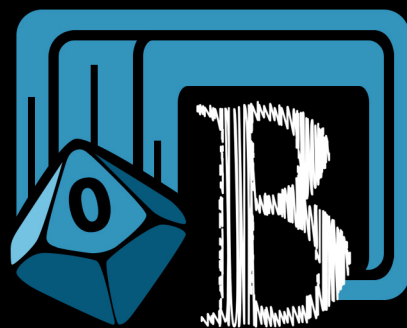




T A C T I C S



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A decade from now, the pioneering success of virtual reality and augmented reality are eclipsed by shared reality—the integration of the human brain with the world wide web. Keyboards are replaced by thought commands; monitors made extinct by the truly infinite resolution of the mind's eye. Unparalleled leaps are made in all aspects of global interaction. Social media. International business. Foreign relations.

And terrorism. Because with shared conscious comes shared unconscious—global nightmares, spreading from mind to mind, the new super virus. Once infected, there's no unplugging from the horrors of a shared reality corrupted by social terrorists, shadow people hiding in plain sight. In the real world, he could be your smiling neighbor or local accountant. But in shared reality he's The Boogeyman, author and ruler of the waking nightmare responsible for crippling a billion minds around the world. With skyrocketing worldwide anxiety and terror comes debilitating erosion in popular mental health—the workplace is affected, families torn apart, global economies tanking.

The world's only hope for relief is the international task force S.C.A.R.E—Shared Conscious Arbitration, Recon, and Extraction. As a combination of military, police, and intelligence agencies, S.C.A.R.E. is both judge and jury in the fight against social terrorism. They go into the dark. They face the demons. They literally clear our minds.

Get in. Get out. End the nightmare.



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# INTRODUCTION

**S.C.A.R.E. Tactics** is a cooperative game of squad-based tactics for one or more players. You command a team of S.C.A.R.E. agents tasked with entering a worldwide shared nightmare, discovering the identity of its author, and extracting him from the shared conscious. Along the way, players must fight a host of monsters, which are controlled by very simple artificial intelligence.

As squads are comprised of up to nine agents at a time, it is possible to include nine players at once (if each person controlled one agent). However, the ideal number of players is 1 - 3. Since game mechanics and setup do not change based on number of players, it is easy for multiple players to drop seamlessly in and out of the game.

The aim of **S.C.A.R.E. Tactics** is to present a full story in four acts (called scenarios) that can be played all at once, or split into separate play sessions with a simple “save game” mechanic. Scenarios can be played as stand-alone missions, as well.

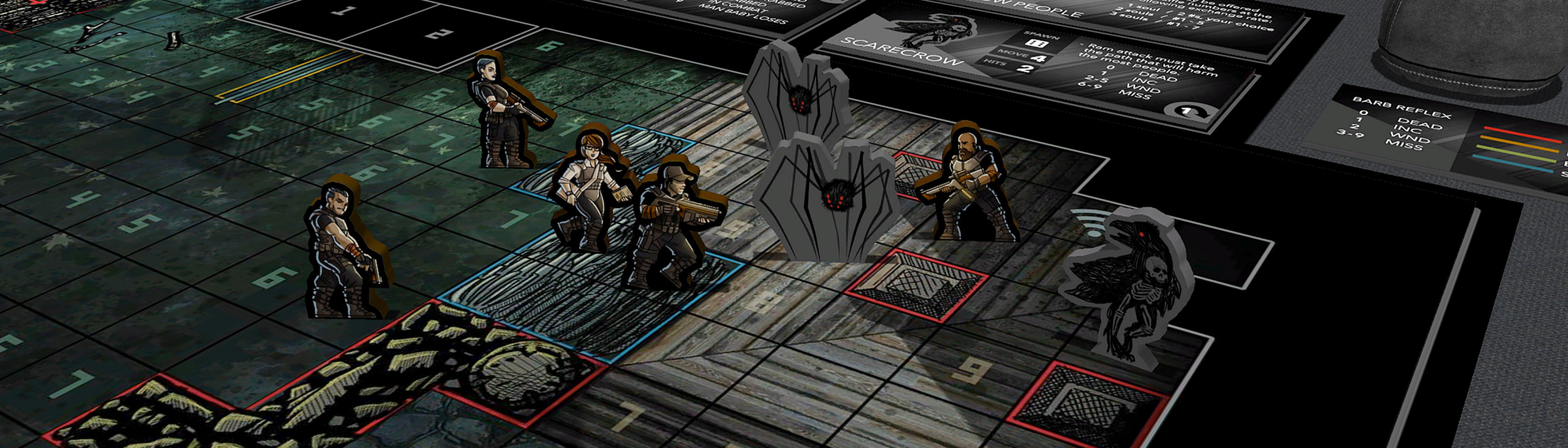
With very few components or “fiddly bits”, the overall goal for the design of **S.C.A.R.E. Tactics** is to create the feel of an arcade tabletop game, meaning players can set up quickly and get right to making meaningful choices. The “depth” of the game is not based on the number or complexity of rules, but on the continuing development and improvement of player choices based on experiences both good and bad.

This manual is split into two sections. Section one explains the game system, which is a set of general rules that govern movement and combat for the S.C.A.R.E. agents, as well as the monsters. Section two presents the game’s four scenarios, including story elements and any specific mechanics unique to that map. It is recommended that new players read through section one, then play through the first scenario with the manual handy for reference. For the best campaign story experience, players may want to avoid reading a scenario until reaching that point in the game.

Since **S.C.A.R.E. Tactics** is designed to be “rules light, choices heavy”, the need for referring back to the manual has been minimized by including many of the core mechanics for the monsters on their cards. A reference card is also presented on the table to remind players of the sequence of play. At the end of this manual is an FAQ, a section with tips on using Tabletopia, and the complete agent roster.







# SECTION ONE - GENERAL RULES

## 1.1 COMPONENTS

### SCENARIO MAPS

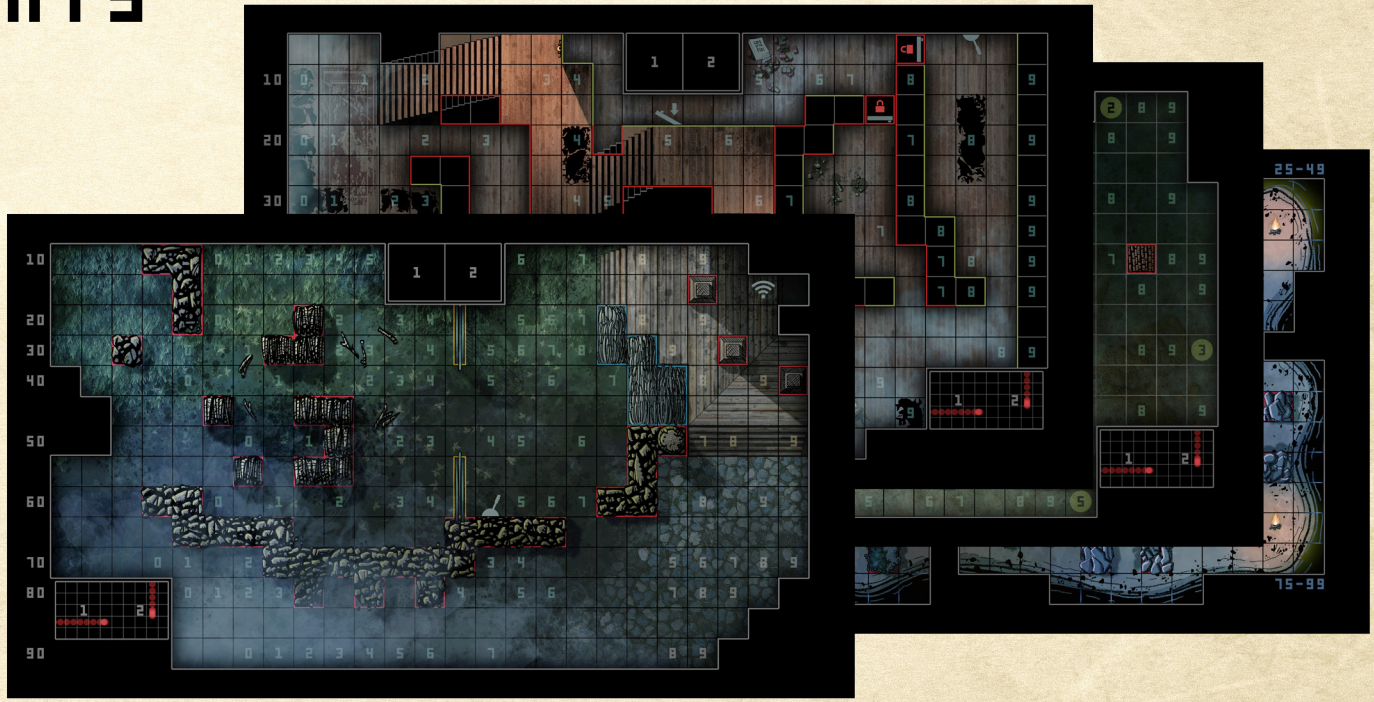
There are two map tiles in the game. One tile has maps 1 & 2, the other tile has 3 & 4. Each of the scenarios has its own map. The common components of a map are detailed in figure 1.1a.

### DICE

d6

d10

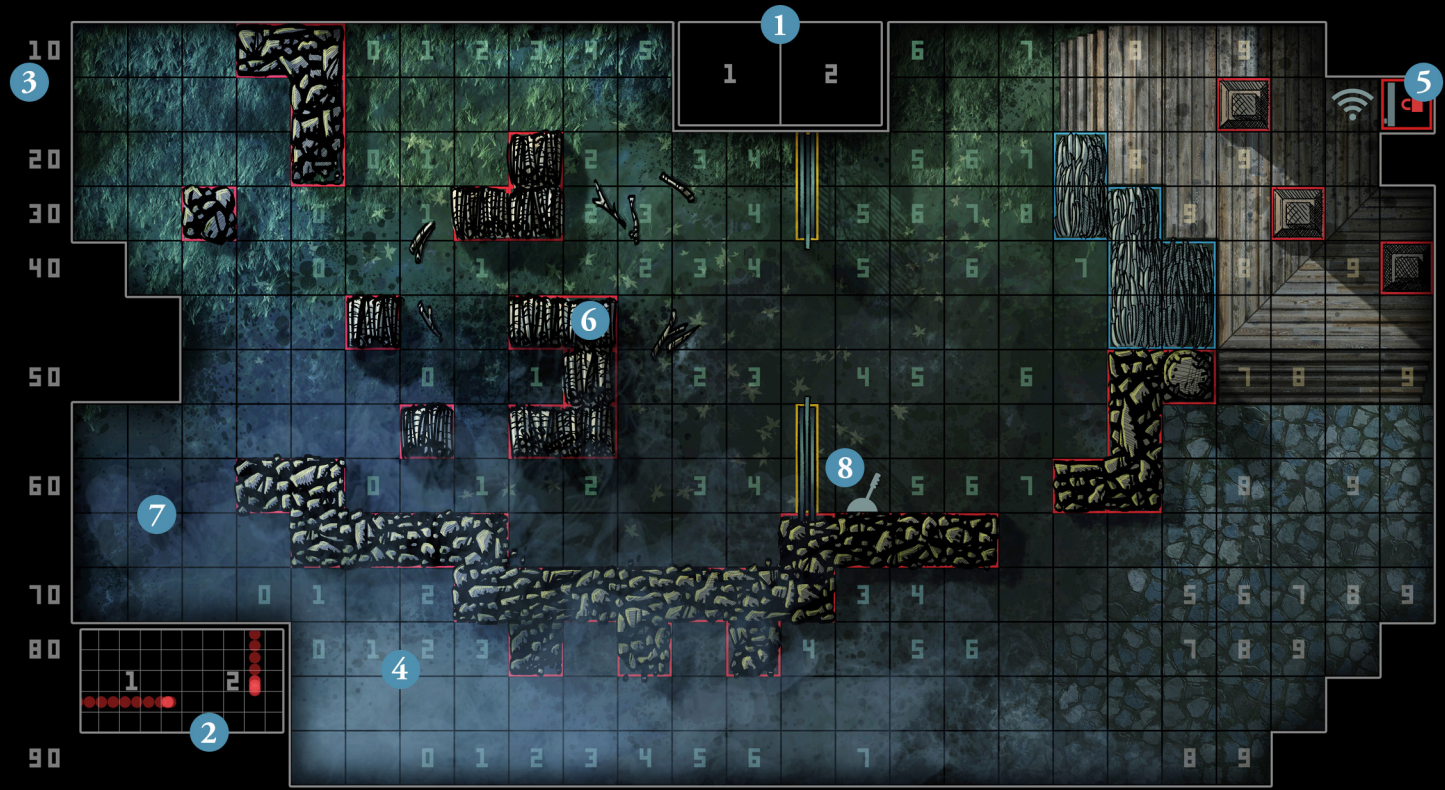
d100





## 1.1a - SCENARIO 1 MAP

1. Spawn Area. Monster figures wait here to be placed.
2. Motion Tracker. A separate spawn area for monsters detected with a motion tracker.
3. d100 Column. Numbers used for placement of spawned monsters.
4. d10 Rows. Numbers used for placement of spawned monsters.
5. Exit Space. Agent figures enter here to complete the scenario.
6. Obstacles. Colored lines affect gameplay. For example, blocking movement or line of sight.
7. Starting Area. Agent figures begin here. Each scenario guide (section 2) outlines the starting area for its map.
8. Interactive Spaces. Agent figures can carry out special actions. For example, opening or closing a gate.



## AGENT CARDS

Info and stats for each of the fifteen S.C.A.R.E. agents. Each card has a normal side and a wounded side. The final page of this manual shows the complete agent roster.

<p>REF NO BARB KILLS SHARIN WITH M</p> <p>SGT CAPRIZIO</p>	<p>REPELLER NO BARB REFLEX KILLS AGENT SHARING SPACE WITH MONSTER</p> <p>SGT CAPRIZIO</p>	1 2 3-4 5-6 7																
		<table border="1"> <tr><td>1</td><td>5</td><td>3</td><td>1</td></tr> <tr><td>2</td><td>11</td><td>10</td><td>6</td></tr> <tr><td>3</td><td>12</td><td>11</td><td>7</td></tr> </table>	1	5	3	1	2	11	10	6	3	12	11	7	ACTIONS 3			MELEE 0
1	5	3	1															
2	11	10	6															
3	12	11	7															

## FIGURES



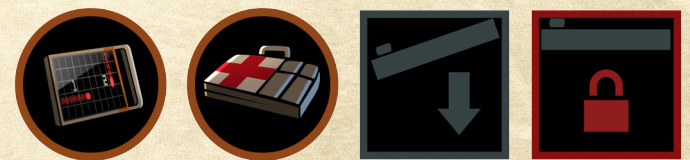
## MONSTER CARDS

These present info and stats for the several types of monsters inhabiting the shared nightmare of S.C.A.R.E. **Tactics.** Some monster cards have a wounded side. Three of the monster cards are much bigger than the others, representing the bosses in the game.

<p>NIGHT WIDOW</p>	<p>BABY DOLL</p>	<p>SPAWN 0</p> <p>DEAD</p>	<p>SPAWN</p> <ul style="list-style-type: none"> <li>- Full move to closest agent (with or without LOS).</li> <li>- Moves to space that will harm the most agents.</li> <li>- If Baby Doll ends movement in space adjacent to figure(s), Baby Doll go boom. Each agent rolls on Barb Reflex table.</li> <li>- Does NOT block LOS.</li> </ul>
		<p>MOVE 4</p> <p>DEF +3</p>	

## TOKENS

These represent special gear used by S.C.A.R.E. agents. Also, some tokens are used with certain interactive spaces on scenario maps.





# 1.2 SETUP



Setting up a scenario is very simple and quick.

1. Choose a scenario and place its map in front of the players, with any needed tokens.
2. Place the monster cards and the “No Spawn” token along the top border of the map in order of spawn roll number.
- 3a. Now you will assemble a starting team of nine agents. For 2 or more players, each player will take command of a part of the team, called a fireteam. For two players, there will be 2 fireteams (one of 5 agents, one of 4 agents); for three players, there will be 3 fireteams (each of 3 agents) and so on.

3b. Any agents who are not chosen should be put in the ACTIVE bag for use in later scenarios.

3c. Figures not being used should be put in the FIGURES bag.

4. Assign special equipment (the motion tracker and med kit). Place the equipment token with the agent’s card.

5. Now you will decide in what turn order the agents will act, called your LINEUP. For multiplayer, the members of each fireteam must be together in the lineup, so that all of one fireteam will act, then all of the next player’s fireteam will

act, etc. Once the lineup is set, it will remain fixed throughout the scenario. There will never be gaps in the lineup. If an agent is removed, then the agents behind him in the lineup will move up to fill the gap, so that any empty spaces are at the end of the line. The lineup is arranged along the bottom border of the scenario map.

6. Lastly, it’s time to place the figures for your starting agents on the scenario map. Each map has its own starting area, which is explained in the rules for that scenario. With agents placed on the map, you are ready to begin the first round of play.



## 1.3 SEQUENCE OF PLAY

The sequence of play in **S.C.A.R.E. Tactics** is fixed, with the monster phase first, followed by the agents. With a few exceptions, all monsters will always move and attack first, followed by all the agents, who will always act in the same order.

### MONSTER PHASE 1

#### MONSTERS MOVE

Any monsters that are already on the map will move first. The monster closest to an agent moves first, then the monster next closest to an agent, and so on. These are the steps you will take to determine how and where a monster will move:

1. First, determine if the monster can SEE an agent. Line of sight (LOS) to an agent can be blocked by red borders on the map or by other agents\*. To determine LOS, choose any part of the monster's space and extend a straight line from there to the MIDDLE of the agent's square. If the straight line does not touch a red border or any part of a standing agent's space, then the monster has LOS to its target.

2. If the monster has LOS, then it will move it's FULL SPEED toward that target. A monster will always choose the nearest target, so in the case that it has LOS to multiple agents, it will choose the nearest agent as its target. If there are two agents at equal distance to the monster, then it will choose the target requiring the least amount of diagonal moves. If this still doesn't determine a target, then roll a die to determine the target agent (for example, assign one agent as even numbers, the other as odd numbers). Note that agents that are seen will always be chosen over agents that are hidden, so a visible agent that is ten spaces away will draw the monster's attention, even though there may be a hidden agent only two spaces away.

3. If the monster cannot see any agents, then it will move toward the nearest hidden agent at HALF SPEED (rounded up).

A monster's target and movement speed (full or half) are determined at the start of its turn and will never be altered, even if that movement and path brings it within sight of a better target. For example, if a monster cannot see any agents, it moves at half speed toward the nearest hidden agent. If, after moving one space, the monster comes into view of an agent, the monster will NOT change course or receive its full movement. Monsters have a sort of tunnel vision—once they have chosen a target and path, it will not deviate on that turn. Of course, on its next turn, the monster may be in position to choose a different target and path.

The purpose of a monster's movement, obviously, is to reach its target. If a monster enters the space of its target, remove the monster figure from the map and place it laying down on the target agent's card in the lineup. That monster is now poised for attack.

4. If a monster is stunned (laying down on the map), then its only movement will be to stand up. Any figure (monster or agent) laying down on the map does NOT block LOS.

\*Agents already being attacked cannot be targeted again, but still block LOS.

## SEQUENCE OF PLAY:

### MONSTER PHASE

1. Monsters move
2. Monsters spawn
3. Monsters attack

### AGENT PHASE

1. Agent actions in lineup order

Diagonal moves and measurements are allowed in **S.C.A.R.E. Tactics**. The term "adjacent" also includes diagonal spaces, as demonstrated below. However, if a barrier would prevent an agent from moving into that space, then it is not adjacent.

Spaces adjacent to Agent Thayer





## MONSTER PHASE 2

### MONSTERS SPAWN

Once all monsters have moved, it is time to spawn new monsters, according to the spawn rate of the particular scenario (usually 2 per round).

1. Roll the d6 to determine the first monster to spawn, according to the spawn roll numbers on the monster cards (2,3 is Night Widow; 4 is Baby Doll, and so on). Place the figure for this monster on space #1 of the map's spawn area. A roll of 1 results in no spawn (a red circle with a line through the middle). Place the token with the same red symbol in the appropriate space of the spawn area.



2. Repeat step 1 for the second monster and place the appropriate figure on space #2 of the spawn area. If both rolls are 1s (no spawn), place the no spawn token in the middle of the spawn area.

3. Now that we know WHICH monsters are spawning, it's time to determine WHERE those

monsters will be placed on the map. For each monster, in spawn order (so, starting with #1), roll both the d10 and the d100. You will get a number with two digits (d100) and a number with one digit (d10). Now notice the numbers (in tens) on the side of the map, and the numbers (in ones) across those rows on the map. The tens roll gives you the appropriate ROW, and the ones roll gives you the appropriate space in that row, like coordinates on a grid. The monster will be placed on that space.

4. After a monster is placed on its spawn point, it will then move 1 space toward the nearest target\* (again, preference should be given to agents in the monster's LOS. If the monster cannot see any agents, then move it one space toward the nearest agent it can't see).

\*If an agent is being attacked, then that agent cannot be the target of another attack of any kind. All other monsters will ignore that agent (but he still blocks LOS).

6. If a monster enters an agent's space at any point during its spawn, it is immediately placed LAYING DOWN on the agent's card.

### SPECIAL CASES

There are two special cases to watch for when rolling for monster placement:

1. A 00 rolled on the d100. Notice that there are only 9 rows for spawning (01 – 09). If 00 is rolled, then a White Lady is summoned (rules for her placement are described later). After the placement of the White Lady is resolved, then re-roll the dice to continue with the spawn of the monster.

2. A 00,0 is rolled on both dice. There is a 1/100 chance of rolling 0s on both dice. When this occurs, the Shadow People are summoned. There is no figure for the Shadow People, as they represent an EVENT that occurs. Rules for this event are described later. (Note: rolling 00,0 does NOT also conjure a White Lady.)

1. This Widow has LOS to Thayer, so it takes a full movement, entering Thayer's space and laying its figure down on Thayer's card.

2. Since Thayer is now being attacked, this Widow will ignore him and go after Shaye with a half movement (as she is out of LOS).

3. A d6 roll of 2 summons another widow. The spawn roll places it at row 30, space 1, after which the Widow moves 1 space toward the closest target, Agent Fort.

	1	2	3-4	5-6	7
1	5	3	2	1	0
2	12	9	7	6	4

PFC THAYER ACTIONS 2 MELEE 0



## MONSTER PHASE 3

### MONSTERS ATTACK

The final step in the monster phase is to resolve any attacks from monsters laying down on agent cards. Roll the d10, add the agent's MELEE number, and refer to the attack rules on the appropriate monster card. Attacks should be resolved in lineup order. Results of monster attacks are described in detail for each monster below.

**1** A Night Widow attacks SGT Caprizio. The d10 roll results in a 1. Adding Caprizio's melee value of 1 brings the total attack result to 2.

**2** The attack value of 2 means Caprizio is wounded and grabbed. His card flips to the wounded side and the Widow stands up.

1	2	3-4	5-6	7
8	6	4		
14	13	9		
15	14	10		

SGT CAPRIZIO ACTIONS 3 MELEE 1

NIGHT WIDOW SPAWN 0 DEAD, 1 INC/GRABBED, 2-4 WND/GRABBED, 5-6 GRABBED, 7-8 IN COMBAT, 9 WIDOW LOSES. MOVE 4

## THE MONSTERS

NIGHT WIDOW SPAWN 0 DEAD, 1 INC/GRABBED, 2-4 WND/GRABBED, 5-6 GRABBED, 7-8 IN COMBAT, 9 WIDOW LOSES. MOVE 4

The Night Widow is the most common monster found at The House. Rarely do they kill on sight, as they prefer to drag victims back to their webbed lair—not for feeding, but for prolonged psychological torture. The good news is that your mind will be in ruins long before they deliver your useless body to their master, the Man Baby.

**SPAWN ROLL:** 2,3

**MOVE:** 4

### ATTACKS:

**DEAD.** The agent has been killed. Immediately remove the agent's figure from the board and put it in the FIGURES bag (lower left corner of the table). Remove the agent's card from the lineup and put it in the DEAD bag (red bag in upper left part of table) Remove the Night Widow figure from play.

**INC AND GRABBED.** The agent has been incapacitated by the Night Widow. Lay down the agent's figure on the map (using the "Flip" command). He can no longer carry out any actions. The agent has also been grabbed.


**WND AND GRABBED.** The agent has been wounded. Flip his card over to the wounded side. He has also been grabbed.


**GRABBED.** The agent has been overpowered and cannot perform any actions. Stand the Night Widow up on the agent's card. Any agent who is still grabbed at the end of the round is captured (removed from play, card put in GRABBED bag).

**IN COMBAT.** The agent is fighting off the attack. Agents in combat may not fire weapons or move, but may attempt a melee attack. A successful melee attack results in "Widow Loses" described below.

**WIDOW LOSES.** The agent has succeeded in fighting off the Night Widow. Place the Night Widow figure on the map in a space adjacent to the agent. Lay down the Night Widow figure, signifying that it is stunned. During the next monster movement phase, the widow figure will stand up, but will not move.





**SPAWN** 

**MOVE** **4**

**DEF** **+3**

**BABY DOLL**

- Full move to closest agent (with or without LOS).
- Moves to space that will harm the most agents.
- If Baby Doll ends movement in space adjacent to figure(s), Baby Doll go *boom*. Each agent rolls on Barb Reflex table.
- Does NOT block LOS.

Somewhere in The House is a seemingly inexhaustible collection of baby dolls. The significance of these dolls in the shared nightmare is not yet understood, but may reflect on the upbringing of the nightmare's author. Once they become sentient, Baby Dolls only have one instinct: to run, to find, and to explode, spraying their deadly barbs. No use trying to hide from them, either. Baby Dolls can't see—their eyes have been scratched out—but somehow they know where you are anyway. On the other hand, Baby Dolls are not stealthy—you'll hear them coming, as they can't help but to continuously recite their only known words: "Baby Doll go boom!"

**SPAWN ROLL:** 4

**MOVE:** 4. Baby Dolls are not subject to LOS rules. They will always move at full speed toward the nearest target, seen or unseen.

**DEFENSE:** +3. Any rolls made against Baby Doll must add 3.

**ATTACK.** Baby Doll will never land on an agent's space, and thus will never be placed on an agent's card. Baby Doll's only objective is to end on a space adjacent to as many agents as possible, at which time it will immediately explode and spray barbs. When Baby Doll explodes, simply follow all rules for a barb reflex attack (explained later). Movement for Baby Doll must place it in the space that maximizes damage, meaning it will always find the space closest to as many agents as possible within that same turn.

Baby Doll attacks are carried out immediately at the end of its movement (even though it is not yet the Monster Attack phase). After its attack,

Baby Doll is removed from play. During the agent action phase, if an agent ends its movement\* in a space adjacent to Baby Doll, it will immediately explode. Remember that colored lines that prevent agents from moving are NOT considered adjacent, even if monsters are able to move across the line. For example, a Baby Doll cannot attack an agent across green lines. It must first move across the green line into an available space.

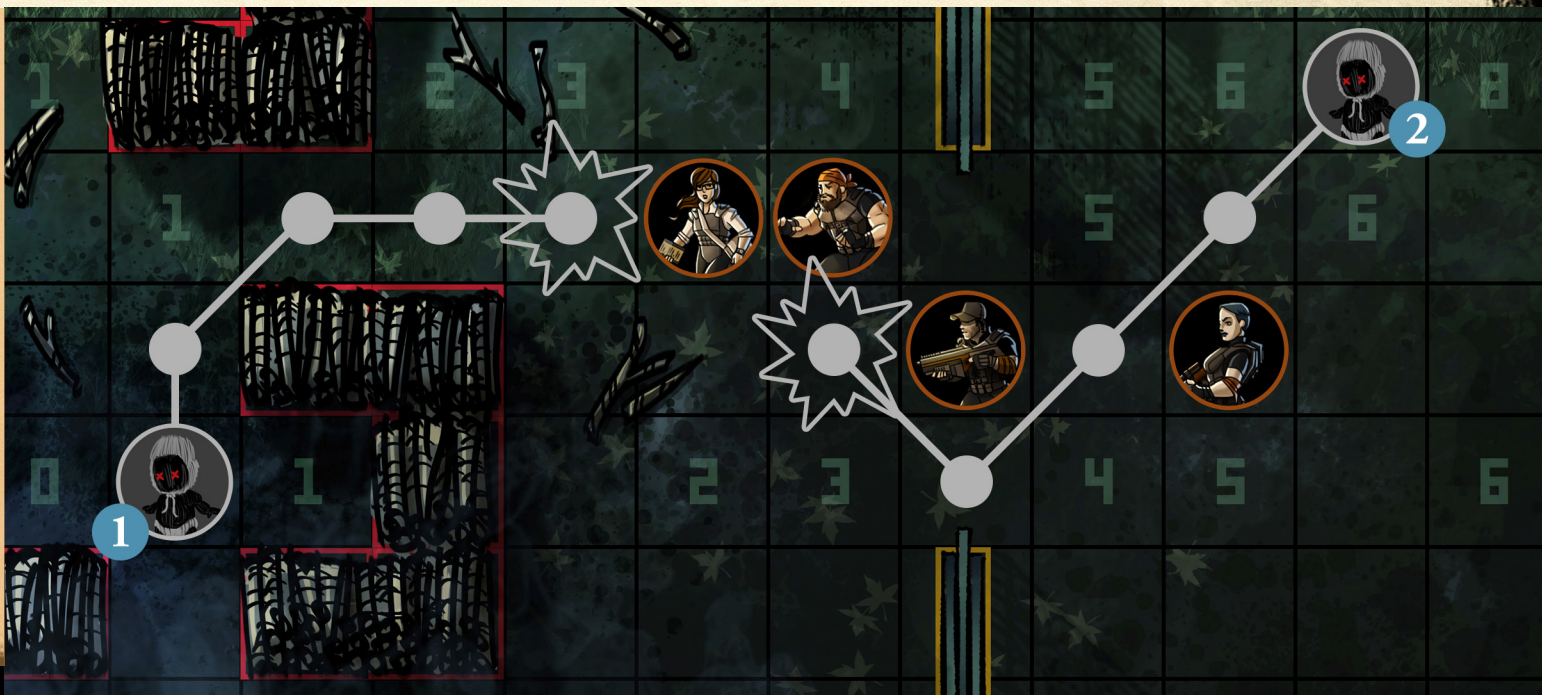
As with all attacks, Baby Doll must ignore incapacitated agents or agents who are already being attacked.

As Baby Doll is very short, it does NOT block LOS for agents.

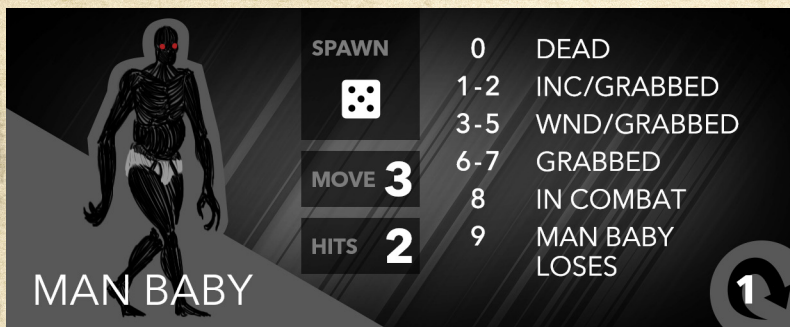
\*The agent must move to trigger the attack. If an agent finds himself in an adjacent space to Baby Doll without moving (for instance, after fighting off an attack, being rammed by Scarecrow, or swapping places with Shaye), Baby Doll will not explode.

1. Even without LOS to any agent, Baby Doll gets a full movement of four spaces. Its final move brings it adjacent to Shaye. Baby Doll immediately explodes. Shaye must roll on the Barb Reflex table.



2. This Baby Doll has several options for causing damage. One move brings it adjacent to Alexeyev. Two moves brings it next to both Alexeyev and Thayer. But it will hold out for the full four moves, where it can attack three agents. Thayer, Fort, and Shaye all must roll on the Barb Reflex table.



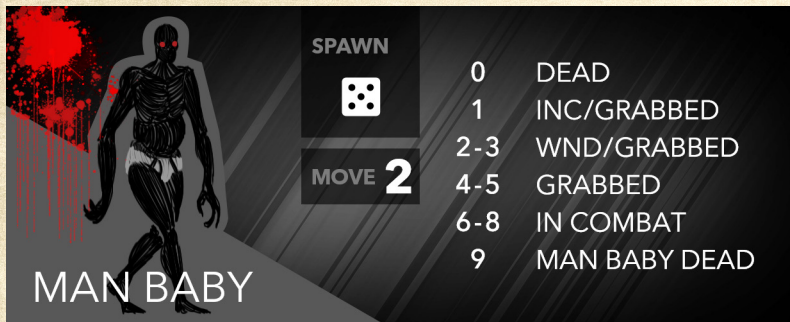






**MAN BABY**

SPAWN	0	DEAD
	1-2	INC/GRABBED
	3-5	WND/GRABBED
	6-7	GRABBED
MOVE	3	
	8	IN COMBAT
	9	MAN BABY LOSES
HITS	2	

1



**MAN BABY**

SPAWN	0	DEAD
	1	INC/GRABBED
	2-3	WND/GRABBED
	4-5	GRABBED
MOVE	2	
	6-8	IN COMBAT
	9	MAN BABY DEAD

He's technically a man—looks to be in his 40s, extremely tall—but on the inside he's still a baby, dawdling around The House in nothing but his underwear. He doesn't speak. His only instinct is to play, and he only knows one game: Hide and Seek and Dismantle. That is, the winner gets to dismantle the loser. And Man Baby, he just loves to win.

Man Baby is a unique figure, meaning only one of that figure can be in play at a time. If a spawn roll would conjure Man Baby, but it is already in play, substitute a Night Widow. If Man Baby is killed, its figure will be removed from the board, and is available again to be spawned later.

Like the agents, Man Baby's card has a wounded side. One shot flips its card, the second shot kills it. If another agent shoots an attacking Man Baby, then it takes damage (wounding or killing it) in addition to the results of "Man Baby Loses" described below.

**SPAWN ROLL:** 5

**MOVE:** Regular 3 (half speed 2)

Wounded 2

**ATTACKS:**

**DEAD.** The agent has been killed. Remove his figure from play, and put his card in the DEAD bag. Remove the Man Baby's figure from play.

**INC AND GRABBED.** The agent has been

incapacitated by the Man Baby. Lay down the agent's figure on the map. He can no longer carry out any actions. The agent has also been grabbed.

**WND AND GRABBED.** The agent has been wounded. Flip his card over to the wounded side. He has also been grabbed (see below).

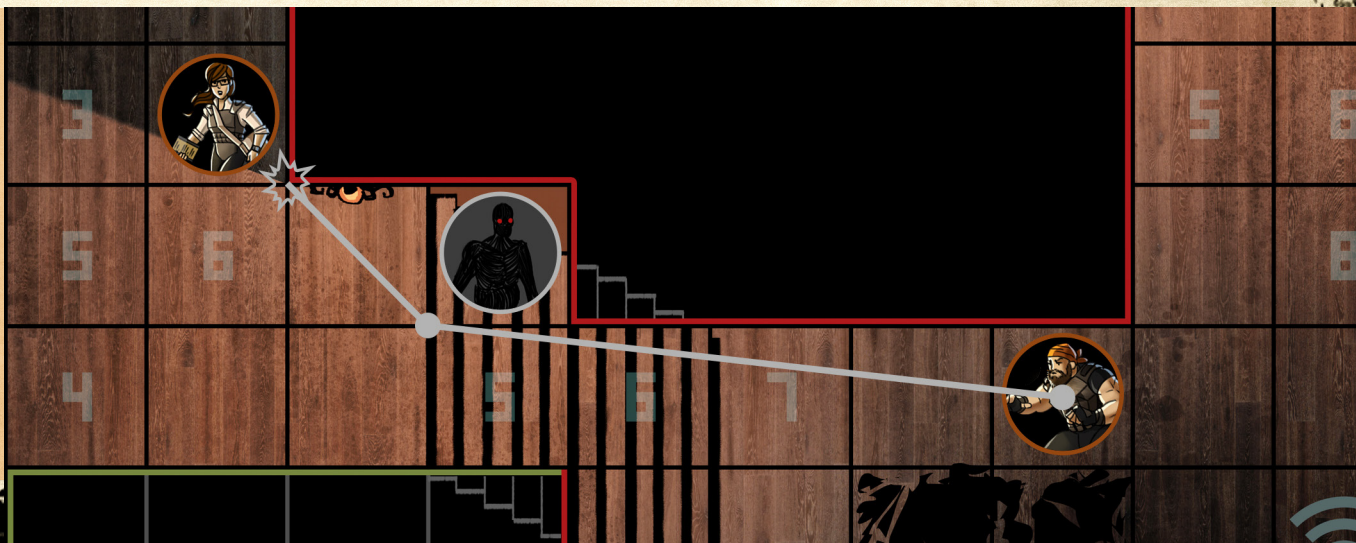
**GRABBED.** The agent has been overpowered and cannot perform any actions. Stand the Man Baby up on the agent's card. Any agent who is still grabbed at the end of the round is captured (removed from play, card put in GRABBED bag).

**IN COMBAT.** The agent is fighting off the attack. Agents in combat may not fire weapons or move, but may attempt a melee attack. A successful melee attack results in "Man Baby Loses" described below.

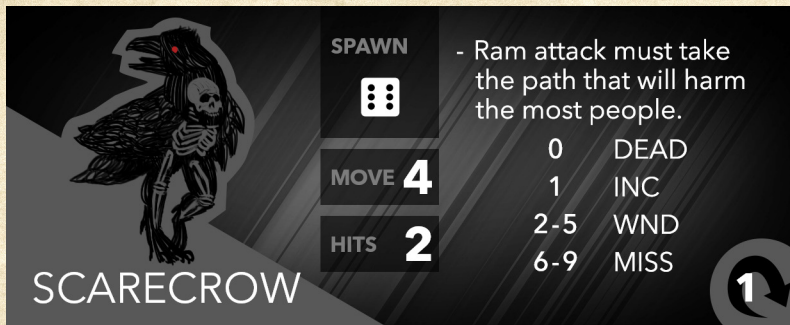
**MAN BABY LOSES.** The agent has succeeded in fighting off the Man Baby. Place the Man Baby figure on the map in a space adjacent to the agent. Lay down the Man Baby figure, signifying that he is stunned.

An example of Line of Sight (LOS):


It is this Man Baby's turn to move. Using the most advantageous corner of its space, we can draw a straight line to the middle of SGT Fort's square, meaning Fort is in the Man Baby's LOS. Shaye, however, is not, as our straight line to the middle of her space is blocked by the red corner. As a result, even though Shaye is closer, the Man Baby will head toward SGT Fort with a full movement (three spaces).







**SCARECROW**

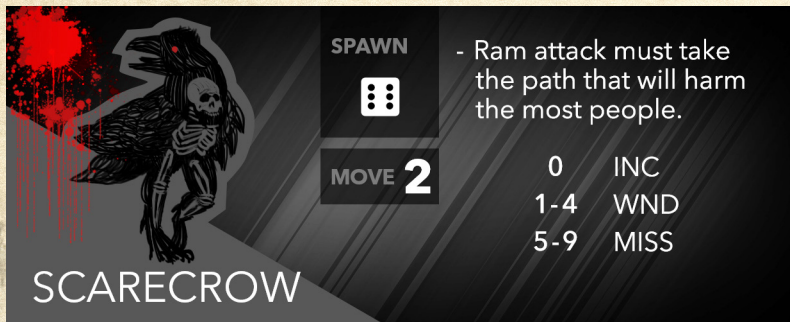
SPAWN  - Ram attack must take the path that will harm the most people.

MOVE **4**


HITS **2**

0	DEAD
1	INC
2-5	WND
6-9	MISS

**1**



**SCARECROW**

SPAWN  - Ram attack must take the path that will harm the most people.

MOVE **2**

0	INC
1-4	WND
5-9	MISS

A prowler at The House, always searching for intruders. It toys with its victims, bowling them over, then letting them get up again. All fun and games, until somebody gets a beak through the skull.

Scarecrow is a unique figure, meaning only one of that figure can be in play at a time. If a spawn roll would conjure Scarecrow, but it is already in play, then simply substitute a Night Widow for that spawn. If Scarecrow is killed, its figure will be removed from the board, and is available again to be spawned later.

Like the agents, Scarecrow's card has a wounded side. One successful shot wounds it, and the second successful shot kills it.

**SPAWN ROLL:** 6

**MOVE:** Regular 4, Wounded 2

**ATTACK.** Although Scarecrow will land on an agent's space, it will never be placed on an agent's card. Rather, Scarecrow SWAPS places with its victim, then rolls on its attack table, simulating a melee attack with beak and claws. When

attacking, Scarecrow will always use its full movement, and will always favor variety of targets over multiple attacks on the same target. So, after an attack, if Scarecrow is then in range of a different target, it will go for that attack. If it cannot reach any other targets during that turn, however, then it will simply attack the original target again and again, until its moves are exhausted.

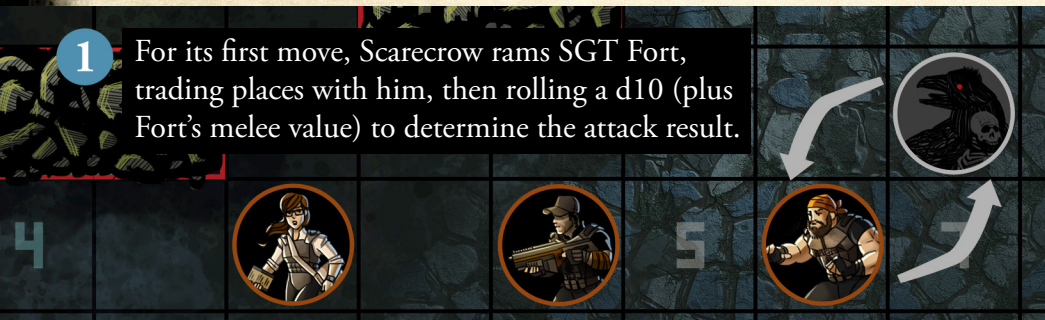
**DEAD.** The agent has been killed. Remove his figure from play, as well as his card from the lineup. Unlike with other monsters, the Scarecrow figure is NOT removed from the board. It remains free to kill again. And again.

**INC.** The agent has been incapacitated by the Scarecrow. Lay down the agent's figure on the map. He can no longer carry out any actions.

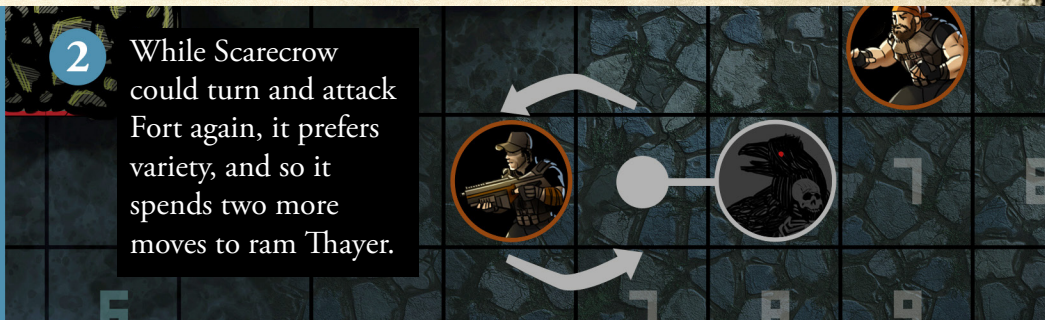
**WOUNDED.** The agent has been wounded. Flip his card over to the wounded side.

**MISS.** The scarecrow and agent have still swapped places, but there is no other affect on the agent from the attack.

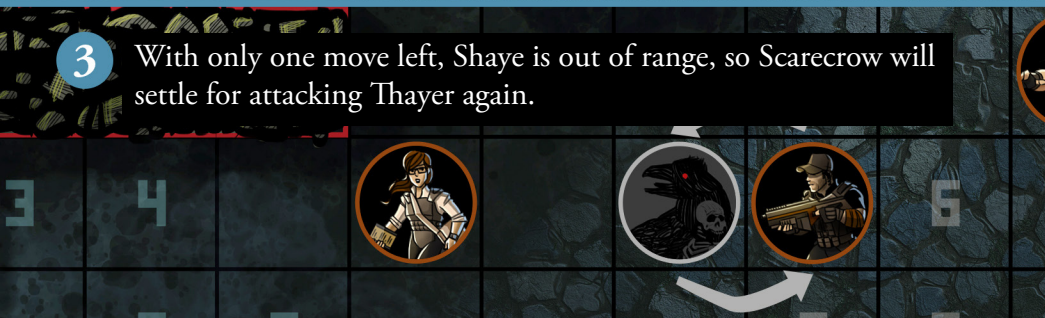
**1** For its first move, Scarecrow rams SGT Fort, trading places with him, then rolling a d10 (plus Fort's melee value) to determine the attack result.



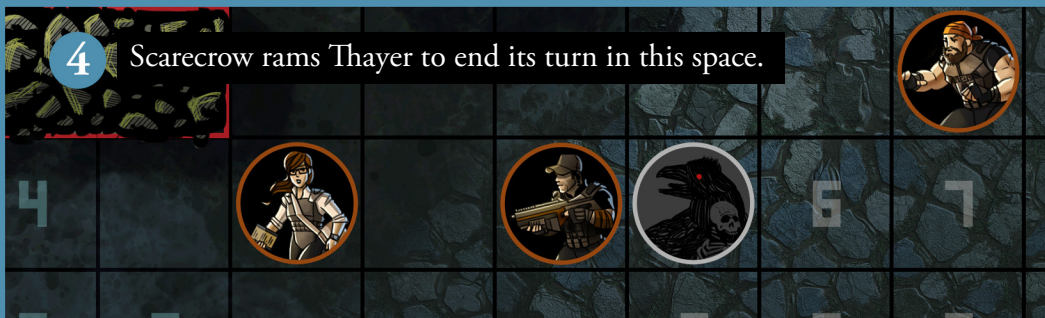
**2** While Scarecrow could turn and attack Fort again, it prefers variety, and so it spends two more moves to ram Thayer.



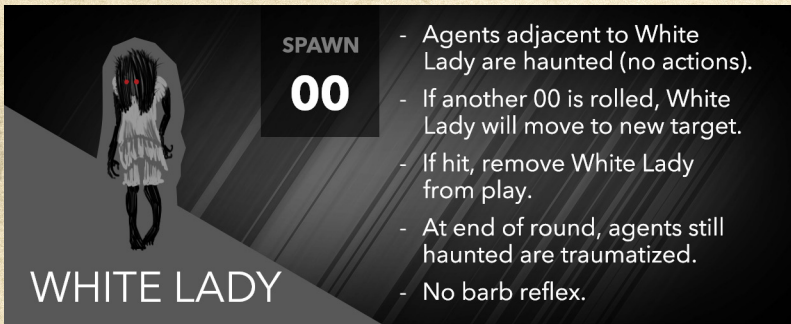
**3** With only one move left, Shaye is out of range, so Scarecrow will settle for attacking Thayer again.



**4** Scarecrow rams Thayer to end its turn in this space.







**SPAWN**  
**00**

**WHITE LADY**

- Agents adjacent to White Lady are haunted (no actions).
- If another 00 is rolled, White Lady will move to new target.
- If hit, remove White Lady from play.
- At end of round, agents still haunted are traumatized.
- No barb reflex.

Her identity is unknown. Those who see her never remember seeing her—they recall only a paralyzing terror and the urge to run away, but unable to move. Prolonged exposure to her presence results in debilitating emotional trauma.

The White Lady does not arrive as the result of a spawn roll. She is summoned as an extra penalty for rolling a (00) on the d100 when placing a spawned monster.

**PLACEMENT.** The White Lady can only be placed in a space adjacent to an agent, and thus she does not roll for placement like other monsters. Rather, her location has already been determined at the time of her summons. Recall that

the White Lady is summoned on a roll of 00 on the d100 during a spawn placement roll, which means that the d10 has also been rolled. The d10 number (1-9) determines which agent in the lineup she will haunt. For example, if the combined roll was (00,4,) then the White Lady would be summoned, and she would haunt the agent

in the 4th spot of the lineup. If there are fewer agents left than the number rolled, then continue back through the top of the lineup. In the case that another 00 is rolled while the White Lady is in play, another White Lady is not summoned (her figure is unique), but she WILL be moved to the agent determined by the roll.

Once the agent has been determined, place the White Lady in any space (your choice) adjacent to that agent. ANY agents adjacent to the White Lady will be haunted, so ideally, players will want to find a space that only affects the chosen agent, though that may not always be possible.

**HAUNTED.** Any agent in a space adjacent to the White Lady is considered haunted, and

cannot perform any action as long as the White Lady remains there. Any agent that moves (or is moved) into a space adjacent to the White Lady immediately becomes haunted.

**KILLING HER.** The White Lady will vanish immediately if she is ever hit with a successful shot from any weapon. The White Lady does NOT have a barb reflex. Once the White Lady is vanquished, all adjacent agents are immediately freed from the haunting. If White Lady ever finds herself alone (no agents adjacent), she disappears.

**TRAUMATIZED.** If the White Lady is not vanquished during the agent action phase, she will escape at the end of the round (the White Lady will never persist across rounds, though she may be summoned again on the very next round.). Any agents still adjacent to the White Lady when she escapes will immediately become traumatized. Rotate the agent's card 180 degrees (upside down) to indicate this status.

**NOTE:** The White Lady does not physically attack agents, so it is permitted for her to haunt agents who are already being attacked by a monster. Trauma also affects agents being attacked.



**1** The placement roll for this Night Widow summons a White Lady to agent #4.



**2** The agent in the #4 spot of the lineup is CPL Hounsou. The player must place the White Lady in a space adjacent to him.

	1	2
SHOTGUN	1	8 6
HIT 2 ADJ. ENEMIES	2	13 9
	3	14 10

**CPL HOUNSOU** ACTIONS 3




**3** The player decides to place the White Lady here. While this choice means that Shaye will also be haunted, it gives Thayer the best chance of hitting the White Lady on his turn.



**4** Now the round continues with a new placement roll for the Night Widow.





**SPAWN**  
**00,0**

- Souls may be offered for raffle numbers at the following exchange rate:

1 soul / 2 #s, your choice  
2 souls / #0 - 4  
3 souls\* / #0 - 7

\*and 1 soul becomes traumatized

**SHADOW PEOPLE**

They flicker from the shadows out of the corner of your eye, always fleeing just as you turn to look. These shadow people, they're not vicious or bloodthirsty. Not monsters, like the others. The fact is, they're not part of the author's design, which would account for the difference in their eyes—not red, but a vacant white. A random bug in the code? An anomaly? Whatever they are, they find safety in numbers, always hoping to add to their ranks.

Like the White Lady, Shadow People do not arrive

as the result of a spawn roll, but are summoned as an extra penalty for rolling a (00,0) on the spawn location dice.

Summoning Shadow People triggers a standalone event, rather than a figure to be played on the board. The Shadow People event is a game of chance—a raffle for the souls of

your agents. Like any raffle, the more you risk, the higher your chances of winning, but the greater your loss should you lose.

The rules are simple: The Shadow People will ask for one soul in exchange for two numbers of your choice between 1 and 10. After selecting a soul from among your lineup (including agents who are being attacked), you will roll a d10. If you roll either of the two numbers you chose, then you win and the soul remains in your lineup. If you lose, then the agent's soul is lost to the shadows.

Immediately remove the character from play, as if he were killed. (if there was a monster on the card, remove it from play)

If you care to increase the odds of winning, the Shadow People will generously offer two alternatives:

1. Choose another soul to offer (for a total of two), and you will then be given the numbers 0 – 4 as your lottery numbers. Roll a 0 – 4 on the d10 and you win. Lose, and both souls are claimed by the shadows.

2. Choose two more souls to offer (for a total of three), and the Shadow People will grant you the numbers 0 – 7 as your lottery numbers. Roll a 0 – 7 on the d10 and you win. Lose, and all three souls are lost. As this option gives you the best chance of winning (80%), it also comes with a catch: should you win, one of the souls you offered (your choice) will become traumatized.

## MONSTER PHASE FINAL NOTES

**GRABBED AGENTS.** The Night Widow and the Man Baby will often grab their victims with the intent of dragging them off to secret places of The House for further abuse. To indicate a grabbed agent, the monster figure is placed upright (standing) on the agent's card. As long as an agent is grabbed, he cannot perform any actions. Furthermore, grabbed agents have very little time to be freed before disappearing. At the end of each round, any agents with a standing monster figure on his card is captured and carried off into The House. The monster and agent figures are removed from play, and the agent's card is placed in the GRABBED bag (orange bag) for use later in the game. So if an agent is grabbed, his

team only has the remainder of that same round to free him, or he will be lost.

**DEFENSE FOR MONSTERS ON AN AGENT'S CARD.** Any monster on an agent's card (laying down or standing up) is granted a defense of +5 to account for the difficulty of hitting a target without also hitting the agent. Defense does NOT apply to melee rolls.

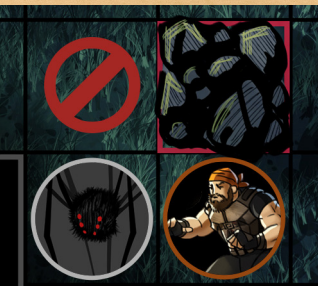
**NO ACTIVE TARGETS.** If there are no targets (all active agents are being attacked), then a monster freezes and will NOT move.

**SHORTEST ROUTE.** Monsters must be moved

along the shortest possible route to a target. In the case of multiple shortest routes, it is up to the player to choose. Sometimes this can be used to your advantage!

**MOVING BETWEEN DIAGONALLY ADJACENT OBSTACLES.** No figures (monster or agent) may move or see between two obstacles whose corners are touching.

Agent Fort cannot move between these obstacles to enter the upper left space. His LOS to that space is also blocked.





## AGENT PHASE

Once the monster phase has been fully resolved, it is time for the S.C.A.R.E. agents to act in the order of the lineup. Remember that the lineup will never be changed for the length of the entire scenario. (However, there is one case in which an agent may be moved to the front of the lineup, which will be discussed in detail later).

### AN AGENT'S TURN

Each agent has a certain number of ACTIONS to use on his turn. For most, this number is 2. For leadership, this number is often 3. Each agent's turn will consist of using these actions to perform specific functions, like moving or firing a weapon. It is up to the player in command to choose how best to allocate these actions. It is not necessary to always use the full number of actions per turn.

### ACTIONS

These are the actions available to agents:

**1. MOVE.** Moving costs one action per square, and can be done in any direction, including diagonal. Agents may move through other agents, but may not end in a space occupied by another *standing* agent. Agents may not move through or enter spaces occupied by monsters.

**2. FIRE A WEAPON.** There are three factors to consider when firing a weapon.

1. Confirm line of sight (LOS)
2. Determine range
3. Aim

**CONFIRM LINE OF SIGHT (LOS).** Can the agent see the monster? Line of sight (LOS) to a monster can be blocked by certain colored borders on the map, as well as other monsters (except Baby Doll). Other agents do not block line of sight.

To determine LOS, choose any part of the agent's space and extend a straight line from there to the MIDDLE of the monster's square. If the straight line does not touch a blocking border or pass through any part of a *standing* monster's square, then the agent has LOS to his target.

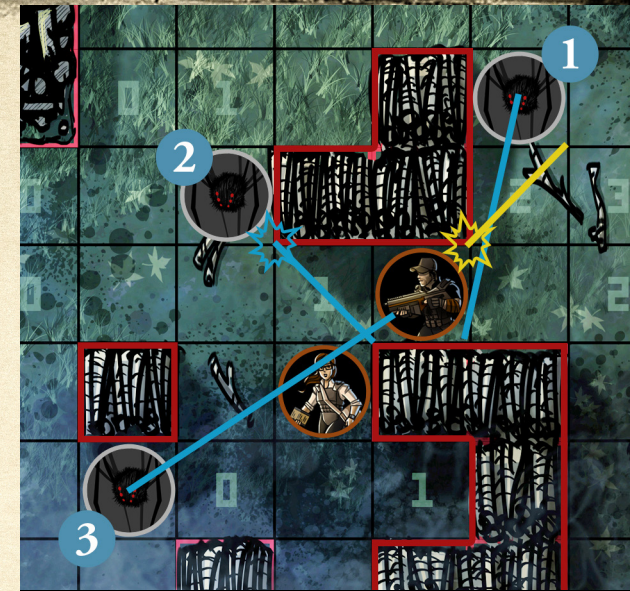
**DETERMINE RANGE.** The range from the agent to the monster can be found simply by counting the number of spaces between them, as if the agent were moving to the monster's space.

**AIM AND FIRE.** The amount of aim you take is one of the most common choices players will need to make in **S.C.A.R.E. Tactics**. Aim is determined by the number of actions you want to allocate. The more aim you take, the more likely you are to hit the target, while allocating less actions to aim may allow your agents to do other things, including multiple attacks.

On each agent card you will find a grid of numbers used for resolving an attack with that agent's weapon. The numbers along the top row indicate the RANGE of the shot, while the numbers down the left side indicate the number of actions you wish to allocate for aim. By simply cross-referencing the range of the shot with the desired number of actions, players will find the TARGET NUMBER for their attack roll. Roll the d10. If the number rolled is **equal to or less than** the target number, the shot is a success. If there is no number on the grid for a particular range, then the shot cannot be attempted.

1. RANGE - how many spaces to target
2. AIM - how many actions spent aiming
3. ACTIONS - number of actions available

If a monster were two spaces from Thayer, he would have two options. He could choose to spend both his actions aiming in order to gain



**LOS EXAMPLE:** Thayer's LOS (blue lines) lets him see Widow 3, but the red corner blocks him from seeing Widow 2. Notice the advantage of firing from around corners, as Thayer is able to see Widow 1 by measuring from the back corner of his space, while the Widow's LOS to Thayer is blocked.



THAYER

ACTIONS 2 MELEE 0

a target number of 9, or he could risk only one action for aim and hope to be successful with a target value of 3, the advantage being that if he were successful, he would still have one action left to do other things. Of course, if Thayer missed the shot, he could use that second action to try the shot again (still with a target value of 3).



**SHOOTING MODIFIERS.** There are two instances in which the number rolled in an attack roll will be modified:

1. Baby Doll has a DEFENSE value of +3, which means that agents must add 3 to any attack roll made against Baby Doll. This represents the difficulty of hitting such a small and mobile target.
2. Any monster on an agent card is granted a DEFENSE value of +5. Any attack roll against the monster must add 5, representing the difficulty of hitting a target engaged in combat with another agent.

**CRITICAL HITS.** When firing a weapon, a roll of 0 results in a CRITICAL HIT, which means that the shot is automatically successful, regardless of any other modifiers. For example, if an agent's target number were 2 against a Baby Doll (which has a defense of +3), the shot would technically be impossible to hit. However, a desperate player may opt to roll anyway with hopes of rolling a critical hit (0).

**KILLING A MONSTER.** For the Night Widow, Baby Doll, and White Lady, one successful shot is enough to kill the monster. Remove the monster figure from play (after resolving the barb reflex,

if necessary). Man Baby and Scarecrow, however, require two successful hits to kill. After the first successful hit, the monster is WOUNDED. Flip its monster card over to the wounded side. One more successful hit to these wounded monsters will kill them. Remove the monster figure from play (after resolving the barb reflex, if necessary) and be sure to reset the monster card back to its normal (non-wounded) side.

**WEAPON SPECIAL ABILITIES.** Two of the S.C.A.R.E. weapons have special abilities:

1. **SHOTGUN** – one successful hit from a shotgun can be applied to two monsters if they are adjacent to each other. In order to attempt a 2-for-1 shot, the player must announce the attempt, then determine the range from the monster farthest away. In this case, the monsters do NOT block LOS from each other (one standing in front of the other is okay, for instance). However, colored lines still apply to LOS for the agent. If a player would rather not take the risk of firing at a longer range, then he may fire at the closer target, but cannot then apply the hit to both targets.
2. **REPELLER** – due to the paralyzing shock delivered by a Repeller dart, the monster barb reflex (see below) is suppressed. There is no need

to roll on the barb reflex table for successful hits from a Repeller. This advantage has a downside, however, as the nature of shock technology makes them too dangerous to use against monsters attacking other agents. It is possible to fire a Repeller at an attacking monster, but a successful hit will also kill the agent.

**BARB REFLEX.** The monsters of this shared nightmare world are equipped with a unique and dangerous defense mechanism. With each successful hit from an agent weapon, the monsters will respond with an immediate \*BARB REFLEX. Needle-sharp barbs spray in all directions, posing danger to any agent in or adjacent to the monster's space (The barb reflex is an attack, which means it must ignore incapacitated agents and agents already being attacked). The barb attack begins in the monster's own space, then moves to the space directly above the monster and continues clockwise around the monster. Each agent in one of these spaces must roll separately on the BARB REFLEX TABLE and immediately apply the result (after adding his melee value, as explained next).

\*As a non-corporeal entity, The White Lady cannot inflict physical pain, so she does not have a barb reflex.



1. Luckily, in this example, Alexeyev goes before Thayer in the lineup, so the player has the chance to kill this Night Widow with Alexeyev's repeller, which will spare the other agents a Barb Reflex roll. However, Alexeyev rolls poorly and misses. Time for plan B...

2. The player decides to risk a shot from Thayer. Good news: he rolls a hit. Bad news: Shaye, Hounsou, and Fort must each roll on the Barb Reflex table (in that order). Shaye rolls a 5 and is safe. Hounsou rolls a 1, adds his melee value (1), which results in 2: wounded. Fort rolls a 0, which would kill him were it not for his melee value (2), which gives him a total of 2. He is wounded.



**3. MELEE.** Melee attacks cost one action. They are performed on an agent's own space or any adjacent space. Monsters placed on an agent's card are considered to be occupying the same space as that agent, so any adjacent agents are free to attempt a melee attack on the monster, in order to save his teammate.

To resolve a melee attack, find the melee number of the attacking agent and role a d10. If the number rolled is equal to or less than the melee

value, the attack is successful. Notice that melee values, in general, are very low. For most agents, the melee value is 0; for leadership, 1 is a common melee value; agents Fort and Kubo are specialists in melee combat, with a value of 2.

A successful melee attack results in knocking the monster back one space (of your choice), plus stunning it. In the case of an attacking monster, it is knocked off the agent's card into an adjacent space. Lay down the monster's figure to indicate

that it is stunned (during the next monster movement phase, it will stand up, but will not move).

Successful melee attacks do NOT cause a barb reflex from monsters.

Outside of combat, the melee value is also used to represent an agent's resistance to an attacking monster. Any time a monster rolls to attack (including barb reflex attacks), the agent's melee value is added to the role.



In this example, the player has several big choices to make, as Shaye is being attacked by a Night Widow. If she is killed, the game will end.

1. THAYER'S TURN. Naturally, Thayer's first instinct might be to blast the Widow on Shaye's card. But there are two things to consider about that choice: first, the spider gains a +5 defense for being on Shaye's card, so even if Thayer spent both his actions aiming, he would have to roll a 4 or less in order to hit the target number of 9. Secondly, a hit from his assault rifle would cause a Barb Reflex, putting Shaye and Fort at risk. Since Shaye is still in combat with the Widow (it is laying down), Thayer decides to let her and Fort deal with that threat, while he shoots at the Widow approaching from the north. It is three squares away.

Thayer spends both actions aiming to gain a target number of 7. He rolls a 5, killing the Night Widow.

2. SHAYE'S TURN. Since the Widow has not grabbed her yet, Shaye can attempt to knock it away with a melee attack. Her melee value is 1. She rolls a 4 for her first action. She tries again and rolls an 8. The Widow remains on her card.

3. FORT'S TURN. Being the good bodyguard that he is, Fort is adjacent to Shaye, and thus able to attempt a melee attack on the Night Widow. His melee value is 2, and he has 3 actions, so he'll get 3 attempts. Luckily, his first roll was 1, which knocks the Widow off of Shaye's card. Crisis averted! And Fort still has two actions to use.

**PFC THAYER**  
 ASSAULT RIFLE  
 ACTIONS **2** MELEE **0**

	1	2	3-4	5-6	7
1	5	3	2	1	0
2	12	9	7	6	4

**SPECIAL AGENT SHAYE**  
 PISTOL  
 ACTIONS **2** MELEE **1**

	1	2	3-4	5-6
1	2	1	0	
2	6	2	1	0

**SGT FORT**  
 PISTOL  
 ACTIONS **3** MELEE **2**

	1	2	3-4	5-6	7
1	3	2	1		
2	7	4	2	0	
3	9	5	3	1	



**4. SPECIAL ACTIONS.** Besides movement and combat, there are other types of actions that will be helpful and/or necessary throughout a scenario.

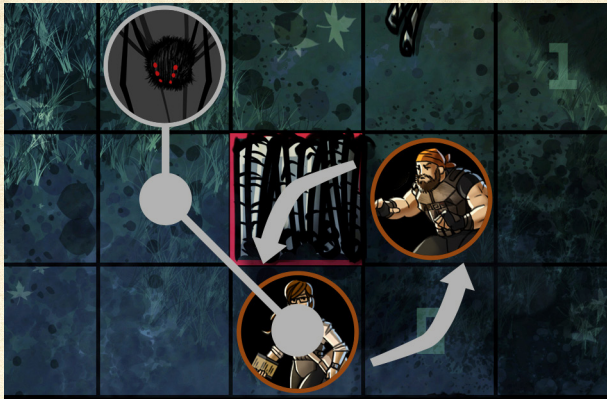
**PROTECT SHAYE.** Special Agent Shaye is the key to success in **S.C.A.R.E. Tactics** and will need to be protected at all costs. As an information specialist and intelligence analyst, Shaye is not a field agent, nor is she experienced in combat. With this in mind, the other S.C.A.R.E. agents have accepted this mission with full knowledge that their own lives may be required in order to keep Shaye alive. Therefore, any time that **PHYSICAL** harm is threatened against Shaye, the player may choose to immediately swap Shaye's position with an adjacent figure, dealing the damage to the combat agent in her place. This swap does **NOT** cost any actions, and can be carried out at any time, in any phase or turn, even during the monster phase. The one exception to this rule is when a monster is already on Shaye's card. The appropriate time to swap with her would have been when the monster entered her space, thus threatening to attack her. If the monster is allowed on her card, it is too late to swap, and she must suffer any consequences herself.

For further clarity, these are the instances when another agent (adjacent to Shaye) can swap places with her:

- As a monster enters her space. The agent swapping with Shaye would take her square (and she would move to his square) and receive the monster onto his own card.
- As a barb reflex threatens her harm. The swap would take place **AFTER** the reflex roll. If the reflex roll is harmless, no swap is necessary. Also, if the swap puts Shaye into a space that has not yet rolled for barb reflex, she will have to roll again.

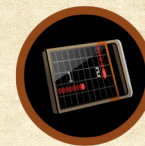
Remember that only physical harm may be

swapped with other agents. It is not permitted to swap with Shaye in order to save her from trauma or haunting.



As this Night Widow moves into Shaye's space, SGT Fort trades places with her. The Night Widow figure is placed on his card.

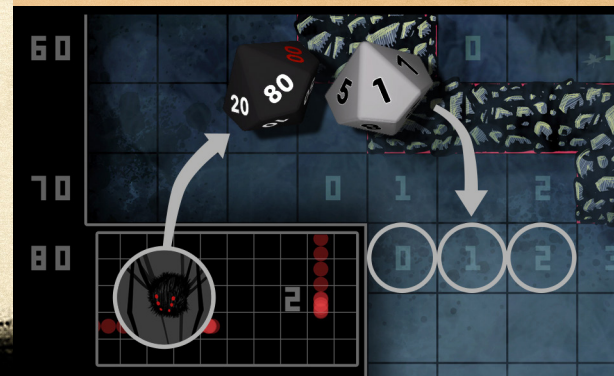
**GEAR TOKENS.** These represent special items used by S.C.A.R.E. agents. Tokens may be given (but never taken) from one adjacent agent to another for one action. If an agent carrying the token is killed, captured, or incapacitated, place the token on the map in the agent's space. Another agent may pick up the token for no action cost simply by moving into the square with the token. Tokens may be dropped (during that agent's turn) into adjacent spaces on the map for no cost. Multiple gear tokens may be carried by one agent or stacked in one space. It is permitted for figures (monsters or agents) to stand on spaces with tokens in them. Tokens do not block LOS. So basically, a map space with a token on it is considered empty for purposes of moving and firing. Gear tokens abandoned on a map when a scenario is completed are lost for the rest of the campaign.



**MOTION TRACKER.** This device alerts agents of incoming monsters, allowing teams more flexibility in responding to threats.

The motion tracker is a special gear token that is assigned to one agent at the beginning of a scenario (when the lineup is formed). That agent can use the motion tracker by spending two actions. After declaring the intent to use the motion tracker, the player then immediately rolls what **TYPES** of monsters will be spawned for the next round. Make a Spawn Roll (d6) for each monster to be spawned (usually 2) and place the figures in the Motion Tracker spawn area of the map. These figures will remain here until the next round's spawn phase, at which point players will skip the spawn roll (as it has already been performed) and move straight to rolling for monster placement. Here is where the motion tracker ability comes into play. When placing a monster from the motion tracker spawn area, players may add 1 or subtract 1 from the d10 of the location roll. Many times, this small difference will save S.C.A.R.E. agents from what would have been a disastrous spawn placement.

Because this Night Widow is spawning from the motion tracker spawn area, the player may decide if this roll of 80,1 will become 80,0 (-1) or 80,2 (+1). Of course, the player may wish to leave the original roll of 80,1, depending on what is more advantageous.







**MED KIT.** The med kit is used to heal agents' physical wounds. It costs two actions to use, and can be applied to any agent in an adjacent space OR sharing the same space with the med kit, meaning that the agent carrying the med kit can use it on himself or another agent that he is carrying (carrying agents is detailed below). If an agent being carried is healed, then that agent can no longer be carried, and must be placed in an available adjacent space.

The effect of the med kit is to upgrade an agent's health status by one level for each use. Health status levels are explained later. An important detail to remember is that the med kit only heals **PHYSICAL WOUNDS**. Trauma cannot be treated with the med kit. Here are the healing capabilities of the med kit:

1. Upgrade an agent from INC to WND. In this case, the healed agent's figure immediately stands up and his card will be added back into the lineup, always in the #1 position (move all other cards down). This is the one instance in the game when a lineup will be modified during play.
2. Upgrade an agent from WND to NORMAL. In this case, flip the agent's card from the wounded side to its normal side.

**INTERACTIVE SPACES.** Some scenario maps have special spaces designated for interactive functions, such as to close a gate. These functions typically cost two actions, and full details for the use of these spaces is provided with the scenario.



This interactive space in scenario 1 opens and closes the gate.



**TECH ROLLS.** This space provides a function only possible for Special Agent Shaye. At key points in a scenario, Shaye will need to enter this space in order to make a Tech Roll, and the rest of the team will not be able to proceed with their mission unless she is successful. As with firing a weapon, the more time Shaye allocates toward a Tech Roll, the greater her chance of success will be.

On Shaye's card is the Tech Roll chart. The left column indicates the number of **FULL TURNS** (not actions) Shaye has allocated toward success, and the right column indicates the target number for the Tech Roll. Shaye must be standing on the Tech Roll symbol to allocate turns or to make the actual roll, which costs two actions (one turn).

Once a level of concentration has been reached (by spending turns), it will not be lost if Shaye fails a Tech Roll. Also, although concentration can only be "bought" with a full turn (meaning no other actions can be used), these turns do not need to be spent in succession. In other words, Shaye may spend a full turn to gain the "1" turn advantage, then, on her next turn, move and perform other actions, then return to spend a future turn concentrating on the Tech Roll in order to gain the "2" level of concentration.





Use this token to keep track of turns spent.



**SPECIAL AGENT SHAYE**

**PISTOL**

TECH ROLL	
TURNS	ROLL
0	2
1	5
2	8

- If Shaye wants to make a Tech Roll immediately, without spending any turns concentrating, she may use 2 actions to roll a d10 with a target number of 2. That is, she must roll a 2 or less to succeed.

- To gain more of an advantage with her Tech Roll, Shaye can spend one full turn concentrating. Place a "1" token by her card to indicate this choice. This full turn must be spent without performing any other actions. Her target number is now 5.

- If Shaye wants full advantage when making her Tech Roll, she can then spend another full turn concentrating, which means she has now spent 2 full turns doing nothing else. Flip the "1" token over to the "2" side to indicate this choice. On future turns Shaye's Tech Roll target number is now 8.





## AGENT HEALTH STATUS

There are five levels of health in **S.C.A.R.E. Tactics**, and all of them can be indicated by making changes to the agent's card, as detailed here:

1. **NORMAL**. This is full health, and is indicated in two ways: the agent's figure is standing on the map, and his card is flipped to its normal (non wounded) side.

2. **TRAUMATIZED (TRA)**. A traumatized agent can **ONLY MOVE**—he may not perform any other actions—and is indicated simply by rotating his card 180 degrees, so that the text is upside down. Note that a traumatized agent may also be healthy or wounded, the only difference being which side the card is flipped to. A med kit cannot heal trauma. There are two ways to cure trauma:

a. If the agent is wounded by a monster. In this case, when flipping the card from the normal side to the wounded side, the player will also rotate the card back to its normal orientation.

b. If he suffers a successful melee attack from another agent. Yes, you can strike your fellow agent in order to snap him out of his traumatized stupor. If the melee attack is successful, simply rotate the agent's card back to its normal orientation. This attack does not harm the agent in any way, nor does it knock him back a space.

If an agent in a traumatized state is traumatized again, he dies immediately from the shock.

3. **WOUNDED (WND)**. This is indicated by flipping the agent's card over to the wounded side. If a wounded agent is wounded again, he will become Incapacitated.

4. **INCAPACITATED (INC)**. The agent is no longer able to perform any actions. This is indicated in two ways: the agent's figure is laid down, and his card is placed in the area designated for incapacitated agents (to the left of the board). Active agent cards should be moved up to fill the gap in the lineup. If a monster is on the agent's card, then do not remove the card from play until the monster figure is removed (by another agent or by the end of a round).

Remember that any figure (monster or agent) laying down on the map does **NOT** block LOS.

With a few exceptions, INC agent figures follow all the same rules as tokens. That is, they may be picked up and carried by other agents with no penalty or actions, and may be dropped at will (during an agent's turn) into an adjacent space on the map. To pick up an INC agent, simply move into the figure's square and place the figure on the carrying agent's card (laying down). INC figures may be given (but never taken) from one adjacent agent to another at the cost of one action. It is permitted for active figures (monster or agent) to stand on an INC figure without penalty. Basically, INC figures are treated as empty spaces on the map.

But here are some ways in which INC figures are treated differently than tokens:

- INC figures cannot be stacked (on spaces or on cards) with other laying down figures (monster or agent). If a monster must be placed on a carrying agent's card, then the INC figure must be dropped. If a carrying agent is killed, then the carried INC figure is placed in the killed agent's vacated square.

- A barb reflex roll may be assigned to EITHER

the carrying agent OR the carried INC agent (not both), but any harm done to the INC agent (even WND) results in death.

- Any INC agents left on the map when a mission is completed are considered grabbed.

5. **DEAD**. The agent is killed. His figure and card must be immediately removed from play. If needed, active agent cards should be moved up to fill the gap in the lineup. If Special Agent Shaye is ever killed, the game is immediately over.

### AGENT HEALTH STATUS

**NORMAL**

		1	2	3-4	5-6	7
1	5	3	2	1	0	
2	12	9	7	6	4	

ACTIONS: **2** MELEE: **0**

**TRAUMATIZED**

		1	2	3-4	5-6	7
2	12	9	7	6	4	
1	5	3	2	1	0	

ACTIONS: **2** MELEE: **0**

**WOUNDED**

		1	2	3-4	5-6	7
1	2	0				
2	9	6	4	3	1	

ACTIONS: **2** MELEE: **0**

**INCAPACITATED**

		1	2	3-4	5-6	7
1	2	0				
2	9	6	4	3	1	

ACTIONS: **2** MELEE: **0**

**DEAD**

		1	2	3-4	5-6	7
1	5	3	2	1	0	
2	12	9	7	6	4	

ACTIONS: **2** MELEE: **0**



## WINNING THE GAME

**S.C.A.R.E. Tactics** can be played as a campaign with connected scenarios, or each scenario may be played as a stand-alone game. In both cases, the ultimate goal is the same: to keep Special Agent Shaye alive. If she escapes a scenario, then the player has succeeded. If Shaye survives all scenarios in a campaign, then the player has “beat the game”, to use a video game term. Conversely, if Special Agent Shaye ever dies, then the player has failed, no matter how many other agents survive. The reason behind Special Agent Shaye’s importance is detailed in the scenario section of this rulebook.

Of course, during non-campaign play, players may also wish to set other terms of success for themselves, just for fun or to create a special challenge. For example, to get through a scenario with all agents alive, or to forget about escaping and see how long a team can survive against waves of enemies.

## CAMPAIGN PLAY

In campaign play, players will play through scenarios sequentially, starting with scenario 1 and ending with scenario 4. The active agent pool will carry over from one scenario to the next, so it is crucial that players keep track of agent status using the provided bags for DEAD, GRABBED, and ACTIVE agents. Dead agents cannot be used for the rest of the campaign. Grabbed agents cannot be used unless they are rescued in scenario 3. Active agents are those who have either not been used yet or have successfully completed a scenario without being killed or grabbed. Active agents who are wounded or incapacitated are restored to normal status once they complete a scenario.



## SECTION TWO - SCENARIOS

It’s not known when the nightmare was first introduced, who was the first to have it. The first recorded incident report was generated when S.C.A.R.E. search engines found eight separate social media accounts posting similar aspects of a recurring nightmare soon to be officially named “The House.”

“The House” begins with victims walking through a moonlit forest on the grounds of an old Victorian manor. If victims are not drawn to the house by curiosity, then they are driven to the house by fears of monsters in the woods: spiders the size of men, flesh eating crows, or a mysterious tall man in underwear who pulls limbs from your body. But those who make it to the house quickly find that the real nightmare begins inside, and the only way to wake up is through horrific death. Even then, your body returns to the real world, but your mind becomes more corrupted with each trip back to The House. Eventually the strain becomes

too much. Hearts and minds give out. Victims become “burnt”—physically alive and awake, but with permanent brain damage. The latest research suggests that these brain dead are still at The House in their minds, trapped forever in a waking nightmare.

The most recent S.C.A.R.E. report estimated that The House has infected over 30 million people worldwide, with half a million already burnt. Twelve countries—including the United States and Japan—have declared a state of emergency. The nightmare’s author is the most wanted man in the world. In response, S.C.A.R.E. has been authorized to implement its latest experimental operation, codenamed “Big Bad Wolf”, which will allow a team of S.C.A.R.E. agents to enter The House fully conscious and connected to each other—a truly shared experience. Together they will investigate the nightmare in search of the author’s “signature,” a custom identity



imprinted deep in the dream's code. With this signature, S.C.A.R.E. analysts will be able to track down the author's real world identity.

Obviously an operation of this sort is fraught with risk—not just to the S.C.A.R.E. agents assigned to enter The House, but to the host, who will need to be infected with the nightmare in order to bring the others in. Even if the mission were to succeed, the host would likely suffer mental wounds ranging from chronic anxiety to severe PTSD. The assignment is not made lightly, and S.C.A.R.E. had three candidates in mind—all seasoned combat veterans—when Special Agent Leerah Shaye volunteered for the job.

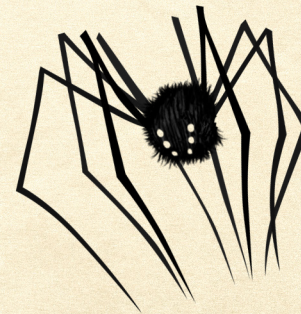
S.C.A.R.E. Directors hesitated to make the assignment. Special Agent Shaye was a young analyst, an information specialist with no combat experience. On the other hand, she had been assigned to The House case for two years, and knew more about it than anybody else in the world.

To make the decision easier, Shaye did the unthinkable: she infected herself with the nightmare, making her the only host candidate already inside The House. When pressed

about her motives for doing something so reckless, a tragic detail was revealed: six months ago, Shaye's only sibling—a little sister—was infected by The House, and was recently admitted to a nearby psychiatric ward. If Shaye doesn't end the nightmare, both her and her little sister might soon get burned.

S.C.A.R.E. finally gave the green light. Special Agent Shaye will be host, with a team of fourteen combat agents at her disposal, each going in with the knowledge that Shaye must be protected at all costs. Besides being the only one qualified to locate the author's signature, if Shaye dies in The House, the dream will have to start over, and each of her dream deaths could be the one that burns her in the real world. As such, the mission objectives are simple:

Get Shaye in.  
Get Shaye out.  
Bring The House down.





# SCENARIO 1 - BEDTIME

Approaching from the woods, Shaye and the team must gain entrance to The House via a servants' door in back.

**OBJECTIVE:** To get Shaye and her team into The House. A figure is considered safely inside once it has entered the space with the open door token.

**STARTING AREA:** Figures may be placed in any space of the three columns at the left side of the map (indicated in GREEN on this diagram.)

**MONSTERS:** Night Widow, Baby Doll, Man Baby, Scarecrow, White Lady, Shadow People

**SPAWN RATE:** 2 monsters per round.

**TOKENS:** 1 door token, 1 gate token. The door token is placed on the map (on the locked side) during setup, in the space next to the Tech Roll icon, as indicated on the diagram. The gate token is kept beside the map.

**LINEUP:** Shaye, 1 SGT, 1 CPL, 6 PFC.

All agents are available for selection during this scenario. Since ten or more agents connected at once has proved to make the nightmare unstable, Special Agent Shaye can only be accompanied by up to eight combat agents at a time. Unused agents will be available for later scenarios. It is always permitted to use less than a full lineup, if desired.

## INTERACTIVE SPACES:

**THE GATE.** A tall iron gate. It is open. Agents can close the gate with two actions (in the same turn) on the space with the lever (indicated on the diagram). Place the closed gate token as indicated. Any figures (agent or monster) standing in the spaces where the gate token goes are killed instantly if it closes on them. The orange line surrounding the gate indicates that it blocks movement for both agents and monsters, but allows for LOS and fire. Note that if monsters can see an agent through the closed gate, they will get a full movement, but the shortest possible route to that agent will now be through the lane to the south. Basically, the map ensures that monsters spawned on the other side of it will take much longer to reach the agents.

# SCENARIO 1 - BEDTIME



**THE DOOR.** The door to The House is locked by a complex firewall that only Shaye can hack via a successful Tech Roll from the space with the Tech Roll icon. Once Shaye has made a successful Tech Roll, flip the door token from locked to open.

## VICTORY CONDITIONS:

- The player is successful if Special Agent Shaye enters the house healthy, wounded, or incapacitated (being carried). However, the scenario does not end until all agents have either entered the house or are removed from the lineup. As each agent enters the house, his card should be removed from the lineup and put in the ACTIVE bag for use in later scenarios (along with any agent he may be carrying).

- As the host, if Shaye is killed, the scenario immediately ends in failure.

- If Shaye is carried away before opening the door (meaning she was grabbed by a monster and not rescued), then the scenario immediately ends in failure. Although the monster that grabbed Shaye will take her into the house as a captive, the dream is still only in its beginning stages, and thus it is safe for S.C.A.R.E. engineers to wake her up in the real world without damaging her psyche. The dream can then be started over. An exception to this rule can be made if Shaye is grabbed and carried off AFTER she has already opened the door to the house. In this case, players can decide if they would rather start the dream over, or continue into the house, where they can stage a rescue for Shaye in scenario 2.

## COLORED LINES

- RED: Blocks everything
- ORANGE: Agents and monsters can see through and fire through, but cannot move through.
- BLUE: Costs 2 actions to enter a blue space.



# SCENARIO 2 - NIGHTMARE

The House. Once a home, now an empty shell blackened by soot and charred wallpaper from a fire that reduced most of the furniture to ashes. Phantom smoke billows perpetually through the halls, the smell of burning wood is overpowering, but far more unsettling are the red eyes flashing beneath floorboards and the sound of scuttling things inside the walls.

**OBJECTIVE:** Special Agent Shaye has a two-fold mission to accomplish: to discover a doorway into the heart of The House, and then to take the team (what's left of them) through that door.

The map for scenario 2 is on the flip side of the scenario 1 map tile.

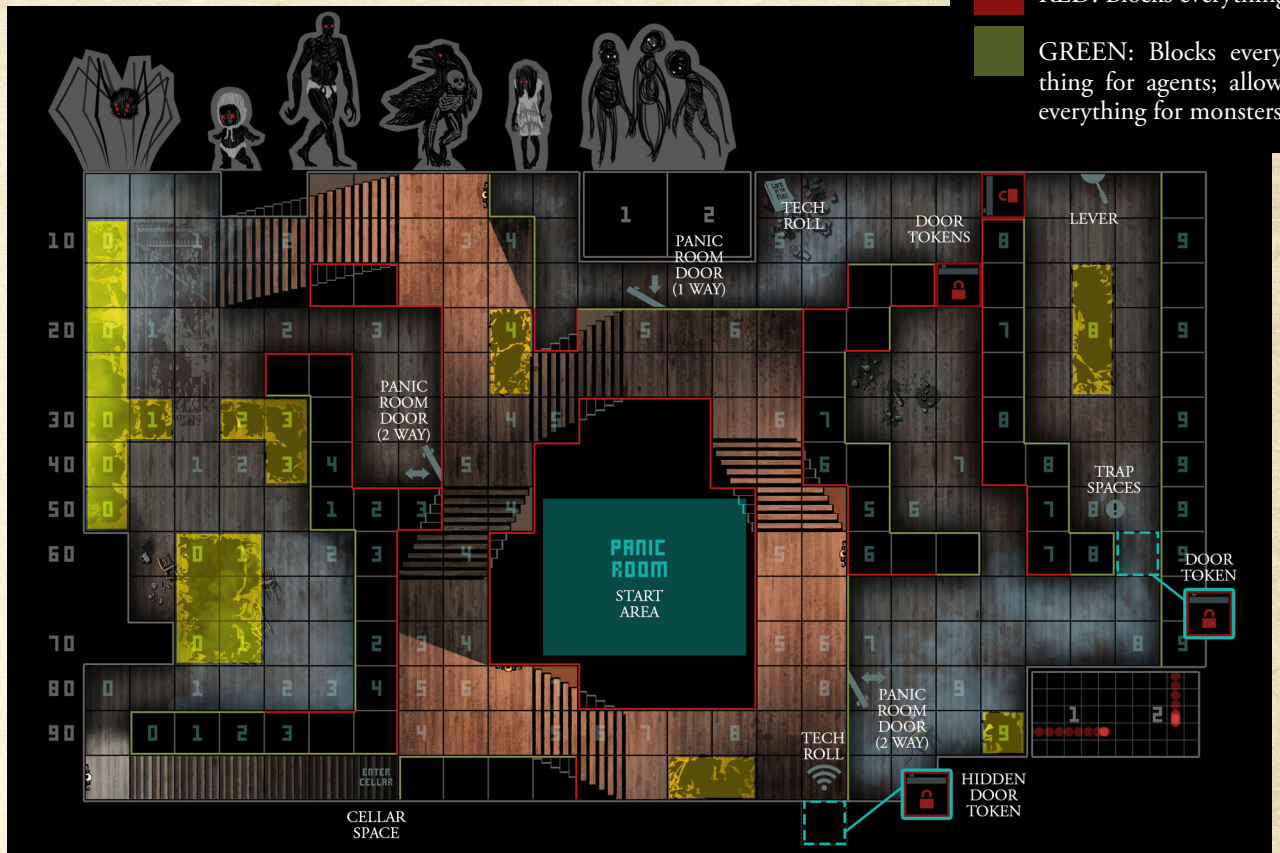
Scenario 2 is comprised of three separate missions. The first two are required to continue on with the campaign. The third is a rescue mission, and will be required only if Shaye is captured at any time during scenario 2. If Shaye is not captured, players may still opt to make a rescue attempt for any agents who have been captured up to this point (from scenarios 1 or 2).

## MISSION 1

During the past two years spent interviewing victims of The House and analyzing their data, Shaye has constructed a general psychological profile of the nightmare's author, which includes a list of possible favorite books. Many victims who managed to make their way into The House's back hallways reported seeing stacks of paperbacks, and their eyes were consistently drawn to a worn copy of "Lord of the Flies." This book will be the target of Shaye's first mission inside the house. She must find the book and use it to hack deep into The House's code, accessing hidden files that reveal the location of a door into the heart of The House, where the author's signature will be locked away.

**CAMPAIGN PREREQUISITES:** Complete Scenario 1.

**OBJECTIVE:** Shaye must find the book "Lord of the Flies" and perform a successful Tech Roll on it in order to reveal the location of a hidden door. Once the door is revealed,



Shaye and the team must return to the safety of the panic room in order to complete the mission.

**STARTING AREA - THE PANIC ROOM:** After fighting their way into the house, the agents were able to barricade themselves in a panic room under the stairs. This panic room is a safe haven for the team, and can never be entered by monsters. There are three entrances to the panic room—two doors that allow agents to go in and out, and a one-way secret passage that can only be accessed from outside the panic room. Arrows indicate which way the agents may move through the doors. When agents leave the panic room, their first movement action places them in the space with the door icon (and arrows). Moving into the panic room requires one move action from that space.

An agent inside of the panic room is not considered active in the lineup until the agent leaves the panic room. Actions cannot be carried out in the panic room. Once an agent leaves the panic room, he is permitted to return at any time, but will then be considered out of action and removed from play for the rest of that mission, so there is no going in and out.

Remember that if monsters have no active targets to move toward, they will freeze, so for the first round of spawns in scenario 2, spawned monsters will remain on the number they are placed, as all agents will still be in the panic room.

Mission 1 takes place on the right side of the board, exiting the panic room through the door adjacent to space 80,8.



That is not to say that all agents must use this door. Players are allowed to send agents out the other door, as well (adjacent to space 40,5). But Shaye, at least, must head to the right side of the board, as that is the only path to the book.

**MONSTERS:** Night Widow, Baby Doll, Man Baby, Scarecrow, White Lady, Shadow People

**SPAWN RATE:** 2 monsters per round.

**TOKENS:** 4 doors. 2 are placed on the map during setup, in the spaces adjacent to space 10,8, as indicated above. They are placed on their LOCKED sides. These spaces may never be entered as long as the doors remain locked.

The other two door tokens should be kept aside for use later.

**LINEUP:** Shaye, 1 SGT, 1 CPL, 6 PFC.

For campaign play, agents must be chosen from the ACTIVE bag. Killed or grabbed agents are not available for action. PFCs may always be substituted for SGTs or CPLs, if desired. If there are less than six PFCs active, then SGTs or CPLs may be substituted. Other than this exception, there should not be more than 1 SGT and 1 CPL. It is always permitted to use less than a full lineup, if desired.

#### INTERACTIVE SPACES:

**HOLES.** Any space with a hole in the floor (highlighted in yellow on the map) cannot be entered willingly by agents. These spaces do NOT block LOS or firing. For monsters, holes present no obstacle and should be treated as a normal space. If an agent is ever forced into a hole space (after a ram attack by Scarecrow, for example), the agent is immediately considered captured and should be added to the GRABBED bag.

**THE TRAP.** The room in the upper right corner of the map is trapped. Once an agent figure steps into the room, the door will immediately close behind him, allowing for only one active figure to be in the room at a time. The trigger spaces are 50,8 and its adjacent space, as indicated by the (!) icon on the map. If one of these spaces is entered, a door token must be placed in the space indicated (inbetween 60,8 and 60,9). Any figures (monster or agent) standing in spaces where doors close are instantly killed by the door.

If the agent locked inside the room is ever killed or

incapacitated, then the trap door token will be removed, resetting the trap for the next poor soul who enters.

**THE LEVER.** Found in the trapped room, in the very top row. This lever disarms the trap and opens ALL THREE of the mission's locked doors. If an agent spends two actions (in the same turn) on the lever space, the three locked door tokens are removed from the board.

**THE BOOK.** Found in the space above 10,5 is a worn copy of "Lord of the Flies." Shaye's Tech Roll must be made from this space. After a successful Tech Roll, place a locked door token on the space outlined with a dotted line below the Tech Roll icon at the bottom of the map. This is the location of the hidden door leading to the heart of The House.

#### VICTORY CONDITIONS:

- If Shaye succeeds in locating the hidden door, the mission is a success, but she and the combat agents must still make it safely back to the panic room in order to be available for future scenarios. Luckily, the one-way secret entrance to the panic room is located not far from the book. As each agent enters the panic room, his card should be removed from the lineup and put in the ACTIVE bag for use in later scenarios (along with any agent he may be carrying).

- If Shaye is ever killed, the game is immediately over.

- At this point in the nightmare, if Shaye is grabbed and carried off (before or after mission success), she cannot be safely awoken in the real world. The surviving agents will have to rescue her (mission 3 and scenario 3). If they all die before rescuing her, then she will be stuck in the nightmare indefinitely (game over).

## MISSION 2

Now that the hidden door has been revealed, Special Agent Shaye and the combat team must fight their way up the stairs to enter the door.

**CAMPAIGN PREREQUISITES:** Complete mission 1 of scenario 2.

**OBJECTIVE:** Shaye must reach the revealed door and perform a successful Tech Roll in order to open it. Once the door is open, Shaye must enter it to complete the mission.

**STARTING AREA:** panic room (see description from mission 1).

Mission 2 takes place on the stairs portion of the map, which is accessible only from the west door of the panic room (adjacent to space 40,5). The player may also send agents out the east door, if desired, but Shaye must head for the stairs, as that is the only path to the door.

**MONSTERS:** Night Widow, Baby Doll, Man Baby, Scarecrow, White Lady, Shadow People

**SPAWN RATE:** 2 monsters per round.

**TOKENS:** 1 locked door, placed at setup in the space outlined with a dotted line below the Tech Roll icon at the bottom of the map.

**LINEUP:** Shaye, 1 SGT, 1 CPL, 6 PFC.

For campaign play, agents must be chosen from the ACTIVE bag. Killed or grabbed agents are not available for action. PFCs may always be substituted for SGTs or CPLs, if desired. If there are less than six PFCs active, then SGTs or CPLs may be substituted. Other than this exception, there should not be more than 1 SGT and 1 CPL. It is always permitted to use less than a full lineup, if desired.

#### INTERACTIVE SPACES:

**TECH ROLL.** Next to the locked door token upstairs is a Tech Roll space. To open the door, Shaye must make a successful Tech Roll from this space. When she succeeds, flip the door token to its open side.

#### VICTORY CONDITIONS:

- If Shaye succeeds in entering the door, the mission is a success, but active agents must still make it through the door OR back to the panic room in order to be available as survivors for future scenarios. As each agent completes the mission, his card should be removed from the lineup and put in the ACTIVE bag (along with any agent he may be carrying).

- If Shaye is ever killed, the game is immediately over.

- At this point in the nightmare, if Shaye is grabbed and carried off (before or after mission success), she cannot be



safely awoken in the real world. The surviving agents will have to rescue her (mission 3 and scenario 3). If they all die before rescuing her, then she will be stuck in the nightmare indefinitely (game over).

**NOTE:** The agents who enter the door in mission 2 will NOT be the only agents available to fight in the next scenario (scenario 4). Only Shaye is required to enter the door, since she is the host of the nightmare. Agents who choose to retreat to the panic room after Shaye enters the door will still be available for scenario 4, as will all other agents in the ACTIVE bag.

## MISSION 3

Victims of the nightmare are rarely killed quickly. The monsters prefer to feed off their fear and psychosis for as long as possible. Shaye's theory is that captured victims are taken to the cellar, but no eyewitness account has ever been recorded, as the few survivors have been too traumatized to speak of that part of The House.

**CAMPAIGN PREREQUISITES:** Complete Scenario 1.

**OBJECTIVE:** S.C.A.R.E. combat agents must fight their way to the stairs leading down to the cellar (the labeled space adjacent to 90,4).

**STARTING AREA:** panic room (see description from mission 1).

Mission 3 takes place in the lower left portion of the map, which is accessible only from the west door of the panic room (adjacent to space 40,5). As this mission has no Tech Roll and thus does not require Shaye, it is possible to carry out this mission concurrently with missions 1 or 2. For example, a player may wish to send Shaye with half the team of agents to find the book (mission 1) while the other half of the team heads out to discover the cellar. If both missions are undertaken, however, the player does not use two full lineups. One lineup (9 agents) must split the duties.

**MONSTERS:** Night Widow, Baby Doll, Man Baby, Scarecrow, White Lady, Shadow People

**SPAWN RATE:** 2 monsters per round.

**TOKENS:** none.

**LINEUP:** 1 SGT, 1 CPL, 7 PFC.

Shaye is not required (or recommended) for this mission, but she may be substituted for a PFC if desired. For campaign play, agents must be chosen from the ACTIVE bag. Killed or grabbed agents are not available for action. PFCs may always be substituted for SGTs or CPLs, if desired. If there are less than seven PFCs active, then SGTs or CPLs may be substituted. Other than this exception, there should not be more than 1 SGT and 1 CPL. It is always permitted to use less than a full lineup, if desired.

### INTERACTIVE SPACES:

**CELLAR ENTRANCE.** The space labeled "ENTER CELLAR" (adjacent to 90,4). Entering this space removes the agent from play (returned to the ACTIVE bag).

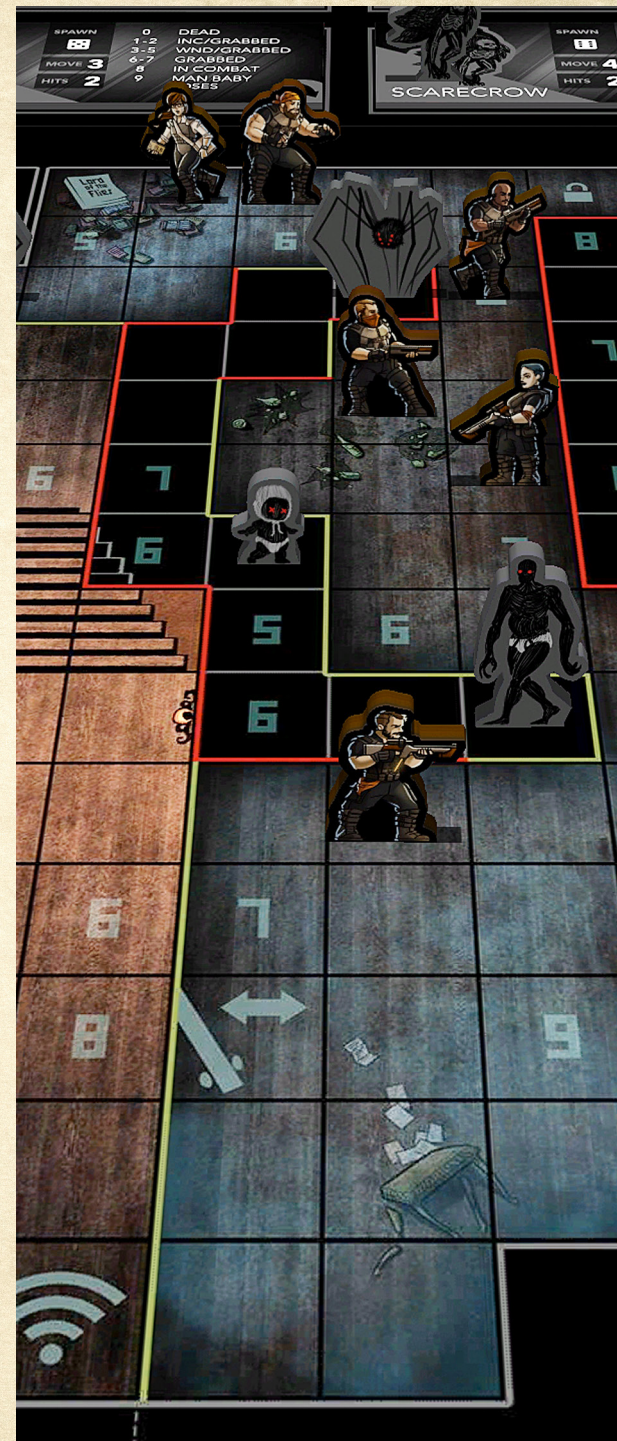
### VICTORY CONDITIONS:

- If at least one agent enters the cellar, then the mission is successful, as the location of the cellar has been discovered, but active agents must still make it to the cellar OR back to the panic room in order to be available as survivors for future scenarios. As each agent completes the mission, his card should be removed from the lineup and put in the ACTIVE bag (along with any agent he may be carrying).

- If Shaye is ever killed, the game is immediately over.

- At this point in the nightmare, if Shaye is grabbed and carried off (before or after mission success), she cannot be safely awoken in the real world. The surviving agents will have to rescue her (Scenario 3). If they all die before rescuing her, then she will be stuck in the nightmare indefinitely (game over).

**NOTE:** The agents who enter the cellar in mission 3 will NOT be the only agents available to fight in the cellar scenario (scenario 3). After the cellar is located, it is assumed that the agents regroup to form a rescue team. All agents in the ACTIVE bag will be available for scenario 3.





# SCENARIO 3 - BEDWETTER

Millions have gone down to The House's cellar. None of them willingly. The few who have survived cannot begin to speak of what happens there.

**CAMPAIGN PREREQUISITES:** Complete Scenario 1 and Scenario 2, mission 3.

**OBJECTIVE:** To rescue captured agents from a fate worse than death in The House's cellar.

**STARTING AREA:** The spaces in the lower left part of the map, nearest the exit stairs (highlighted in blue on the map).

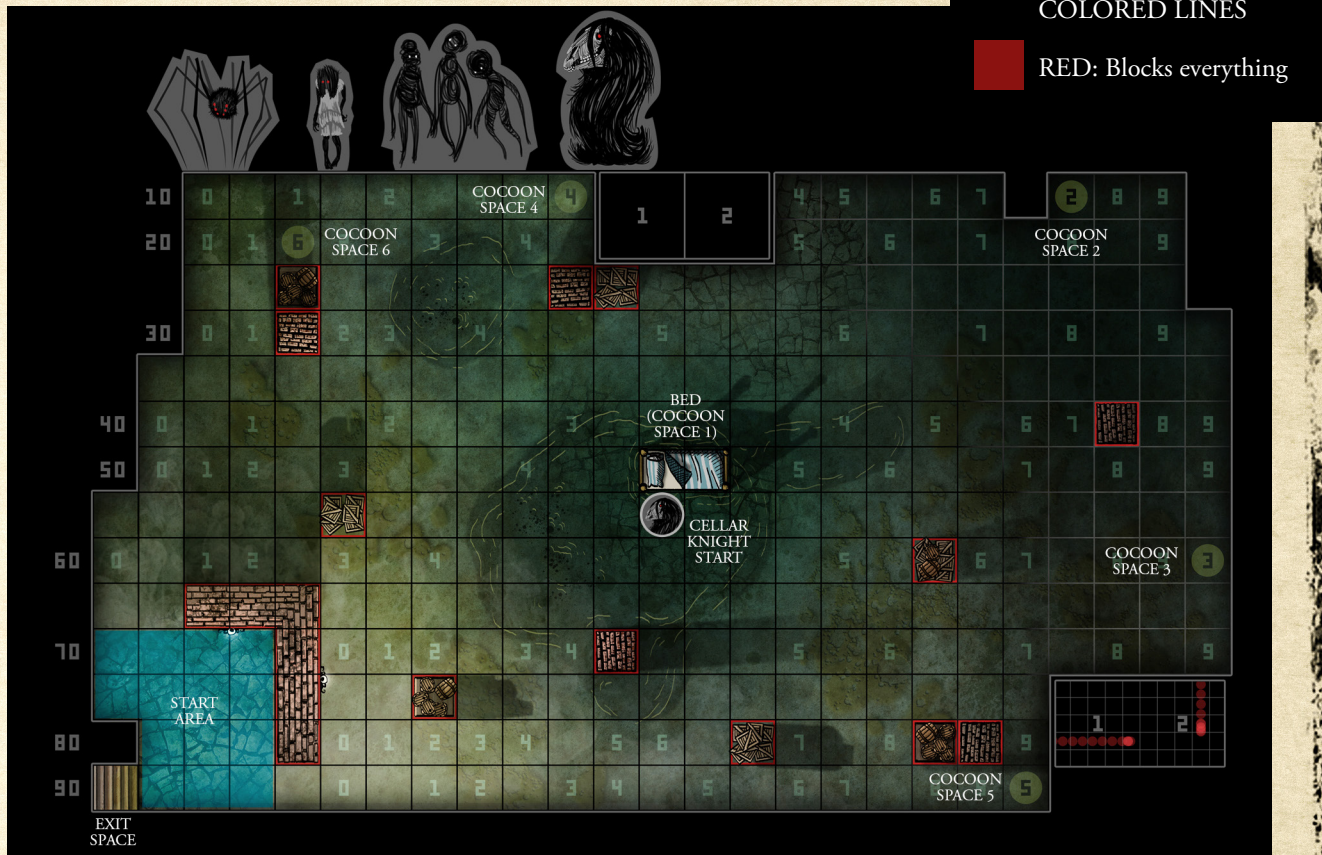
**MONSTERS:** Night Widow, White Lady, Shadow People, Cellar Knight

**SPAWN RATE:** 2 NIGHT WIDOWS per round. No spawn rolls are required. Move straight to placement rolls.

## SETUP:

1. Place the Cellar Knight figure on the space just below the bed, as indicated on this diagram.
2. If Shaye needs to be rescued, remove her card from the GRABBED bag. Take her figure from the FIGURES bag and place it on the bed (figures are considered to be in both spaces of the bed). If Shaye is NOT captured, then draw a random agent card from the GRABBED bag. Find his figure and place it on the bed. Leave the agent's card out of the GRABBED bag for now.
3. Take a random agent card from the GRABBED bag. This agent is cocooned in space 2 indicated on the map. Place this agent's figure on that space (laying down). Repeat this process for the rest of the cocoon spaces (3,4,5,6, in that order) OR until there are no more agent cards in the GRABBED bag. No more than six agents can be cocooned at a time.
4. Return all cocooned agent cards to the GRABBED bag for now.

**LINEUP:** 1 SGT, 1 CPL, 7 PFC.



Shaye is not required (or recommended) for this mission, but she may be substituted for a PFC if desired. For campaign play, agents must be chosen from the ACTIVE bag. Killed or grabbed agents are not available for action. PFCs may always be substituted for SGTs or CPLs, if desired. If there are less than seven PFCs active, then SGTs or CPLs may be substituted. Other than this exception, there should not be more than 1 SGT and 1 CPL. It is always permitted to use less than a full lineup, if desired.

## INTERACTIVE SPACES:

**COCOON SPACES (and THE BED).** There are a total of six spaces in the cellar where captured agents may be rescued. Five of the spaces represent areas where Night

Widows have cocooned agents in a state of sleep paralysis. These are numbered 2-6. The other cocoon location is the bed (considered cocoon space 1) in the center of the map.

To rescue the agent assigned to a space, an active agent must stand on the space (either space of the bed may be used) and spend two actions (in the same turn). The cocooned agent's figure is then placed (laying down) on the rescuer's card, to be carried back to safety. Rescued agents cannot be healed with the med kit - they will remain in a state of sleep paralysis for the remainder of the scenario, and should be treated with the same rules as incapacitated agents. Cocoon spaces (including the bed) are treated as empty spaces for all purposes other than rescuing agents. Monsters and agents can safely stand on and move across these spaces, even with



cocooned figures on them.

**EXIT SPACE.** Any agent who enters this space is safely removed from play, having escaped the cellar. Return his card to the ACTIVE bag. If he is carrying a rescued agent, take that agent's card from the GRABBED bag and put it in the ACTIVE bag.

### VICTORY CONDITIONS:

- Victory is in the eye of the beholder for this mission. Generally, if more agents come out of the scenario than went in, that would seem to be a victory! Of course, rescuing Shaye might be worth lost lives, so any result that brings her safely out of the cellar could also be a success.

- If Shaye is ever killed, the game is immediately over.

- At this point in the nightmare, if Shaye is grabbed and carried off, she cannot be safely awoken in the real world. The surviving agents will have to rescue her (see note below). If they all die before rescuing her, then she will be stuck in the nightmare indefinitely (game over).

NOTE: There is no limit to the number of times this scenario may be completed in the same campaign. Players may go back as often as desired to rescue grabbed agents. Agents who are grabbed while active in this scenario will not be available for rescue until the next time the scenario is attempted.

## CELLAR KNIGHT

Hovering above the muck, a sentinel seen only as a deeper black shape against the darkness of the cellar. Until it sees you. And turns. And you catch the red gleam and the bloom of a yellow-boned grin coming closer. Running will only bring it faster. Check mate.

The Cellar Knight is a boss figure with a much bigger card and unique rules. It begins the scenario in the space below the bed (indicated on the diagram above).

The main difference between the Cellar Knight and all other monsters is that it will never move on its own. The Cellar Knight will only move as a *reaction* to other triggers, such as movement from figures and the sound of gunfire. Also,



IN COMBAT DEF +2 IN COMBAT DEF +2 IN COMBAT DEF +2

**CELLAR KNIGHT**

**MONSTER PHASE**

- Moves one space toward spider (in LOS) for each space of spider's movement.
- Attack phase: if 3 figures on card:

0	DEAD
1	TRA/KEEP
2-3	WND/KEEP
4-8	WND/DROP
9	DROP

**AGENT PHASE**

- Moves 1 space toward agent for each space entered in LOS.
- Each weapon fired (even out of LOS), moves 2 spaces toward firing agent.
- Each time shot: drops all captured figures and moves d10 toward shooting agent.
- Cannot be killed.

the Cellar Knight does not discriminate between agent and monster figures - it will attack anything that moves, be it agent or Night Widow. This will be both a blessing and a curse for your team.

You will notice that boss cards have spaces on them for figures. When a boss attacks, a figure is placed on its card, rather than the monster going to the agent's card. The Cellar Knight can have up to three figures on its card.

Another big difference is that the Cellar Knight cannot be wounded or killed. Shooting it has other results, as detailed below.

### RULES FOR THE CELLAR KNIGHT

#### MONSTER MOVEMENT PHASE

- During the movement phase, the Cellar Knight does not receive its own movement points. Rather, it will move ONE space toward any Night Widow that *enters* a space within the Cellar Knight's LOS. In other words, every time a Widow moves into a space the Cellar Knight can see, it moves one space closer to that Widow, which means the Knight will often be moving four spaces for each widow. Repeat this for every eligible space moved by all Widows in the movement phase, keeping in mind that the Knight only moves as

spaces are ENTERED, not as they are exited. If such movement ever results in the Cellar Knight entering the space of a Widow (or the Widow entering its space), place that Widow's figure (standing up) on the Cellar Knight's card. Remember that movement routes are completely up to the player, as long as those routes are the shortest possible. Be sure to use routes that are the most advantageous to your agents, if possible. Of course, if the only shortest route leads through an agent, you must accept that route. Any other figures (agent or monster) caught on the route between the Cellar Knight and its target will also be taken and placed on its card.

- A stunned figure standing up does not attract the Cellar Knight, since the figure is not entering a new space.

- Since agents block LOS, a Widow entering the space of an agent (to attack him) is not seen by the Cellar Knight and will not attract it.

#### MONSTER SPAWN PHASE

- During the spawn phase, two Night Widows will be spawned. Rolling for location and placing a Widow on the board are not movements and will not attract the Cellar Knight. After a Widow is placed, however, it still gets to move one space toward an agent (per the usual rules) and this movement does attract the Cellar Knight (as long as it is in LOS). So the Knight could potentially get two more moves during the spawn phase.

#### MONSTER ATTACK PHASE

- The Cellar Knight will take no action during the monster attack phase.

#### AGENT PHASE

- As with the Widows, agents who move within LOS of the Cellar Knight will draw it toward them at a 1 to 1 trade of spaces. That is, for every space the agent *enters* (not exits) in LOS, the Cellar Knight will also move one space closer to that agent on the most direct route possible. If such movement ever results in the Cellar Knight entering the space of an agent, place that agent's figure (standing up) on the Cellar Knight's card.

- Every time a gun is fired (at any target, hit or miss, in or out of LOS), the Cellar Knight will move TWO spaces



toward the agent who fired (whether that agent can be seen or not). Again, if such movement ever results in the Cellar Knight entering the space of the agent, place that agent's figure (standing up) on the Cellar Knight's card. Any other figures (agent or monster) caught on the route between the Cellar Knight and its target will also be taken and placed on its card.

- Bosses cannot be melee attacked. However, adjacent agents may still use a melee attack to free an agent who is on the Cellar Knight's card. Choose which agent to be freed and play out the melee attack as usual. Freed agent figures are placed on the map (without being stunned) in a space adjacent to the Cellar Knight.

- All agents placed on the Cellar Knight's card are considered "In Combat" and are free to attempt an escape using a melee attack. If he succeeds, place his figure (without being stunned) on the map in a space adjacent to the Cellar Knight.

- Each figure (monster or agent) placed on the Cellar Knight's card adds +2 DEFENSE against firing attacks. For example, two figures on the Cellar Knight's card gives it +4 defense, which means agents must add 4 to their attack rolls when trying to shoot it.

- If an agent shoots the Cellar Knight, it is not wounded or killed, but it does react:

1. It DROPS all figures on its card. A dropped agent is placed on the map in a space adjacent to the Cellar Knight, and that agent is stunned. Stunned agents are placed laying down and must spend their entire next turn standing up, without any other actions. While agents are stunned, they should be treated with all the same rules as an incapacitated agent (but the agent's card is left in the lineup). If a figure (monster or agent) is standing on a stunned agent, the agent must remain stunned until a turn when there is no figure standing on him. Stunned agents may be carried, but upon standing up must enter a space adjacent to the carrying agent.

2. Any Night Widows on the Cellar Knight's card are instantly killed.

3. A barb reflex is triggered. The barb reflex does not target dropped agents, as they are stunned and thus cannot be targeted by attacks.

4. The Cellar Knight rolls a d10 and moves that many spaces on a direct route to the agent who shot it (even if the agent is out of LOS). If it captures the agent (enters his space), the Cellar Knight stops (does not use any

remaining move points from the roll).

## CELLAR KNIGHT ATTACKS

- As soon as there are three figures on the Cellar Knight's card (monsters or agents), it immediately attacks, no matter which phase. Night Widows are automatically killed. Agents each roll on the attack chart (remember to add the agent's melee value).

### ATTACKS:

**DEAD.** The agent is killed. Remove him from play.

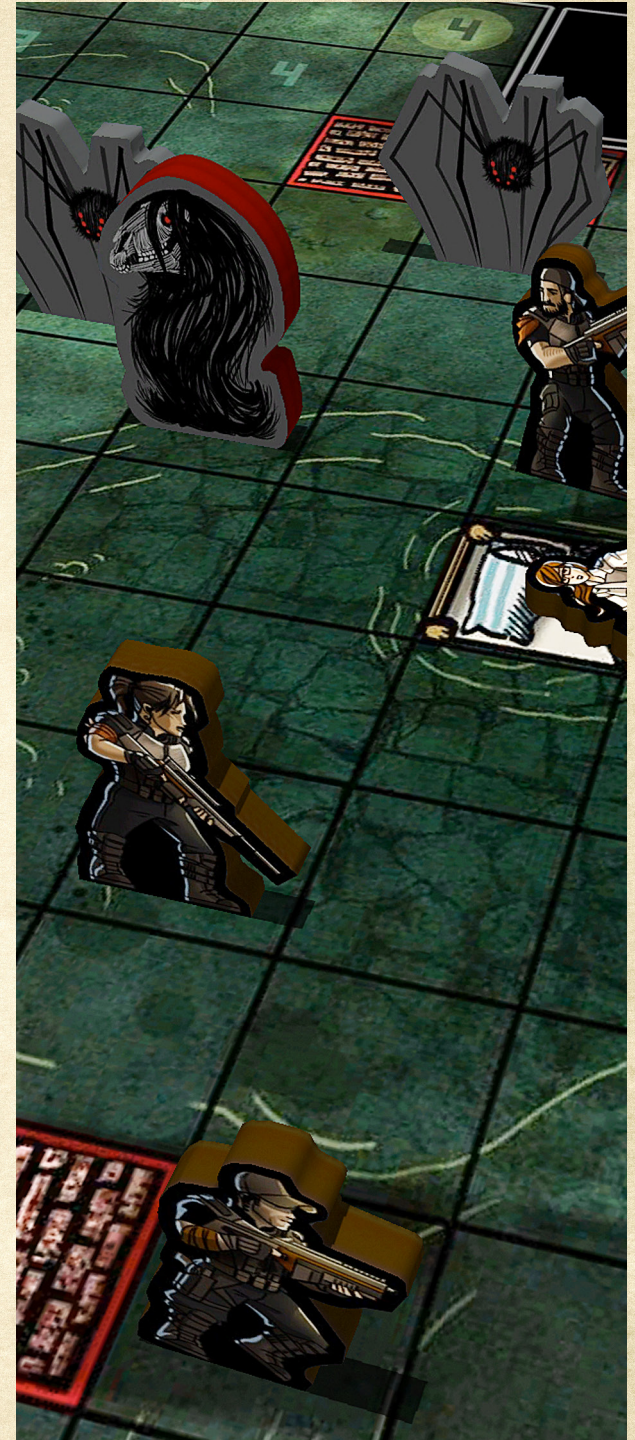
**TRAMATIZED(TRA)/KEEP.** The agent is traumatized and no longer able to attempt melee escapes while on the Cellar Knight's card. Also, the Cellar Knight keeps the agent on its card.

**WOUNDED(WND)/KEEP.** The agent is wounded. Flip his card to the wounded side. Also, the Cellar Knight keeps the agent on its card.

**WOUNDED(WND)/DROP.** The agent is wounded. Flip his card to the wounded side. Also, the Cellar Knight drops the agent. Place his figure (stunned) in a space adjacent to the Cellar Knight.

**DROP.** The Cellar Knight drops the agent. Place his figure (stunned) in a space adjacent to the Cellar Knight.

**NOTE:** If a round of attacks ends with three figures kept on the Cellar Knight's card, a new round of attacks is immediately triggered. This cycle repeats until a round ends with less than three figures on the card.





# SCENARIO 4 - BOOGEYMAN

The confinement of The House falls away to a night sky and the glow of distant brush fires. The island is ablaze, and from a maze of rocks and bushes comes the sound of pigs squealing. The Boogeyman has never had visitors here. By now he knows who you are, he knows why you've come.

And he knows Shaye is the host.

**CAMPAIGN PREREQUISITES:** Complete scenario 2, missions 1 and 2.

**OBJECTIVE:** Kill Germain Beus.

**STARTING AREA:** Tricky. The nightmare's author rigged the door with a firewall designed to break up the group. The agents find themselves scattered across the island.

There are four possible starting areas, each with assigned numbers (area 1 is 00-24, area 2 is 25-49, and so on). For each agent in the lineup, roll the d10 and d100 to get a number between 0 and 99, which will determine the starting area for that agent. Place the agent figure in any of the nine squares of that start area (indicated in blue on this diagram).

**MONSTERS:** The Boogeyman, Germain Beus

**SPAWN RATE:** No spawns.

**TOKENS:** Six door tokens.

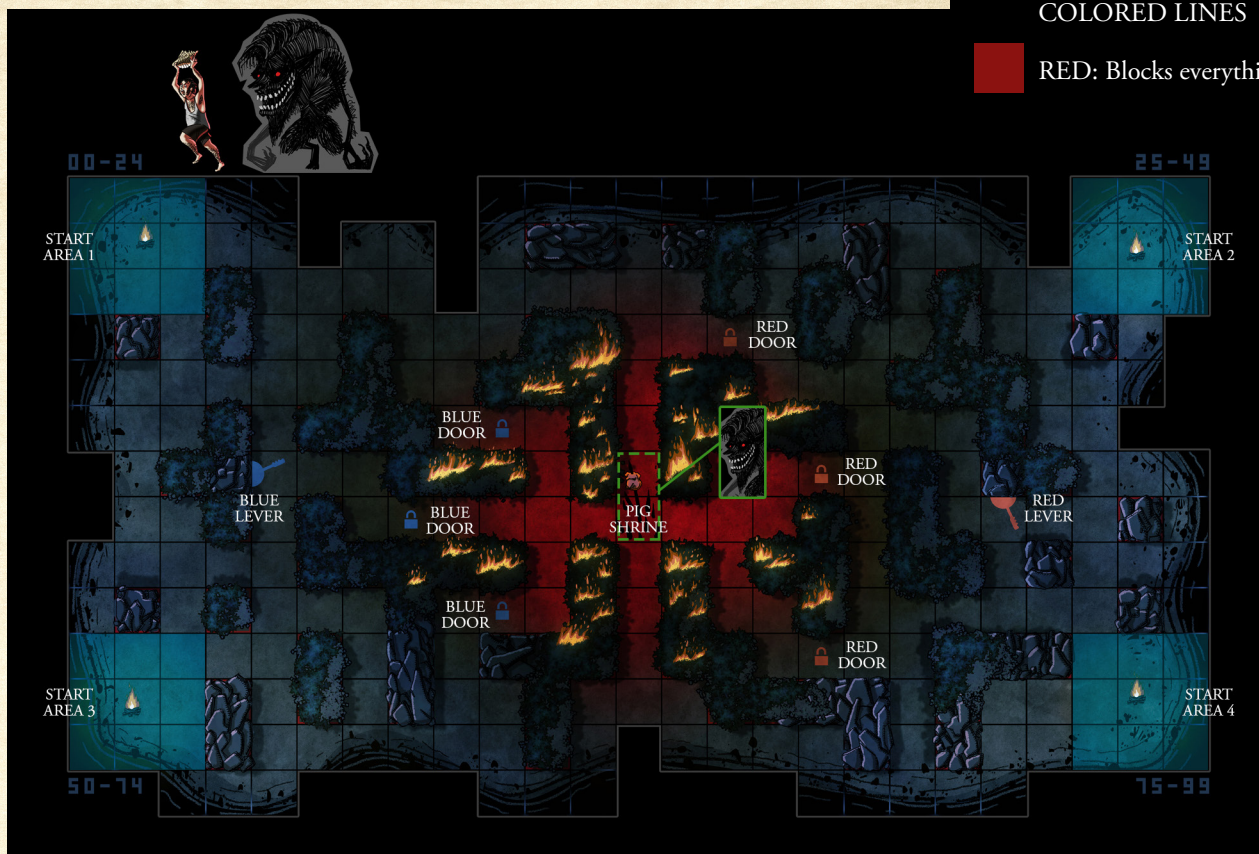
**SETUP:** Place the Boogeyman figure with its front half on the pig shrine, facing to the south, as indicated on this diagram.

**LINEUP:** Player's choice. Shaye must be in the lineup, but otherwise it is totally up to the player to create a lineup using any agents from the ACTIVE bag, GRABBED and DEAD agents are not available for action.

**INTERACTIVE SPACES:**

**BLUE AND RED LEVERS.** These levers control doors that have been placed around the island. At the start of the scenario, the doors are open (no tokens on the map).

Much of the red lines are covered up, but players should assume that all features (rocks and bushes) are surrounded by solid red lines.



The blue lever controls doors on the spaces with blue lock icons, and the red lever controls doors on the spaces with red lock icons. To close the doors, an agent must stand on the lever space and spend two actions (in the same turn). Doing so will close the doors. Place three door tokens (on the locked side) on the appropriate lock icon spaces. The same mechanics are used for opening the doors. Doors cannot close if The Boogeyman is in the way. (See scenario 2 for full rules about doors)

**PIG SHRINE.** This space is considered empty for agents. For The Boogeyman, however, the pig shrine is the end goal. This is where he'll bring Special Agent Shaye to kill her. If The Boogeyman or Germain Beus ever enters this space with Shaye on their card, she is instantly killed.

**VICTORY CONDITIONS.** There is no exit space in scenario 4. This is do or die. At this point, the only way out of the dream is through death or by killing its author. There are three possible endings to the game:

1. **FAILURE.** Shaye is killed before The Boogeyman's identity is revealed. Now apprised to the S.C.A.R.E. mission, The Boogeyman goes into hiding. It'll be years before enough data is collected to try hacking him again. In the meantime, Shaye and her sister are burnt by The House.
2. **PARTIAL VICTORY.** Shaye is able to reveal The Boogeyman's identity, but is then killed by Germain Beus. With his real world identity exposed, S.C.A.R.E. agents are able to track Beus down and destroy the nightmare, but the



manhunt lasts for weeks, and in that time Special Agent Shaye is lost to psychosis, burnt by The House.

3. COMPLETE VICTORY. Shaye reveals The Boogeyman's real world identity and survives to see Germain Beus killed. His death inside The House corrupts the nightmare code enough that S.C.A.R.E. hunts him down before he's able to get the virus online again. The nightmare ends, freeing the world from crippling fear.

IN COMBAT

DEF **+2**



**MONSTER PHASE**

- Move d10 at Shaye.
- If Shaye captured, move to pig shrine.
- If agent on card, drops to capture Shaye.
- Ram attack:
  - WND and stuns agent
  - costs 2 move points
- If reaches pig shrine with Shaye, she is killed.

**AGENT PHASE**

NO AGENT ON CARD

- **IF SHOT:** moves d10 at shooter, then at Shaye.
- **IF MISSED:** moves d10 at Shaye.

AGENT ON CARD

- **IF SHOT:** drops agent, moves d10 at shooter, then at Shaye.
- **IF MISSED:** attacks agent on card, moves d10 at shooter, then Shaye.


0	DEAD
1-3	TRA/DROP
4-8	WND/DROP
9	DROP

**THE BOOGEYMAN**

4

IN COMBAT

DEF **+2**



**MONSTER PHASE**

- Move d10 at Shaye.
- If Shaye captured, move to pig shrine.
- If agent on card, drops to capture Shaye.
- Ram attack:
  - WND and stuns agent
  - costs 2 move points
- If reaches pig shrine with Shaye, she is killed.

**AGENT PHASE**

NO AGENT ON CARD

- **IF SHOT:** moves d10 at shooter, then at Shaye.
- **IF MISSED:** moves d10 at Shaye.

AGENT ON CARD

- **IF SHOT:** drops agent, moves d10 at shooter, then at Shaye.
- **IF MISSED:** attacks agent on card, moves d10 at shooter, then Shaye.

0-2	DEAD
3-5	TRA/DROP
6-9	WND/DROP

**THE BOOGEYMAN**

2

## THE BOOGEYMAN

Master of The House. He only has eyes for Shaye and can't wait to put her in her place.

The Boogeyman is a boss figure with a much bigger card and unique rules. Its figure is also bigger than the others, taking up two spaces on the map. There is a front half and a back half to The Boogeyman figure. Its front half must always face the direction it moves.



The Boogeyman figure begins the scenario with its front half on the pig shrine, facing to the south (indicated on the diagram).

You will notice that boss cards have spaces on them for figures. When a boss attacks, a figure is placed on its card, rather than the monster going to the agent's card. The Boogeyman can have one figure on its card.

The Boogeyman has only one objective: to kill Shaye. He knows where she is at all times, whether she's in LOS or not. First he must get to her and put her on his card, after which he will return to his pig shrine to kill her. All other agents are of no interest to The Boogeyman, though he will become enraged if fired upon.

### RULES FOR THE BOOGEYMAN

#### MONSTER MOVEMENT PHASE

- During the movement phase, The Boogeyman will only have two options:

1. If Shaye is NOT on his card, he rolls d10 and moves that many spaces directly toward Shaye (whether he can see her or not). If he enters Shaye's space, place her figure on The Boogeyman's card. In the case that an agent is already on The Boogeyman's card when he enters Shaye's space, he will first drop the agent (in a space adjacent to Shaye) and then place Shaye on his card.

2. If Shaye IS on his card already (at the beginning of the round), he rolls d10 and moves that many spaces directly toward the pig shrine in the middle of the map. If he enters the pig shrine space with Shaye on his card, she is instantly killed.

Unlike other monsters, The Boogeyman cannot move diagonally. He will only move up, down, left, or right, and the back half of his figure must always enter the space just exited by the front half. The Boogeyman can turn around 180 degrees (meaning the front half of his figure will swap places with the back half) at the cost of one movement point.

The Boogeyman will ALWAYS use all his movement points, regardless of what other actions interrupt that movement. For example, if he rolls a 9 and captures Shaye after three moves, The Boogeyman will then turn and use the remaining six moves to advance toward the pig shrine. The same rule applies during the agent phase, when The Boogeyman may divert his course to capture other agents (detailed below). After capturing the agent, The Boogeyman will still use any remaining movement points to advance toward Shaye. The only time The Boogeyman might not use all his movement points is when he doesn't have enough left to enter an agent's space via ram attack (detailed below).

#### MONSTER SPAWN PHASE

- There are no monster spawns in scenario 4.

#### MONSTER ATTACK PHASE

- There is no monster attack phase in scenario 4.

#### AGENT PHASE

The Boogeyman will act during the agent phase only if fired upon, in which case there are four possible outcomes, depending on whether or not The Boogeyman has an agent on his card, and whether or not the shot is a hit or miss.

NO AGENT ON CARD, SHOT. If The Boogeyman has no captured agent and is shot, follow these steps:

1. The Boogeyman takes damage (see below).
2. Roll for barb reflex if needed. Agents adjacent to either of The Boogeyman's halves (front or back) are at risk.
3. Roll d10 and move The Boogeyman that many spaces toward the shooter (whether he can see the agent or not).



If The Boogeyman does not capture the agent, all returns to normal. The Boogeyman will ignore the agent and focus on Shaye, and the agent may spend any remaining action points. If The Boogeyman does capture the agent, he will then use any remaining movement points to head toward Shaye.

**NO AGENT ON CARD, MISSED.** If The Boogeyman has no agent on his card and is fired at but missed, he will rush toward Shaye in a frenzy. Roll d10 and move The Boogeyman that many spaces toward Shaye, applying all rules as previously detailed.

**WITH AGENT ON CARD, SHOT.** If The Boogeyman has an agent on his card (including Shaye) and is shot, follow these steps:

1. The Boogeyman takes damage (see below).
2. He drops the agent into a space adjacent to either of his halves (front or back). Dropped agents are STUNNED.
3. Roll for barb reflex if needed. Agents adjacent to either of The Boogeyman's halves (front or back) are at risk. The stunned agent (just got dropped) is ignored.
4. Roll d10 and move The Boogeyman that many spaces toward the shooter (whether he can see the agent or not). If The Boogeyman does not capture the agent, all returns to normal. The Boogeyman will ignore the agent and focus on Shaye, and the agent may spend any remaining action points. If The Boogeyman does capture the agent, he will then use any remaining movement points to head toward Shaye.

**WITH AGENT ON CARD, MISSED.** If The Boogeyman has an agent on his card (including Shaye) and is fired at but missed, follow these steps:

1. He attacks the agent on his card (see below). Determine the result by rolling d10 and adding the agent's melee value, as usual.
2. Roll d10 and move The Boogeyman that many spaces toward the shooter (whether he can see the agent or not). If The Boogeyman does not capture the agent, all returns to normal. The Boogeyman will ignore the agent and focus on Shaye, and the agent may spend any remaining action points. If The Boogeyman does capture the agent, he will then use any remaining movement points to head toward Shaye.

#### **OTHER NOTES:**

- **RAM ATTACK.** The Boogeyman will only capture targeted agents (meaning Shaye or an agent who shoots at him). In all other cases, The Boogeyman will not bother to capture an agent, preferring to run right through them with a ram attack. If The Boogeyman ever encounters an untargeted agent in his path, he may ram attack that agent at the cost of TWO actions. The Boogeyman enters the agent's space, and the agent is wounded and stunned and placed in the space vacated by The Boogeyman's BACK HALF (so The Boogeyman will move one space, while the rammed agent will be moved two spaces). If The Boogeyman only has one action remaining, he cannot enter an agent's space using a ram attack.

- **DAMAGE TO THE BOOGEYMAN.** It takes four hits to wound The Boogeyman. To track this damage, simply rotate his card 90 degrees each time he is shot. It doesn't matter which direction you rotate the card, as long as you always use that same direction to avoid confusion. You will notice that the fourth hit would rotate the card back to its original upright orientation, which serves as a reminder to flip the card over to the wounded side. Once wounded, two more hits will kill The Boogeyman (again, track the first hit by rotating his card). But take care! If The Boogeyman is killed before Shaye can reveal his true identity, the nightmare will be reset, since The Boogeyman is a host (like Shaye). Killing The Boogeyman equals game over, man.

- Bosses cannot be melee attacked. However, adjacent agents may still use a melee attack to free an agent on The Boogeyman's card. These melee actions may be attempted from any space adjacent to either of The Boogeyman's halves (front or back). Freed agent figures are placed on the map (without being stunned) in a space adjacent to The Boogeyman.

- An agent placed on The Boogeyman's card is considered "In Combat" and is free to attempt an escape using a melee attack. If he succeeds, place his figure (without being stunned) on the map in a space adjacent to The Boogeyman.

- An agent placed on The Boogeyman's card adds +2 DEFENSE against firing attacks, which means that agents must add 2 to their attack rolls when trying to shoot it.

- The Boogeyman will always go after Shaye, and will never ignore her, no matter what her health condition. So even if Shaye is incapacitated or stunned, The Boogeyman will

still advance toward her and may put her on his card, in which case her health condition would persist (she would still be stunned, for example, and need to spend her turn standing up on his card, after which she would be "In Combat"). If another agent is carrying Shaye, The Boogeyman will chase after that agent and upon entering his space, will ram attack that agent and capture Shaye.

- **STUNNED AGENTS.** Stunned agents are placed laying down and must spend their entire next turn standing up, without any other actions. While agents are stunned, they should be treated with all the same rules as an incapacitated agent (but the stunned agent's card is left in the lineup). If a figure (monster or agent) is standing on a stunned agent, the agent must remain stunned until a turn when there is no figure standing on him. Stunned agents may be carried, but upon standing up must enter a space adjacent to the carrying agent.

#### **ATTACKS:**

**DEAD.** The agent is killed. Remove him from play.

**TRAMATIZED(TRA)/DROP.** The agent is traumatized and no longer able to attempt melee escapes while on The Boogeyman's card. Also, the agent is dropped and stunned.

**WOUNDED(WND)/DROP.** The agent is wounded. Flip his card to the wounded side. Also, the agent is dropped and stunned.

**DROP.** The agent is dropped and stunned.

#### **INTERACTIVE SPACES.**

**TECH ROLL.** On the wounded side of The Boogeyman card is a Tech Roll icon in the space where agents are held. This is the space on which Shaye must attempt her Tech Roll. That means that first The Boogeyman must be wounded, and then Shaye must allow herself to be captured, after which the other agents will have to buy her as much time as possible to work on the Tech Roll before The Boogeyman gets to the pig shrine. If Shaye is successful, The Boogeyman immediately transforms into Germain Beus. Remove The Boogeyman figure from the board, replacing it with Shaye's figure (where the back half was) and Germain Beus' figure (where the front half was). Switch out The Boogeyman's card for Germain Beus' card. And congrats! Partial victory is yours. Now kill that guy and finish the job.



IN COMBAT

DEF **+5**

MOVE **3**

**MONSTER PHASE**

- Only moves toward Shaye.
- If enters Shaye's space, put her on this card.
- If Shaye captured, moves to pig shrine.
- If agent in the way, ram attack:
  - stuns agent
  - costs 1 move point
- If reaches pig shrine with Shaye, she is killed.
- If agent other than Shaye captured, immediately attack:

0-3	DEAD
4-6	INC/DROP
7-9	TRA/DROP

- No barb reflex



**GERMAIN BEUS**

## GERMAIN BEUS

Shaye recognizes Beus from her list of top five suspects. It seems so obvious to her now, given his profile. She should have nailed him years ago. But no time for regret at the moment. Enraged, Beus whirls at her, hefting a large conch shell above his head...

### RULES FOR GERMAIN BEUS

Like his Boogeyman persona, Beus' only objective is to kill Shaye by getting her to the pig shrine.

### MONSTER MOVEMENT PHASE

Beus has three movement points, and will only use them to move closer to Shaye. If he enters her space, put her figure on his card. He will always ignore all other agents when moving. Like The Boogeyman, Beus can ram attack agents in his way. Beus and the rammed agent trade spaces, and the agent is stunned (use rules for stunned agents as explained in the Boogeyman section). The cost for a ram attack is one movement point, the same as moving into an empty square.

As with The Boogeyman, Beus will always use all his movement points toward either capturing Shaye or moving with her towards the pig shrine. There is no reason why Beus

would ever use less than three movement points, unless he is dead or has arrived at the pig shrine.

If an agent protects Shaye by swapping places with her, that agent will be placed on Beus' card. Beus will immediately attack using the chart on his card (remember to add the agent's melee value). After the attack, if Beus still has movement points, he will continue toward Shaye.

- Bosses cannot be melee attacked. However, adjacent agents may still use a melee attack to free an agent who is on Beus' card. Freed agent figures are placed on the map (without being stunned) in a space adjacent to Beus.

- If Shaye is placed on Beus' card she is considered "In Combat" and is free to attempt an escape using a melee attack. If she succeeds, place her figure (without being stunned) on the map in a space adjacent to Beus.

- If Shaye is on Beus' card, add +5 DEFENSE against firing attacks, which means that agents must add 5 to their attack rolls when trying to shoot him.

- Beus will always go after Shaye, and will never ignore her, no matter what her health condition. So even if Shaye is incapacitated or stunned, Beus will still advance toward her and may put her on his card, in which case her health condition would persist (she would still be stunned, for example, and need to spend her turn standing up on his card, after which she would be "In Combat"). If another agent is carrying Shaye, Beus will chase after that agent and upon entering his space, will ram attack that agent and capture Shaye.

### DAMAGING GERMAIN BEUS

Germain is wounded, his card has no normal side. One shot. That's all it takes. One good shot and down he goes.

Germain Beus does NOT have a barb reflex.





# FREQUENTLY ASKED QUESTIONS

This FAQ will continue to be updated as questions arise. Feel free to ask questions or report errors to [oram1007@gmail.com](mailto:oram1007@gmail.com).

## GENERAL RULES

Q: Sometimes a red line is obscured by the game art. Does this mean the red line should be ignored for that space?

A: No. In order to preserve as much atmosphere and immersion as possible, the colored lines were often obscured by game art. The lines are meant as an indication of an obstacle's affect on gameplay. If part of an obstacle is bordered in red, then players should assume that the ENTIRE obstacle (rocks or bushes or walls) is treated as a red border. On the other hand, the effects of a colored line should be limited within the borders of a space. In other words, even if the rock art extends a bit outside its space, its blocking effects are still considered to be bounded within the square space.

Q: Can I melee attack a monster that is adjacent to my agent, but not attacking (not on an agent's card)?

A: Yes. Melee attacks are not just for knocking a monster off an agent's card. Agent's can melee attack any adjacent monster (except bosses). The monster is knocked into an adjacent space and stunned.

Q: Can the med kit be used to heal an incapacitated agent being carried by another agent adjacent to the medic?

A: Yes. The carried agent will be healed to

wounded status and must immediately stand on a space adjacent to the agent who was carrying him.

Q: What happens if there are no available spaces on or next to the space rolled for monster placement?

A: If it is impossible for a monster to be placed due to other figures being in the way (very unlikely, but possible), the monster will make a new placement roll.

Q: If a door closes on a monster that requires multiple hits to kill, will the monster die?

A: Yes, a door closing on any figure instantly kills it, without triggering a barb reflex.

Q: There is only room in the incapacitated agent zone for five cards. Does that mean only five agents may be incapacitated at a time?

A: No. Any number of agents may be INC at once. If more than five, simply place the other cards in a spot near the INC zone.

## SCENARIO 3

Q: Will the Cellar Knight move toward an agent who protects Shaye by swapping places with her?

A: No. The Cellar Knight's movement is only triggered by the sound of gunfire and the movement of other figures. Swapping places with Shaye is considered a special action, NOT a move action.

Q: If the Cellar Knight is shot, it rolls d10 and moves toward the shooter. Does it also get to move two spaces for hearing gunfire?

A: No. The Cellar Knight only moves two spaces toward a shooter who fires at another monster (hit or miss) or at the Cellar Knight and MISSES.

## SCENARIO 4

Q: A lot of the bushes and rocks have no visible red line around them. Does this mean I can move or shoot through them?

A: No. All features (rocks and bushes) in scenario 4 should be considered to have red borders. We simply did not want to cover all the game art with ugly red lines (see first question above).

Q: If Germain Beus is standing on a door space when the door closes, does it kill him?

A: Yes. Doors can close on any figure but The Boogeyman (who is too big).

## OTHER

Q: What music should I listen to when playing S.C.A.R.E. Tactics?

A: This game is designed to feel very cinematic, so the best choices (in our opinion) would be movie scores. Youtube is great for listening to scores while you play. If we had to pick one score to be the official soundtrack for S.C.A.R.E. Tactics, it would be Oblivion (the sci-fi Tom Cruise film). Play this in the background for a truly epic feel to your game.



# TIPS FOR PLAYING ON TABLETOPIA

**CONTROLS.** The most common commands used during a game of S.C.A.R.E. Tactics are dice rolls, flipping cards and figures, rotating cards or figures, and bringing a card up to the screen for reading.

To **ROLL** the dice, simply hover your mouse over the die and press the R button on your keyboard. To roll two dice together, hold down SHIFT while drag-selecting the dice, and then press the R button.

To **FLIP** cards, tokens, or figures, hover the mouse over the item and press the F button.

To **ROTATE** cards or figures, hover the mouse over the item and press either the Q (rotate left) or E (rotate right) buttons.

To **READ** a card, hover the mouse over it and press the SPACE BAR. The card's art will pop up at the center of the screen for easy reading.

**LINE OF SIGHT.** Checking LOS in Tabletopia is very easy with a piece of paper. Hit the "0" key on your number pad to get into an overhead view and then put the piece of paper right up to your computer screen to check LOS between two spaces.

**LOCK AGENT CARDS.** When a new game is started on Tabletopia, everything that shouldn't be moved has been locked down with exception to the agent cards, since the player will need

to choose a starting lineup. Once the lineup is chosen and placed, however, the player should lock the agent cards (right click, select LOCK). This will keep the cards from reacting strangely to other game pieces. For instance, when a monster figure is flipped on an agent card, sometimes an unlocked card will also flip and pieces go flying everywhere, or the card may get stuck beneath the board. By keeping the agent cards locked down, this won't happen. Of course, when an agent card needs to be flipped or moved, simply unlock the card, make the adjustment, then lock the card again.

The same goes for scenario maps. When you need to change a map, unlock it, make the adjustment (flip it or get the other map tile) and then be sure to lock the map in place.

**DICE PLACEMENT.** Players may keep the dice anywhere they prefer, but playtesting has indicated that keeping the dice (at least the d6) right next to the Motion Tracker Spawn Area helps remind players when the motion tracker is in play. Since the motion tracker is used during the previous round, sometimes players forget that monsters are there waiting to be spawned. Looking over there to roll the d6 will help the player to see the monsters figures standing in the motion tracker zone.

**THE BOOGEYMAN.** This is the only figure that needs to be rotated while it moves. This can seem unwieldy at first. Here are two options that

might help:

1. Rather than picking up the figure, moving it and rotating square by square, play out The Boogeyman's movement mentally, using the mouse to count squares and position, and then move The Boogeyman to his end location and rotation all at once.
2. It is possible to rotate figures while they are in the air (picked up). So you can pick up the Boogeyman (so the figure hovers in the air) and rotate him left and right as you move him along the path.

**REFERENCE CARD.** In the upper right portion of the table is a reference card with the Barb Reflex table, an explanation of the different colored lines, and a Sequence of Play reminder. Along the left edge of the card is an empty grey area that is great for placing tokens like doors or Shaye's Tech Roll turn token.

**BARB REFLEX**

0	DEAD	Blocks all
1	INC	Blocks move for all
2	WND	Blocks all for agents only
3-9	MISS	Slows move X2 for agents only

**1**

**SEQUENCE OF PLAY**

**MONSTER PHASE**

- Monsters move
- Monsters spawn
- Monsters attack

**AGENT PHASE**

In lineup order, agent actions:

- Move
- Shoot
- Melee
- Special action

**END OF ROUND**

- Grabbed agents carried away
- Haunted agents traumatized



SPECIAL AGENT SHAYE



		1	2	3-4	5-6
PISTOL	1	2	1	0	
	2	6	2	1	0
TECH ROLL	0	2			
	1	5			
TURNS	2	8			

**ACTIONS 2 MELEE 1**

BODYGUARDS



		1	2	3-4	5-6	7
PISTOL	1	3	2	1		
	2	7	4	2	0	
	3	9	5	3	1	

**ACTIONS 3 MELEE 2**



		1	2	3-4	5-6	7
PISTOL	1	2	1	0		
	2	6	2	1	0	

**ACTIONS 2 MELEE 2**

SNIPERS



		1	2-3	4-5	6-7	8-9
SNIPER RIFLE	1	4	6	8	6	4
	2	6	8	10	13	8

**ACTIONS 2 MELEE 1**



		1	2-3	4-5	6-7	8-9
SNIPER RIFLE	1	4	6	8	6	4
	2	6	8	10	13	8

**ACTIONS 2 MELEE 1**

REPELLERS



		1	2	3-4	5-6	7
REPELLER NO BARB REFLEX	1	8	6	4		
	2	14	13	9		
	3	15	14	10		

**ACTIONS 3 MELEE 1**



		1	2	3-4	5-6	7
REPELLER NO BARB REFLEX	1	7	5	3		
	2	13	9	8		

**ACTIONS 2 MELEE 0**



		1	2	3-4	5-6	7
REPELLER NO BARB REFLEX	1	7	5	3		
	2	13	9	8		

**ACTIONS 2 MELEE 0**

SHOTGUNS



		1	2	3-4	5-6	7
SHOTGUN HIT 2 ADJ. ENEMIES	1	8	6	2		
	2	13	9	8		
	3	14	10	9		


**ACTIONS 3 MELEE 1**



		1	2	3-4	5-6	7
SHOTGUN HIT 2 ADJ. ENEMIES	1	7	5	2		
	2	11	8	6		


**ACTIONS 2 MELEE 0**

ASSAULT RIFLES




		1	2	3-4	5-6	7
ASSAULT RIFLE	1	7	4	3	2	1
	2	13	9	8	7	6
	3	14	13	9	8	7

**ACTIONS 3 MELEE 1**



		1	2	3-4	5-6	7
ASSAULT RIFLE	1	5	3	2	1	0
	2	12	9	7	6	4

**ACTIONS 2 MELEE 0**



		1	2	3-4	5-6	7
ASSAULT RIFLE	1	5	3	2	1	0
	2	12	9	7	6	4

**ACTIONS 2 MELEE 0**



		1	2	3-4	5-6	7
ASSAULT RIFLE	1	5	3	2	1	0
	2	12	9	7	6	4

**ACTIONS 2 MELEE 0**



		1	2	3-4	5-6	7
ASSAULT RIFLE	1	5	3	2	1	0
	2	12	9	7	6	4

**ACTIONS 2 MELEE 0**