through mission updates and not through the game play itself. The campaign will instruct you when to paint a scar mark (e.g., failure in the end of a mission).

- When a character receives a scar that they cannot paint on their character sheet, they die.
 - When this happens, the character and all its original content is returned to its envelope which is hereafter sealed with its KIA sticker from the character’s legacy sticker sheet.
 - Can only happen after a mission, even if the scar was received in the middle of a mission.

Unconscious

If a player cannot place a ✖ card on their ♣ track, they become unconscious. Discard the unplaced ✖ card.

1. If not already flipped, flip Activation token to exhausted.
2. The unconscious character is now left out of the turn order, until conscious again.
3. Unconscious characters are not considered by enemies, but they still occupy the ♣.
4. You cannot affect the unconscious characters with anything other than heal actions.

Unconscious characters can be healed with regular healing or through basic interact.

1. When at least 1 ✖ card is removed from their ♣ track, the character is conscious again.
2. Flip the character’s Activation token back to ready, so the player can take their turn hereafter.

Be aware that some missions have special conditions for unconscious characters.

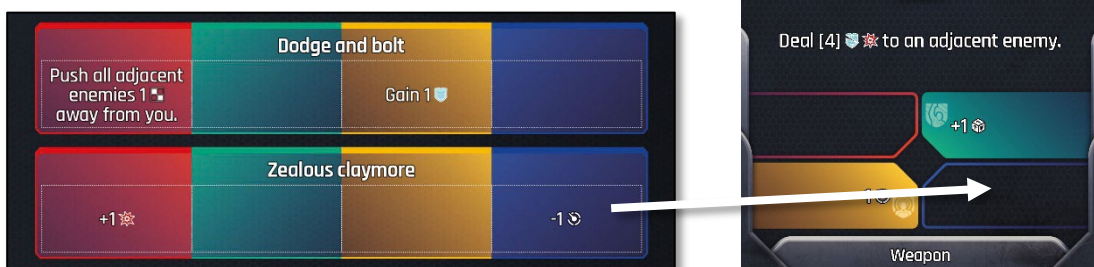
If a character is unconscious when an update happens that teleports players or changes map mid-mission, they are transported to the new location in their current condition and all allies lose 2 ♣.

Unblockable damage (🛡️❌)

When taking 🛡️❌, you will not lose 🛡️, as it goes through your 🛡️ regardless. However, the ❌ card you draw may prompt you to.

Upgrading an action card

Action cards may be upgraded throughout the campaign. The campaign will inform you when you are allowed to do so. When that happens, you take your legacy folder and choose the sticker matching the action card and personality bonus that you want to apply it to. Each of your personal action cards have a specific set of upgrades allowed.



(TTS: Once you have chosen your upgrade, you can open the decal tool with the F9 key. Search or look through the decals and place it on the desired action card. You can click on the decal again to remove it.)

Shared action cards

Just like companions, you will receive shared action cards throughout the campaign. When that happens, you locate the appropriate “Shared action card pack” in the game box and add it to the ship box. Sometimes the campaign has restrictions on what or how many you can pick.

Ship upgrade cards

Similar to shared action cards, but not for personal use (see Shared action cards).

Team member

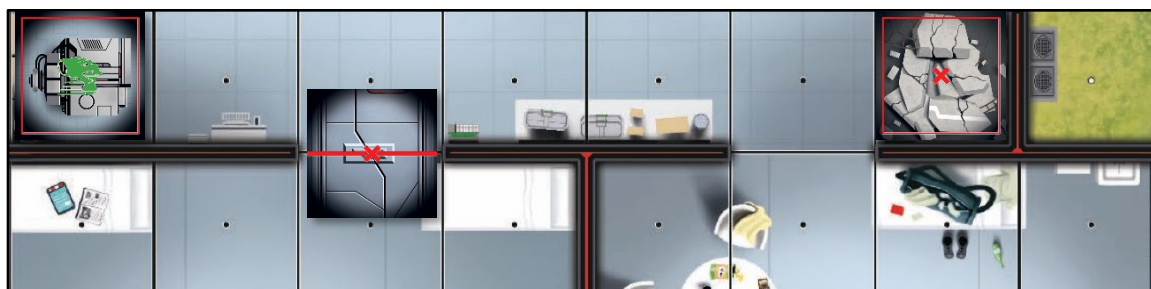
The term Team member refers to all characters on the team, but not companions or other characters.

Valid target

A player within both range (🏹) and LOS of the attacking enemy.

Walls and red lines

Walls are depicted differently depending on the map but all acts as impenetrable and something players cannot see/walk/jump through. The same goes for red lines on maps or components, which acts like walls.




Rule strength

The rules of this rulebook can be temporary broken by other elements. In cases where two rulings might be at odds, players can use this scale to determine what rule dominates (top to bottom).


- 1) Campaign/mission conditions
- 2) Enemy Behavior Cards
- 3) Damage cards
- 4) Action cards
- 5) Rulebook


Should there be ties, that cannot be resolved by rule strength, players decide together on the best and most thematic ruling. It is about having an epic adventure :)


Interpretations


- Damage, focus, shields, movement etc. cannot be below zero.
- You are not allowed to ignore rules or apply them to invalid targets/elements.
- If the enemy rolls dice and get a “choose result” like +1/ , they always get the best result.
- You cannot boost your action after you have rolled the dice, you must commit to the resource spending before rolling.
- You are not allowed to utilize focus, shields, or situational positioning gained from a current bonus or die roll to enhance the very same action in progress. The timing of committing resources and reaping rewards is split to avoid loopholes.


Play sequence


1  **Player performs 2 actions.**

a  End turn with free Rest action.


b  Flip activation token.





c  Decrease turn token by 1.



2  **Mission check >> Update**

3  **Enemy turn (red or yellow)**












Possible actions:

 Play 1 action card.




 Concentrate: Gain 2 
- Spend  to reroll dice (1  / reroll / die).

 Rest: Move all cards 1 slot on  track.

Icons:

-  = Cooldown
-  = Damage
-  = Die
-  = Effect (*ongoing*)
-  = Focus
-  = Health
-  = Interact
-  = Move
-  = Range
-  = Shield
-  = Square
-  = Unblockable

Interaction:
Draw 3 matching tokens to open/hack/disable an object.



Dice results


[+1]


[+2]

[+1] 

[+1] 

[+1] 






Dominating



Inspiring



Cautious



Supportive

