ROGUE ANGELS

LEGACY OF THE
BURNING SUNS

Rulebook

Players: 1-4
Age: 16+
Play time: 90-120 min/mission

version Foxtrot 2.6

Introduction

Dear gamer,

Thank you so much for trying out the prototype of my newest board game, Rogue Angels. I sincerely hope you will enjoy the experience which currently includes 22 possible missions and 16 playable characters.

You can reach me on Discord https://discord.gg/KzHfDMRSWt or mail@suntzugames.com.

Best regards Emil

--- Prototype notes ---

Not all components have been produced yet. Those not yet done is marked with a <mark>yellow background</mark>.

Not all components have been illustrated or properly laid out yet.

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

The prototype is currently being tested as a TTS mod, and I have therefore added some specific explanations referring to the TTS usage marked with a <mark>pink background</mark>.

PS: Decks and bags that should be shuffled are shuffled upon load.

--- Links ---

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

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Pages marked with gray, can be read once the situations occur.
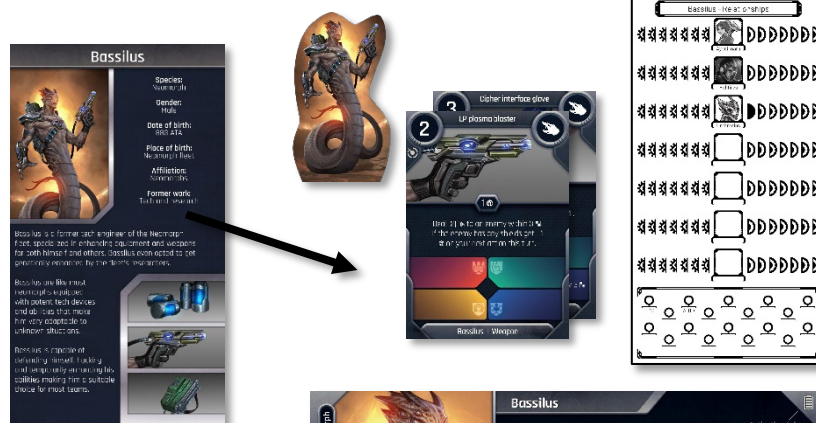
Component overview

- **1 Game box (not done)**
- 1 Rulebook
- 2 Campaign books **(TTS: 1)**
- **1 Personal story book (not done)**
- 1 Map book
- 30 Enemy behaviour cards **(TTS: 16)**
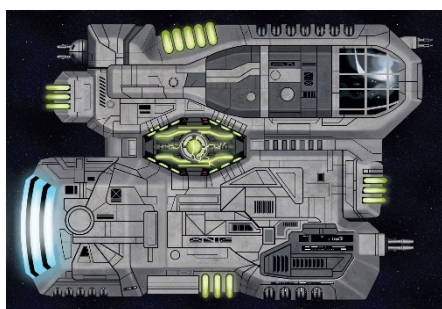- **1 Training manual (not done)**

8 Dice

- **20 Dossier envelopes, (TTS: 16 envelopes), each containing:**
    - 1 Character cardboard figure
    - 7 Action cards
    - 1 Cardboard character sheet
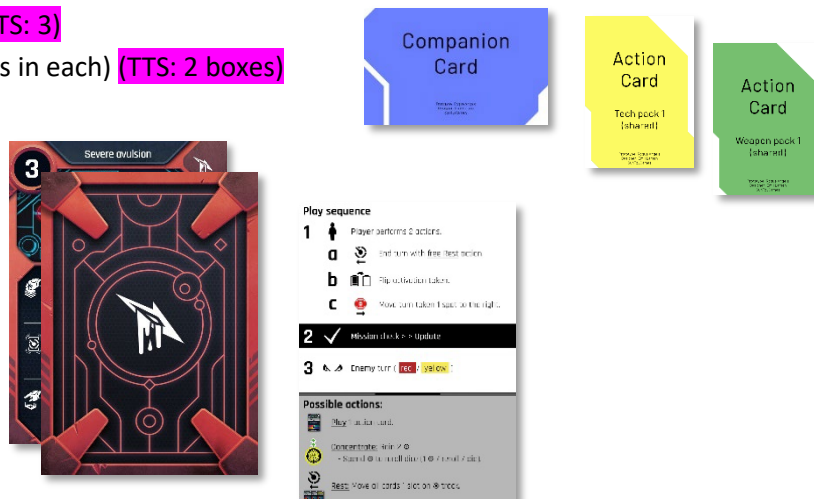   - 1 Legacy folder (not done)
    - 1 Legacy sheet

- **1 Spaceship (box)**

- **Cards**
    - 6 Companion cards **(TTS: 3)**
    - 12 Crate packs (4 cards in each) **(TTS: 2 boxes)**
    - 30 Damage cards
    - 2 Player aids

- **Tokens**
  - a) 1 Commander token
  - b) 1 Turn token
  - c) 1 Item token
  - d) 4 Trigger tokens

  - a) 4 Activation tokens
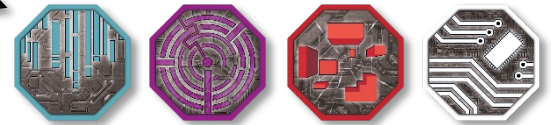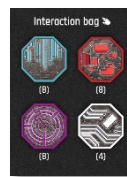 - b) 4 Focus tokens
  - c) 4 Shield tokens

  - o 120 Personality tokens (30 of each personality)
  - o 30 Mission tiles (not done)

- **1 Interaction bag (TTS: box)**
  - o 8 blue, red, and purple tokens (24)
  - o 4 white tokens

- **20 Object cardboard figures**
  - o 4 doors, 4 consoles, 4 fuel barrels, 4 canisters, 4 crates
- **36 double-sided cardboard tokens**
  - o 12 blocked paths, 4 POI, 8 crumbling walls, 12 movable barriers

- **4 x 30 Enemy, boss, and civilian cardboard figures (not all done)**

- **Plastic health dial stands**
  - o 4 transparent (not in TTS)
  - o 8 Red, marked 1-8
  - o 8 Yellow, marked 1-8
  - o 4 Orange, marked 1-4

- **1 Permanent marker (not in TTS, here you use the draw tool)**

Player setup

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

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

Once every player has chosen a dossier, the rest is put back in the game box.

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

In each dossier you will find:

1 character cardboard figure.
Place it in one of the transparent stands (not in TTS).

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

All action cards consist of:

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

6

1 double-sided character sheet

If you are playing for the very first time, use the introduction side.

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

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

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

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

d) **Shields:** Allowing you to block incoming damage.
   Use the focus and shield token to track the amount of each.

e) **Scars:** If failing missions, you may take permanent scars here (campaign will dictate this).

f) **Cooldown track:** Where you play your action cards.
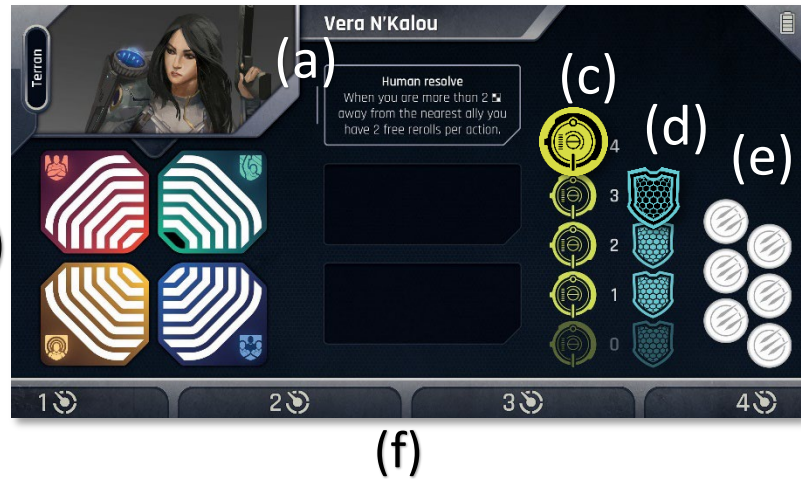
1 legacy folder (not done) + 1 legacy sheet

The legacy folder has the origin and personal mission for each individual character. It has a guide of how and when to read the different pages and what to keep track of.

The legacy sheet's front is for tracking the relationship between the character and NPCs/factions in the game. The campaign will tell you when to draw and/or consult the status of a relationship.

The legacy sheet's back contains stickers which you will use to upgrade your character's action cards. The campaign will tell you when to utilize these.
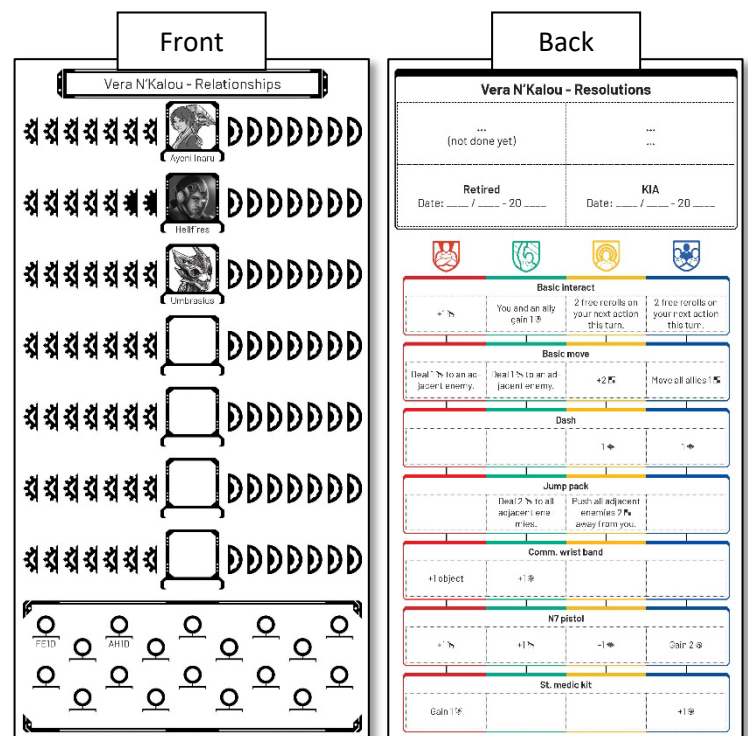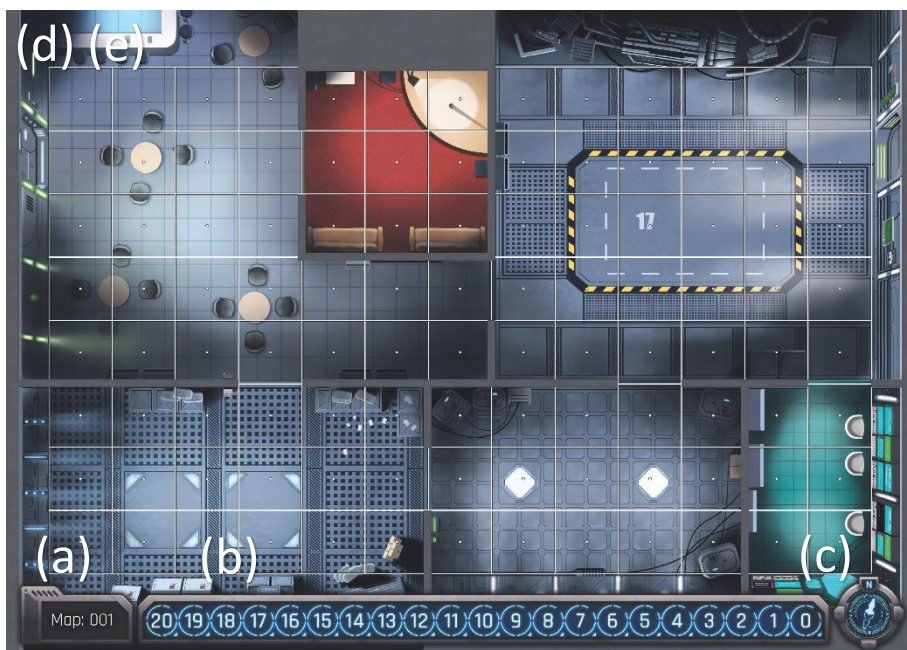
Game setup

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

All maps consist of:

(d) (e)

a) Map number.
b) A turn track.
c) A compass for orientation.
d) A 13 x 8 grid with different walls, layout, and restrictions.
e) A unique piece of artwork for each mission.

(a) (b) (c)

Map: 001 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

**Place the Commander token**, **turn token**, and **dice** next to the map.

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

Interaction bag

(8)   (8)

(8)   (4)
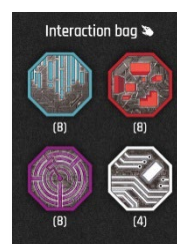
Place the Enemy Behaviour Cards (EBC) next to the map, these controls the enemies and their actions.

R   **Advancing attack**   R

If the activated enemy is more than 3 away from the nearest player when activated, include (!) as the last action.

Nearest player ▶ Some or nearest player ▶ Second nearest player

Nearest player ▶ Some or nearest player

Nearest player

Place the deck of damage cards face down next to the map, these you will draw from once you no longer have any shield to block damage with.

Place the ship box somewhere next to the map, and open it so you have the visible play area inside.
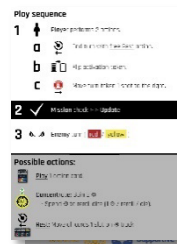
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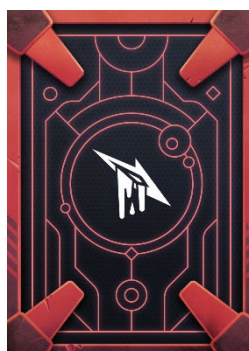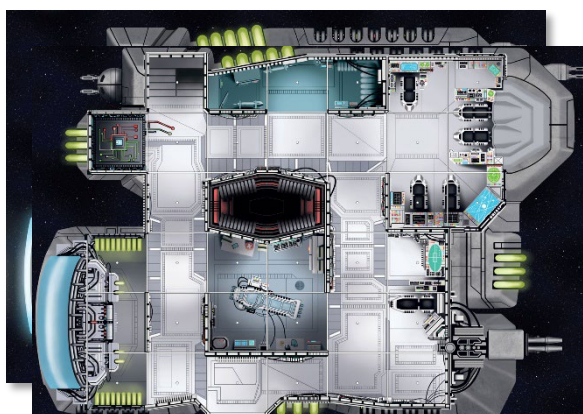
Bring out the campaign book and have it available for the person(s) who is going to read the story as you play.

Pass around player aids and rulebook as you see fit.

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

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

Campaign anatomy

The campaign books (1-2) consist of the entire narrative of Rogue Angels. You will be exploring them from the first mission to the end with choices and outcomes leading down different paths.

The campaign unfolds in missions. All missions consist of three parts:

1. Start
2. Update (one or more)
3. Aftermath

Each part is described on the following pages.

Below are five common elements for all missions.

Mission elements

C1 – Credits and Brimstone

Location: Vexation, Fury's Fall, Brimstone Base

Mission title (only written at the beginning of a mission)

C1 – Mission brief

Subtitle (used to divide the mission into one-page segments)

Umbrasius, Comm: Greetings commander, I'm glad to hear you brought your team along for the ride. As you can imagine the galactic war has made it almost impossible to find unaffiliated agents and soldiers for hire. At the Neomorph Polity we're very concerned about the Assembly's lack of intervention towards our enemies. I've therefore been tasked with exploring every possible opportunity for our race to gain the upper hand against our current and future foes, which you can see has led me to this suburb of hell.

Cutscene (can be placed anywhere).

Mission parameters

Mission parameters specify what goals you need to complete, what triggers or conditions might be in effect and what may lead to failure.

> *If success, continue to C1 – Mission update #3.*

Access point that you must fulfil before moving on.

Will you try to help the civilians? Yes or No?
All team members must decide individually.

Decision point, question, or event that will have to be dealt with either individually or as a team.

Mission start

A new mission always starts with a mission brief.

C1 – Mission brief

Before beginning the mission brief, the team must decide who gets to be the commander for this mission. The commander will be a point of reference for some mission goals, and they break ties in decision points.

The chosen commander gets the token.

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

C2 – Mission layout – Map 002
Place: Ship, 3 blocked paths, 3 doors, 2 consoles, (TS) Patrol Droids in R1-Y2 | **EBC:** Systemic patrolling (R)

Placing objects and tokens

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

Be aware that blocked paths may be placed on squares or on the lines between them, while doors are always placed on lines.

Placing enemies

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

If you were playing 3 characters in the above example, you would place 3 Patrol Droids in R1, R2 and Y1 with the matching stands.

Placing characters

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

Readying characters

Unless stated otherwise, characters <u>always</u> start with:

- A clear cooldown track (i.e., all cards on hand).
- Maximum amount of focus and shields.
- One personality token for each personality mark.
  - o Not on mission C1 (introduction).

Readying turn token and triggers

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

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

Mission parameters

Success (turn limit 6/8/10):
1) When the turn token reaches 0, have all team members in the hangar.
   a. Those not in the hangar and those unconscious when the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

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

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

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

Note that some successes must be completed "in order", while others are any one of them.

Companions / Shared action cards

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

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

Mission update

When a mission's criteria for an update is met, you move on to the stated page/mission update.

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

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

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

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

C6AB – Mission update #3
Remove: 1 POI | **Advance:** All existing enemies 1 square to the left if possible | **Place:** 3 crumbling walls, 2 Reaver Crawlers in R5-Y5 | EBM: Systemic hunting.

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

Remember:

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

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

Mission aftermath

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

Success (turn limit 6/9/12):
1) Get all team members on board the ship.
   a. Those not reaching the ship before the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

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

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

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

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

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

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

Aftermaths may include cutscenes, decision points etc.

C4B – Mission update #4A – Aftermath

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

See mission start.

Save and load a campaign

Saving a campaign

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

1. **Place the bookmark in the campaign book, to easily find the spot where you left off.**
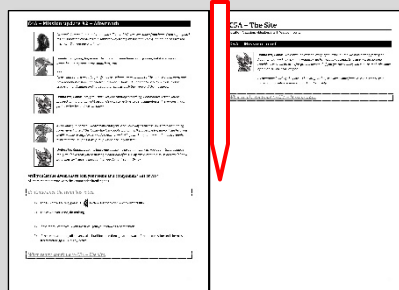
2. **Players put their character's cards, sheet, legacy folder, and figure back in the envelopes.**

3. **Players put the envelopes in the ship box, together with shared cards and/or companions obtained through the campaign.**
   a. The ship is then closed and acts as a "savegame" for future play.
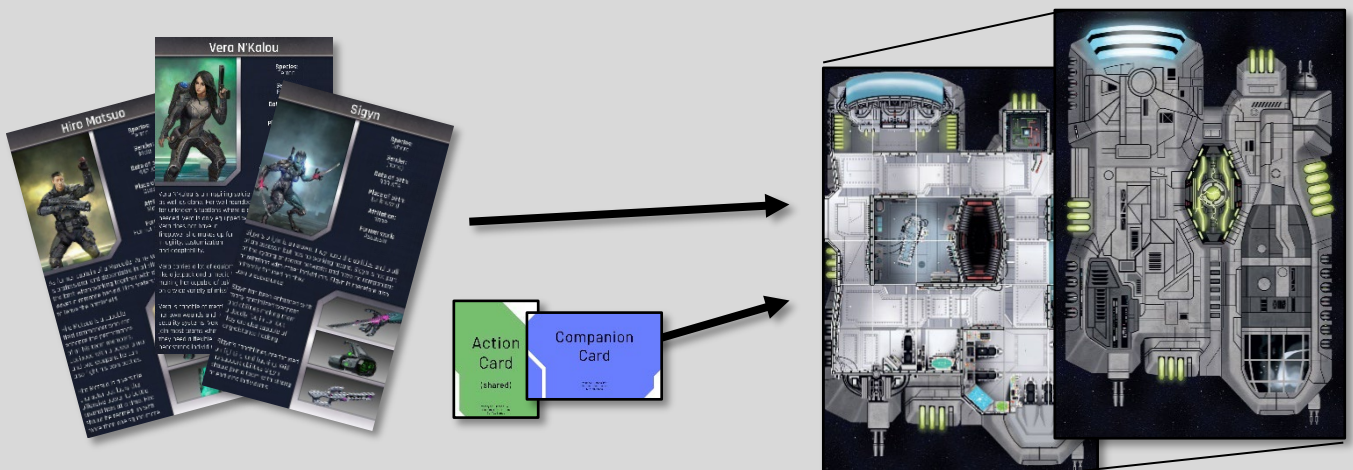
Loading a campaign

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

In TTS you save and load the game as you would with any other mod or game.

Play sequence

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

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

When all players are exhausted, everyone flip their activation tokens back to full and players made decide who goes first again.

Players take turn following this:

1) **A player performs their turn.**

2) **Mission check.**

3) **The enemies perform their turn.**

Repeat step 1-3 until a <u>Mission check</u> triggers a condition or mission update.

Mission check

During a mission check the follow mission parameters are check, in that order.

1. **Success** – Has it been achieved?
2. **Triggers/conditions** – Have any conditions been triggered?
3. **Failure** – Has the criteria of failure been met?

See mission update (p. 13)

A player's turn

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

- ## Play 1 Action Card.

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

- ## Concentrate: Gain 2 focus (◎).

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

You cannot gain more focus than what your track allows you to keep.
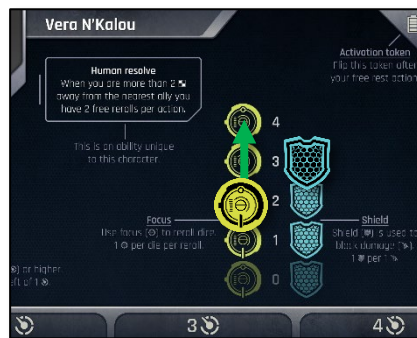
- ## Rest: Move all cards on your cooldown (↻) track 1 spot to the left.
  - Any Action Cards leaving the track from spot 1, will be returned to your hand immediately.
  - Any damage (↯) cards leaving your track will be discarded to their discard pile.
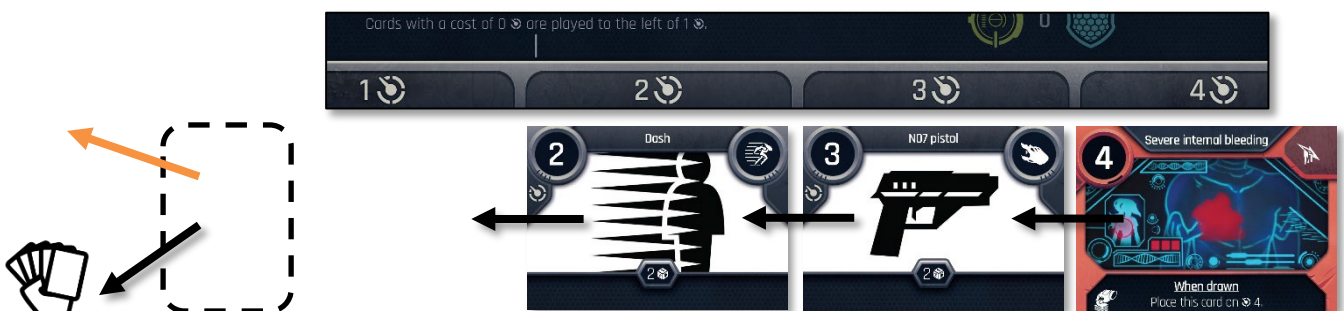
Once you have finished your turn, you must:

a) Perform a **free Rest action** where all cards are moved 1 spot to the left on your track.
b) **Flip your Activation token** to indicate your turn is spent.
c) **Move the time token** 1 spot to the right on the track.
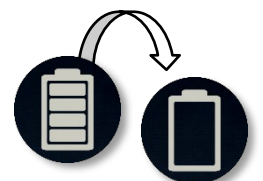
Play an Action card

All Action Cards are played with the following steps.

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

---

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

- **You may boost your action card by using 1 of the bonuses in the lower half of the action card.**
   o A bonus cost 1 token from the respective area of your character's personality diagram.
      ▪ You may only boost your Action card 1 time per action.
      ▪ To apply a bonus to another character, they must be within line of sight.
      ▪ The token is removed from the diagram for the rest of the mission.
         - All personality tokens are regained in the beginning of a new mission.

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

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

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

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

   🛡 You gain 1 🛡.

   [+1]/🏃 +1 or allows your character to move 1 square (▪).

   🏃 Allows your character to move 2 ▪.

   o *You may spend 1 focus (◎) to reroll 1 die 1 time. You can spend as much ◎ as you like/have.*

      1 ◎ = 1 reroll.

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

Two actions, example A:

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

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

Two actions, example B:

1st action: The player plays the Basic move and performs the action. It is hereafter returned immediately to the player's hand.
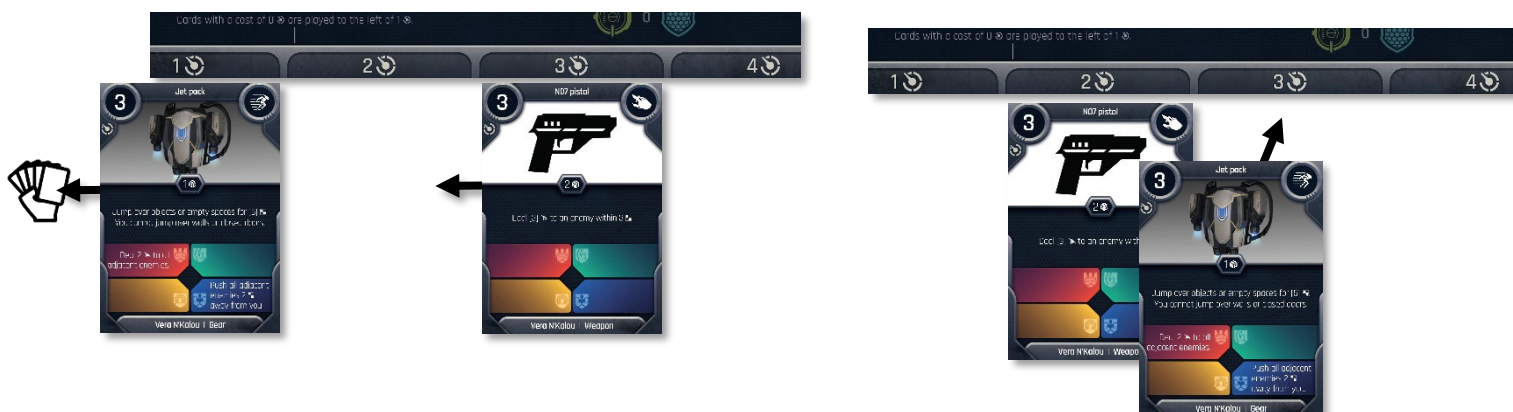
**2nd action:** The player plays the Basic move again.

Two actions, example C:

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

2nd action: The player plays the "Jet pack" on ⏣ 3 and performs the action.

Action boost, example A:

The player plays "Run and tear" and boosts the action by paying 1 dominating token, allowing the character to deal 1+1 (2) unblockable (◔) damage (↗) to an adjacent enemy at the end of the movement.
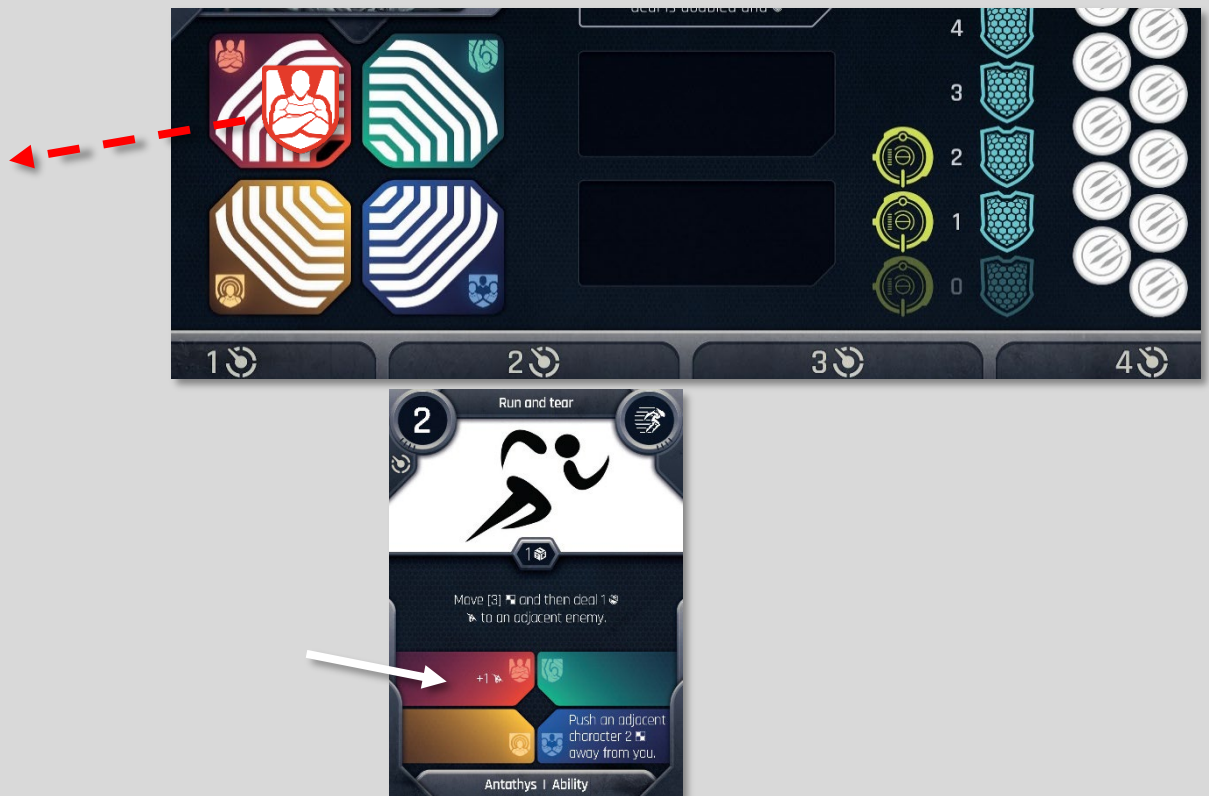
Action boost, example B:

The player plays "Exo shuriken" and boosts the action by paying 1 supportive token, allowing the player to place the action on ⟳ 2 instead of having to place it on ⟳ 4 as ⟳ 3 is occupied by a ↗ card.

Dice roll, example A:

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

Dice roll, example A:

The player plays "Run and tear" and rolls a
+1/🏃 allowing the player to move 3+1 = 4 🔲,
and hereafter deal 1 unblockable (🛡)
damage (🏹) to an adjacent enemy.
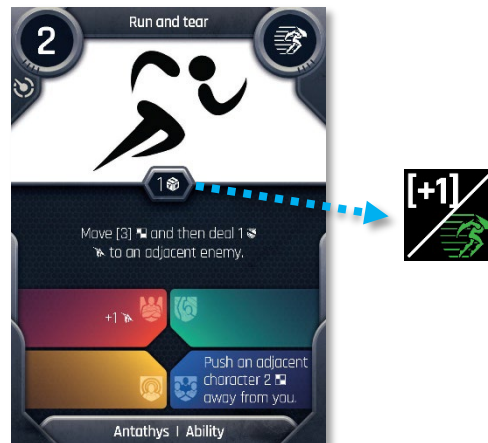
Dice roll, example B:

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

1. Deal 3 🔫 to an enemy and move 2 🔲.
2. Move 2 🔲 and deal 3 🏹 to an enemy.
3. Move 1 🔲, deal 3 🏹 to an enemy and move 1 🔲.

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

Dice roll, example C:

The player plays "Regenerate"
and rolls a +1/🏃, 🛡 and +1/🛡.

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

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

The player can now potentially heal for 4 🏹.
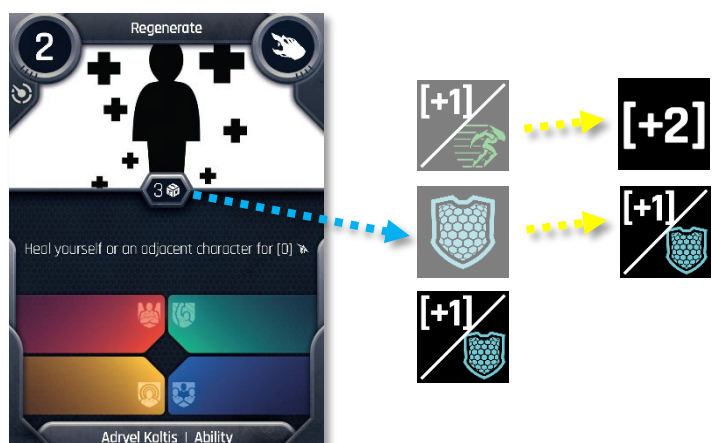
Performing action, example A:

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

The player rolls a 🛡 and a +2.

The player spends 1 ◎ to reroll the 🛡 and rolls a 🏃🏃.
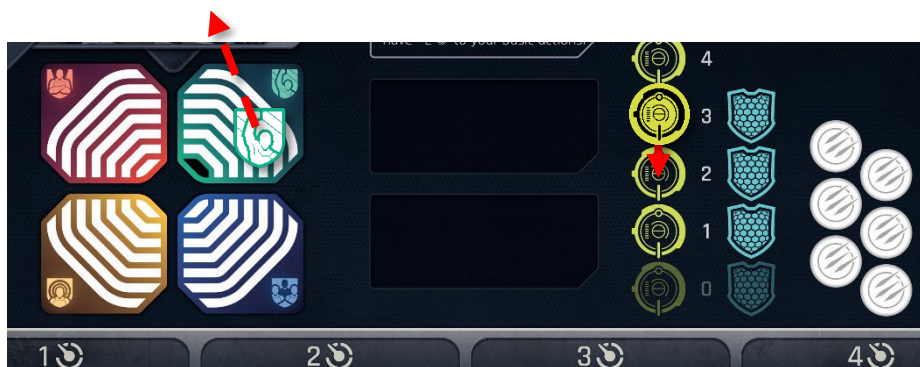
The player now has several options on how to perform their action:

1) Move 2 ▦ and then deal 3 🏹 to the Thug.

2) Deal 3 🏹 to the Guard and move 2 ▦.

or a different combination…
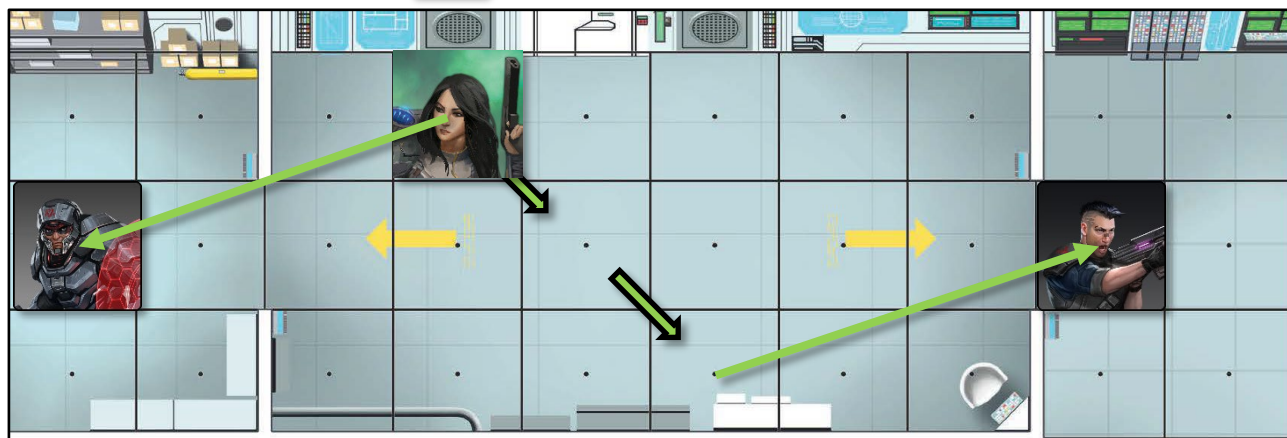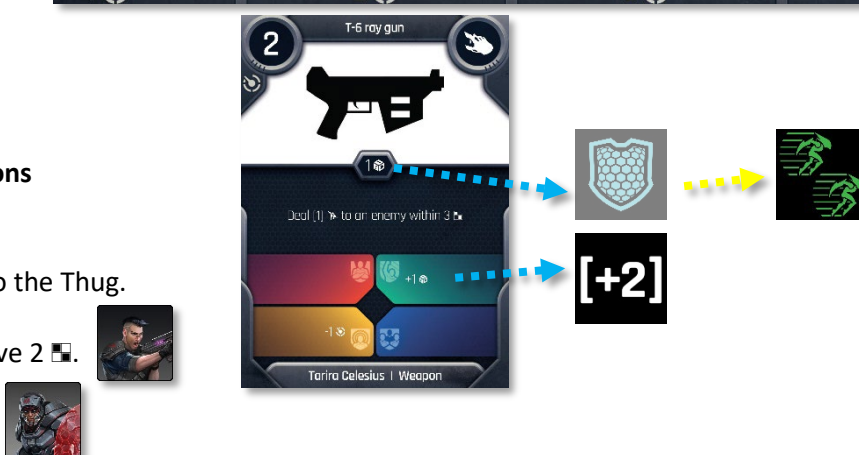
Free rest/end of turn rest, example C:

At the end of the player's turn, the player always performs a **free** <u>Rest action</u> that moves all cards 1 spot to the left. The leftmost 🏹 card is discarded.
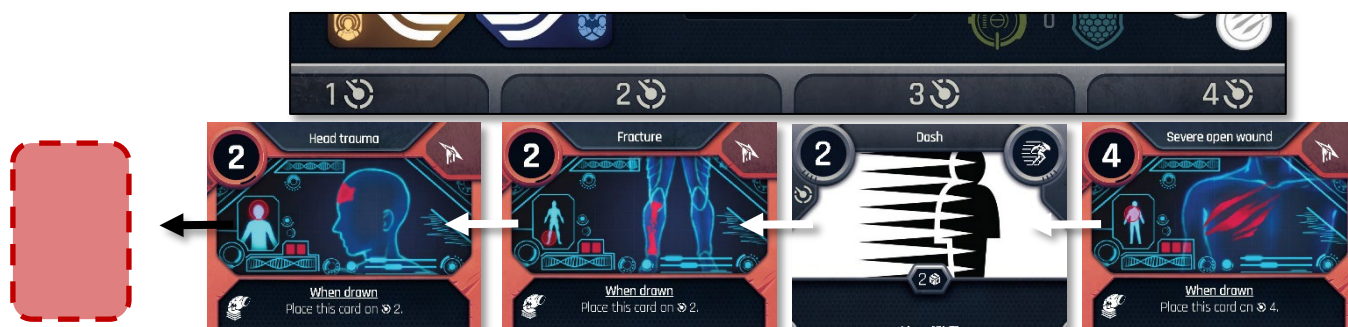
Action card types

There are 3 types of Action Cards in the game. The rules of an action type apply to all cards of that specific type (see the type in the top right of the card).

Type: Move (🏃)

- A character may move/be moved to any free square (🔳) unless restricted by obstacles, walls or squares marked with a red line.
- A character cannot move through other characters or objects.
- A character can move 1 square (🔳) per movement point (🏃). Both orthogonal and diagonal movements are allowed and counts as adjacent.

Move, example A:

The player plays "Dash" and rolls a +1 and a +1/🏃, allowing the player to move 2+1+1 = 4 🔳.
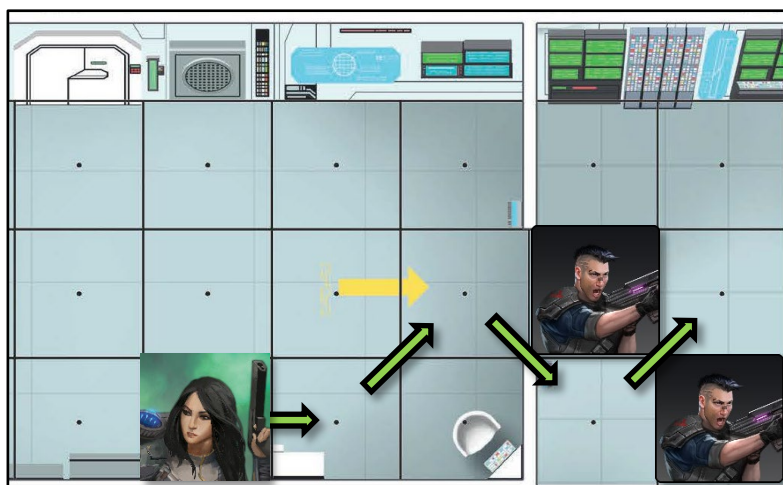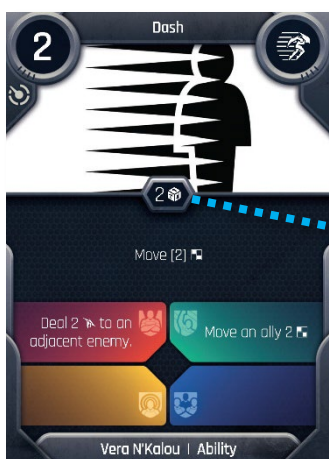
Move, example B:

The player plays "Unpredictable move" and rolls a +2, 🏃🏃, and a 🛡,
allowing the player to move 4 🔳 and gain 1 🛡.
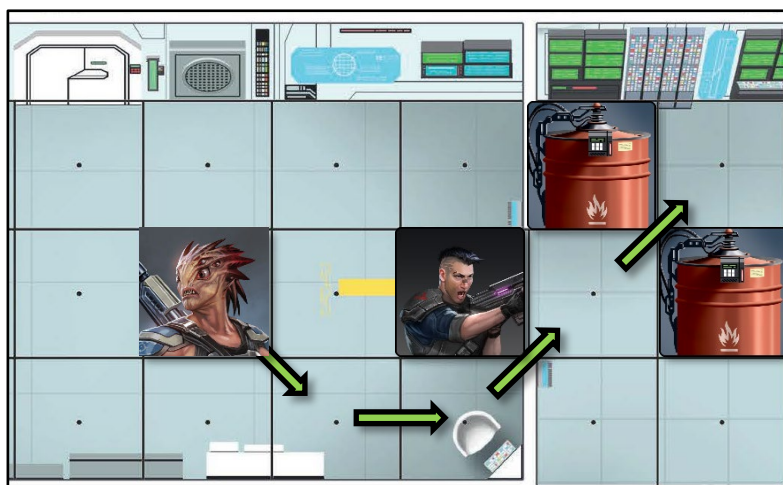
Type: Interact (✋)

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

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

LOS, example A:

Walls are always to be considered "grid aligned" as the illustrated walls may deviate from corner to corner.
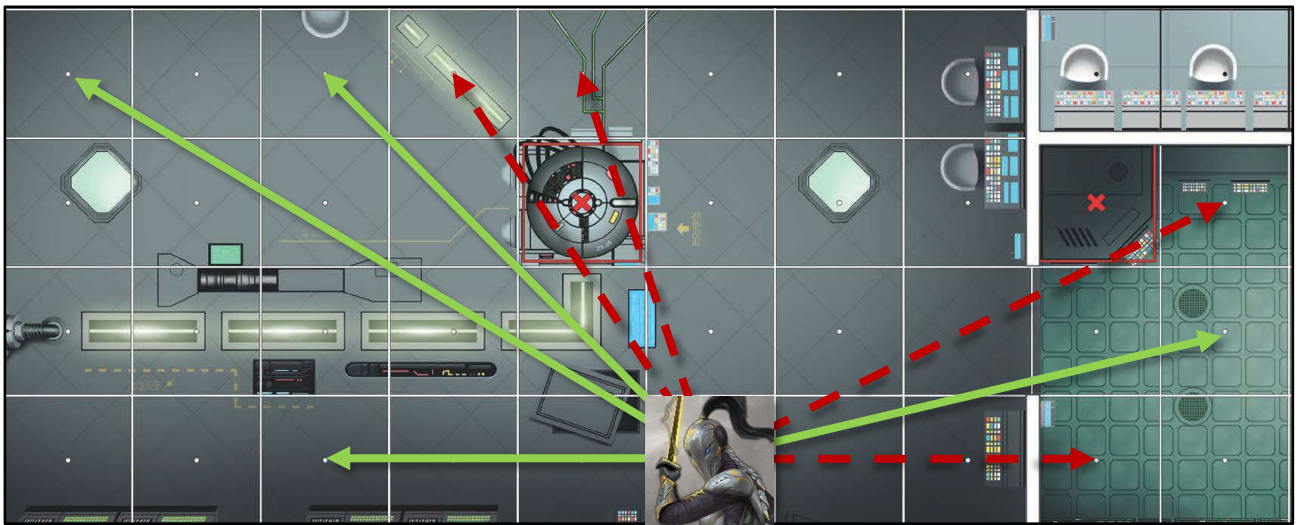
Interact, example A:

The fuel barrel and the team member do not hinder the Guardian player from targeting any of the two thugs.
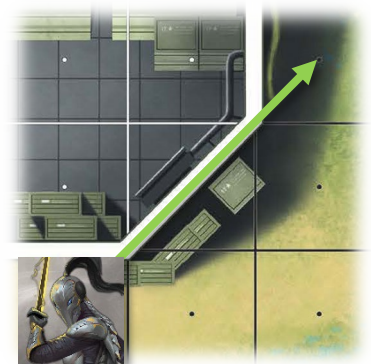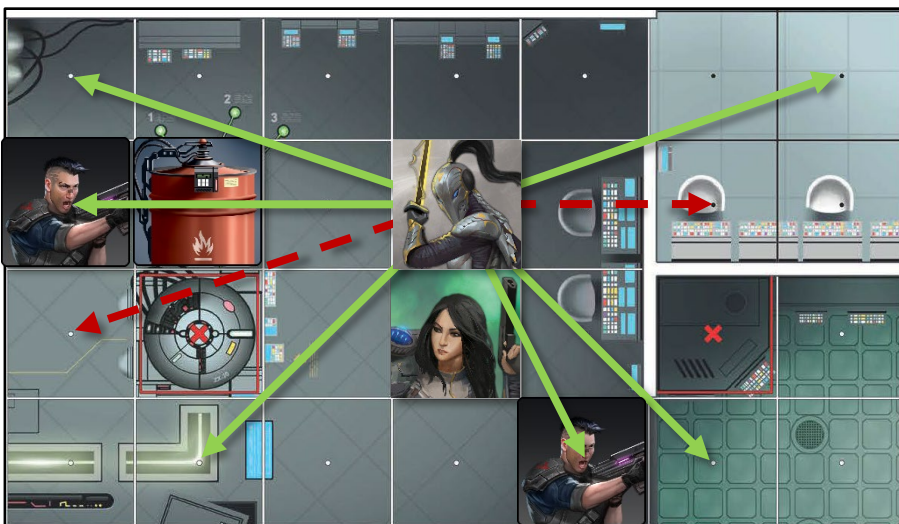
* Diagonal walls appear on some maps. Squares with diagonal walls cannot be accessed, but they do not block line of sight, as long as the LOS only crosses half the square.

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

Range, example A:

The distance from the Leviathan [1] to the door is 5 ▤, the Thug is 3 ▤ and the Guard is 1 ▤ (adjacent).

The distance from the Terran [2] to the door is 2 ▤, the Thug is 2 ▤ and the Guard is 5 ▤.

* Range 1 is referred to as "adjacent".
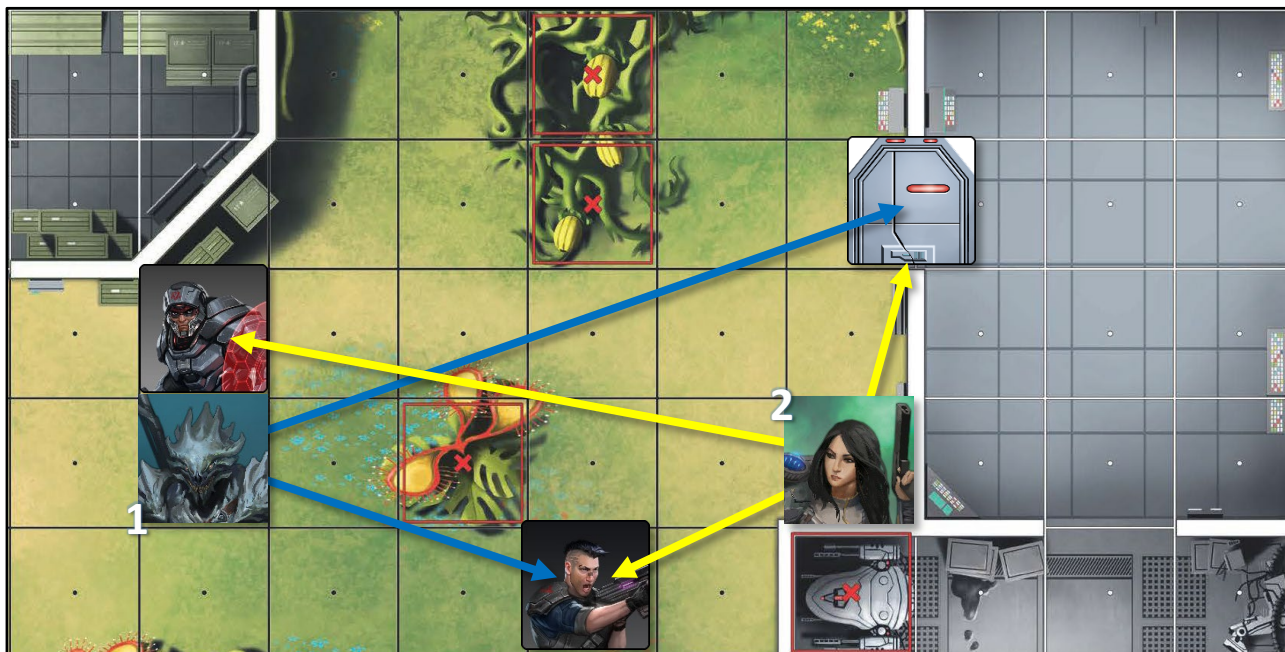
As doors are placed on lines between squares, they have a special rule:

1. Characters and objects are only considered adjacent to a door, if located on a square that touches the line the door is placed on.
2. Line of sight (LOS) to a door may hit anywhere on the line the door is placed on.

Range, example B:

The Leviathan [2] stands adjacent to the Thug and the fuel barrel and is 1 ▤ from the door.

The Terran [2] is standing adjacent to both the Guard and the door.

* The yellow spots are the squares from which the door is considered adjacent.
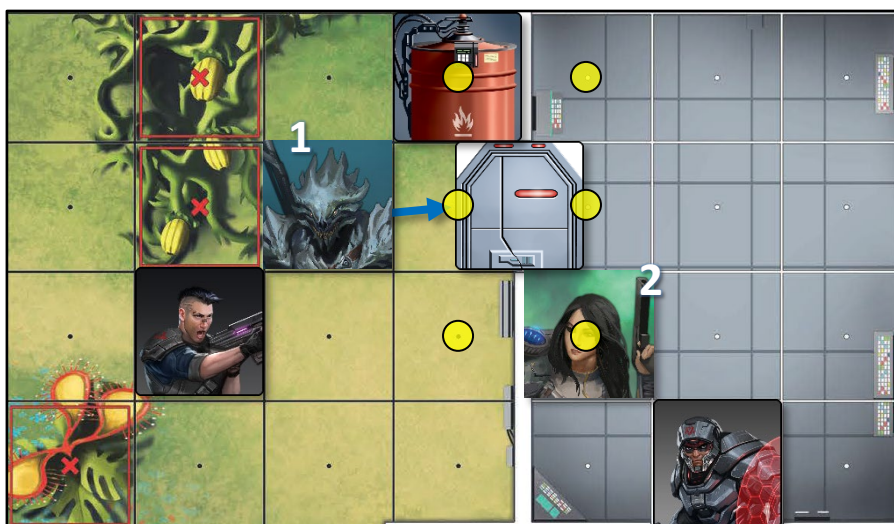
Interacting with objects (🖐)

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

Basic interact	Comm. device	Infiltration units
0 🖐	**2** 🖐	**3** 🖐
1 📦	1 📦	1 📦
Deal [1] 🏹 to an adjacent enemy, or Interact with an adjacent object for [1], or Heal on adjacent unconscious character for [1] 🏹	Interact with an object for [2] within 3 ▪	Interact with 2 objects for [2] within 2 ▪
		+2 🖐
	-1 ↻ +2 ▪	-1 ↻
Adryel Koltis | Ability	Adryel Koltis | Gear	Gia U'Coni | Gear
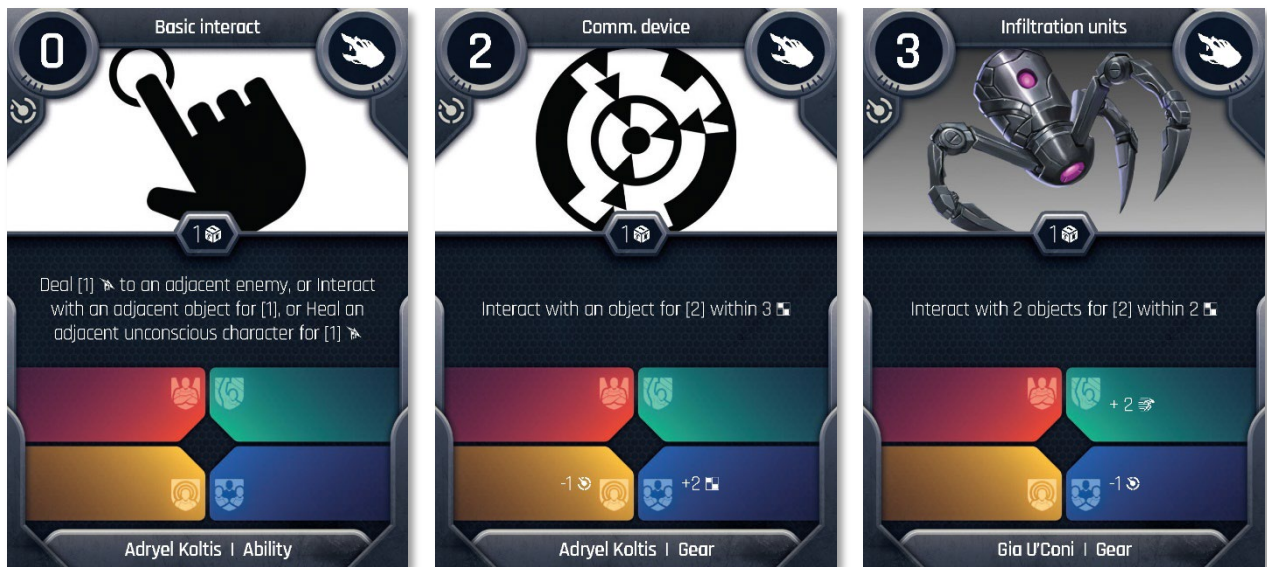
A successful interacting

When you are interacting with an object, your goal is to match 3 tokens from the interaction bag. *This number may be altered by the mission parameters.*

Matching tokens

- **You may draw up to the number of tokens from the interaction bag that the card allows you to.**
  - You draw one token at a time and may stop whenever you want.
  - There are 4 colors in different amounts in the bag.

- **Once you stop drawing tokens, you must pick the color you want to use.**
  - You can only keep one color + white, as white counts as any color.
  - Tokens not chosen are put back in the bag after the action.
  - If you ever draw 2 white tokens during an action the current interaction is cancelled and all tokens from this action and the object are put back.

(8)   (8)

(8)   (4)

- **Place the chosen token(s) next to the object you are interacting with.**

- **To complete the interaction, you must match 3 tokens.**
  - The interaction can be completed over several actions.
  - You can change color on subsequent actions if you want.

- **When an object has been successfully interacted with it is removed from the board, and the 3 used tokens are placed next to the interaction bag.**
  - These tokens go back in the bag once the mission has concluded.

Interaction bag 🖐

(8)   (8)
(8)   (4)
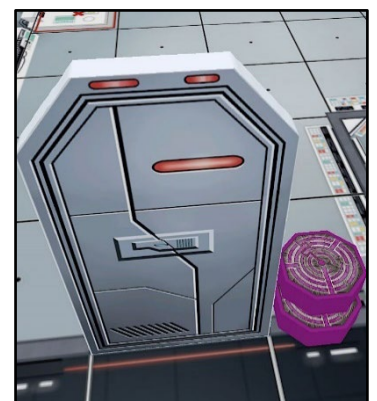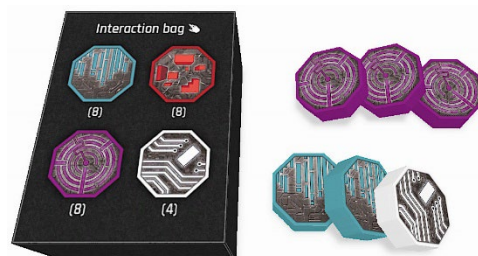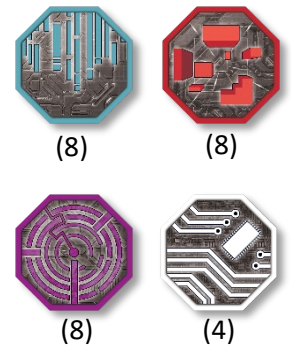
Hacking a console, example A

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

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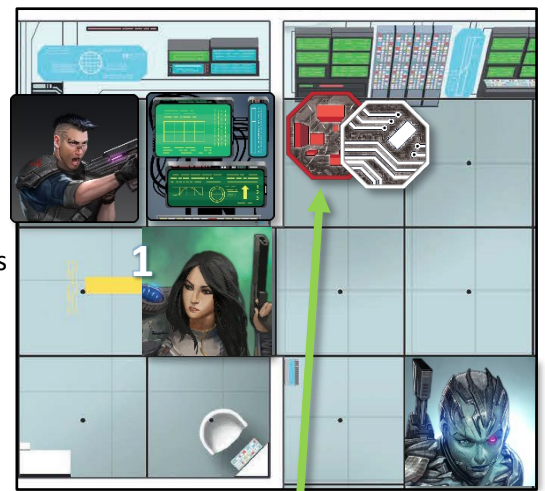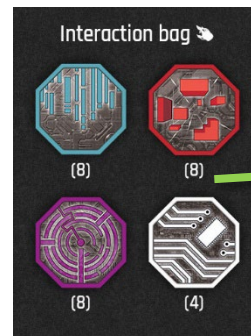

As the Terran player's second action they play "basic interact" and rolls a +2. However, as the +2 result allows the player to deal 1+2 🏹 to an adjacent enemy, the player decides to apply this to the nearby Thug and killing it instead of doing another attempt at hacking the console.

On the Cyborg player's turn [2] they play "Jamming rifle" and rolls a +2 allowing them to draw up to 3 tokens from the interaction bag.

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

The 3 used tokens from the interaction are placed next to the bag.

The unused red and purple tokens go back into the bag.
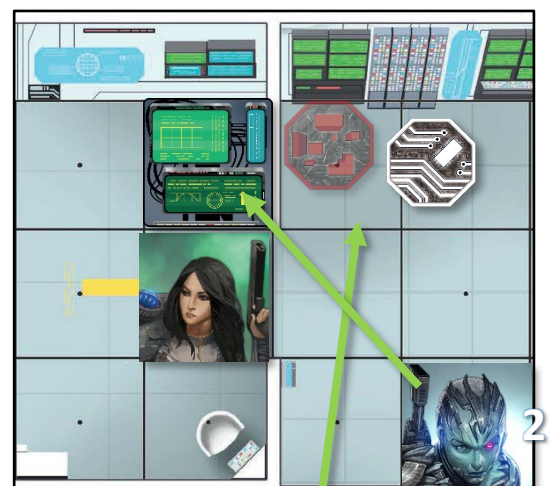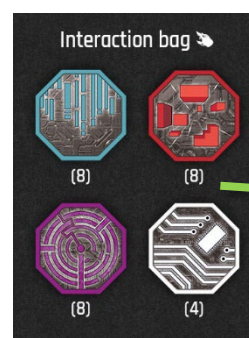
Opening a door, example A

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

The Changeling player has just positioned themselves to utilize one of their Action cards for interacting.
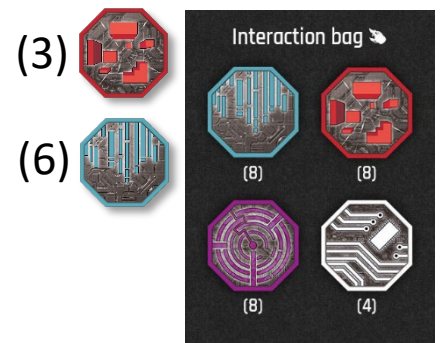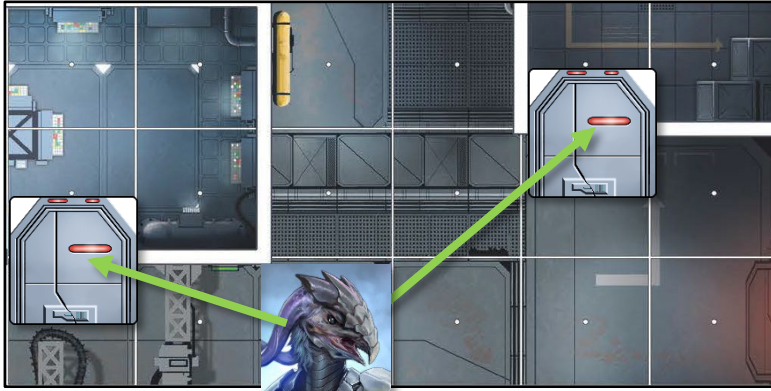
The Changeling player plays "Infiltration units" and rolls +1 allowing the player to interact with 2 objects for [2+1] within 2 ◳.

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

As there is significantly less chance to draw red and blue, the player decided to put those back and keep the purple token.
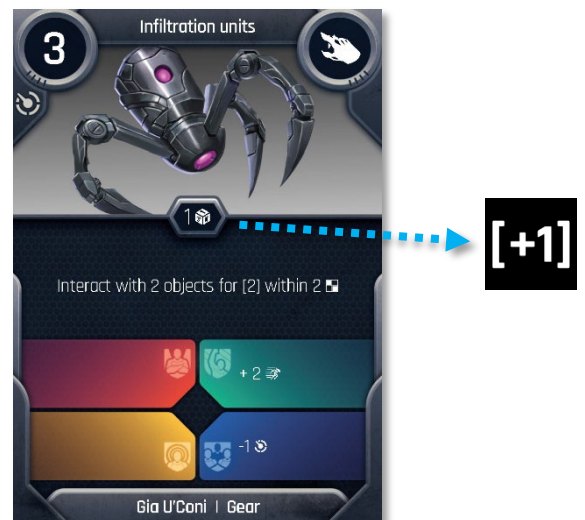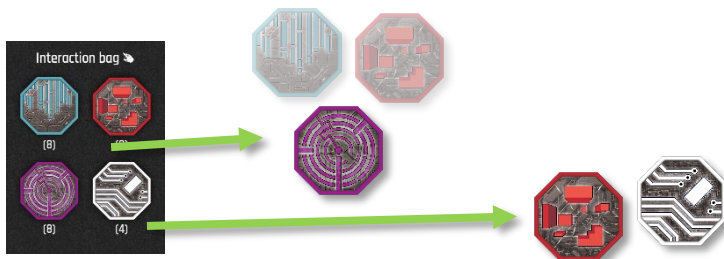
The Changeling player hereafter starts drawing for the right door. However, as the player draws 1 red and 1 white token they decide to stop drawing and keep these two tokens, in order not to risk drawing another white token and thereby cancel the interaction with that door.

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

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

28
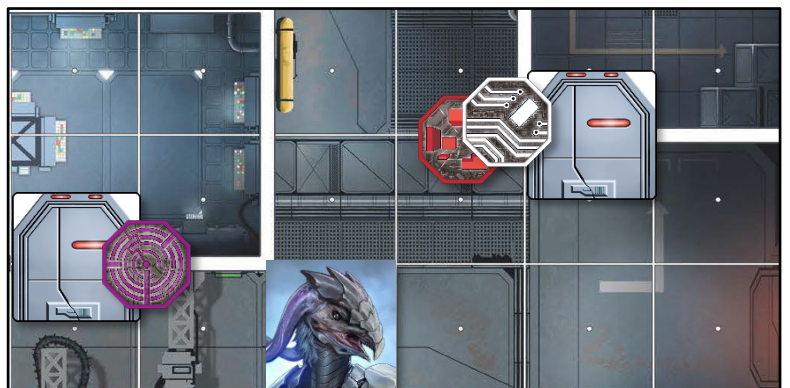
Interacting with enemies (✊)

Some interact cards allow you to deal damage to enemies.

0 Basic interact ✋ 1⬡ Deal [1] ⚔ to an adjacent enemy, or Interact with an adjacent object for [1], or Heal an adjacent unconscious character for [1] ⚔ Adryel Koltis | Ability	**2** T-6 ray gun ✋ 1⬡ Deal [1] ⚔ to an enemy within 3 ▪ +1🎲 / -1♻ Tarira Celesius | Weapon	**3** Exo shuriken ✋ 1⬡ Deal 2 ♻ ⚔ to all enemies within 2 ▪ +1🎲 / -1♻ Xalia | Weapon
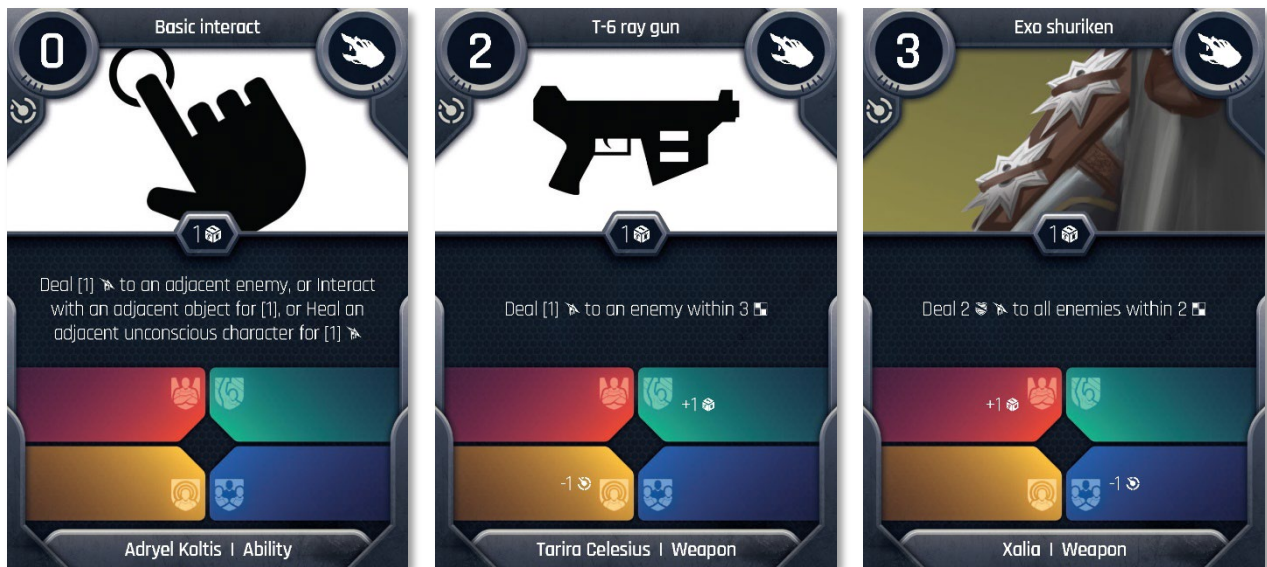
When you interact with an enemy

- **You may deal up to the amount of damage (⚔) that the card allows you to.**
  - You must subtract the number of shields (🛡) the enemy has from the total amount of damage (⚔) you deal, unless the damage dealt is unblockable (♻).

- **You now reduce the enemy's health by the remaining damage (⚔) dealt.**

- **When an enemy has successfully been destroyed it is removed from the board.**
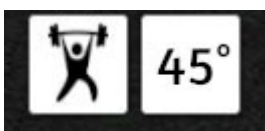
Type: Effect (⚏)

- Effects are on-going bonusses or abilities active while the Action cards are in a cooldown (↻) track.

Card examples:
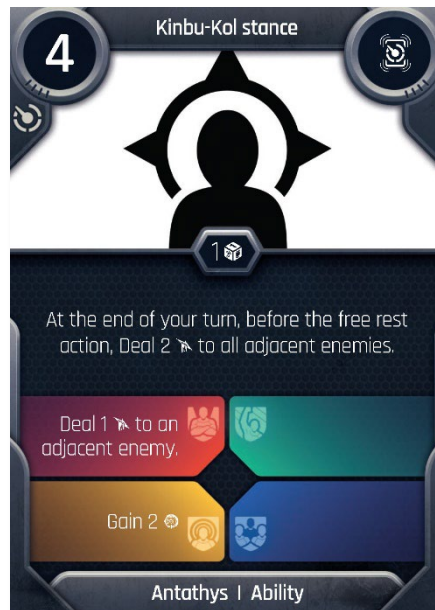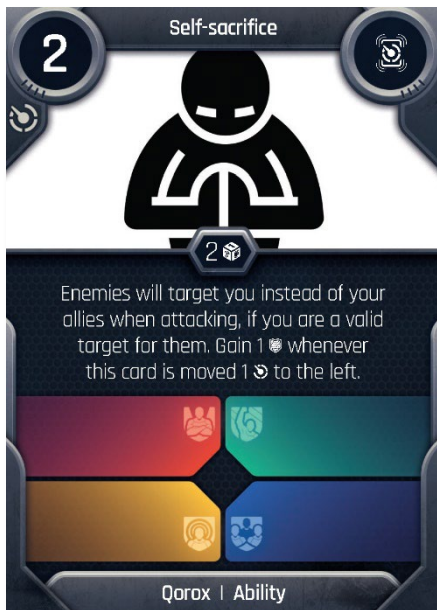
It is important to remember that many Action cards with effects still have dice. These are used in the same fashion as other Action cards, meaning they can be used to gain shields (🛡) or movement points (🏃).
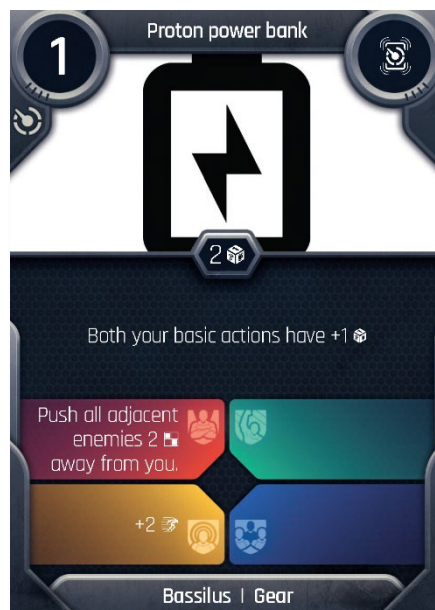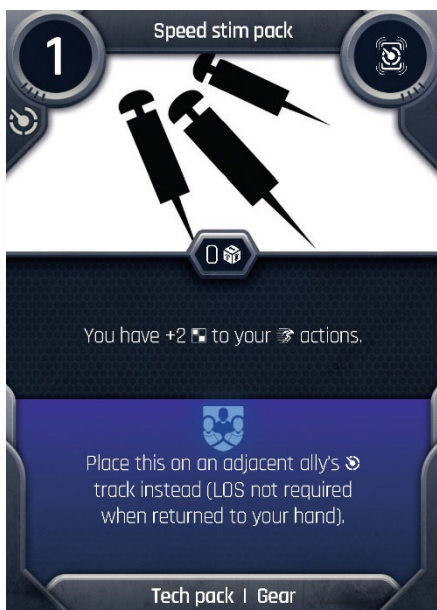

While many Action cards with effects can be played in low slot numbers, it is recommended that they are played in the highest possible slot to reap as much value from the effects as possible, as they will stay in the cooldown (↻) track longer.

Performing action, example A:

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

The player [1] moves 3 ▣. The player now has LOS of the ally [2] and moves the ally 2 ▣ into a room, away from danger. The player also gains 1 🛡.
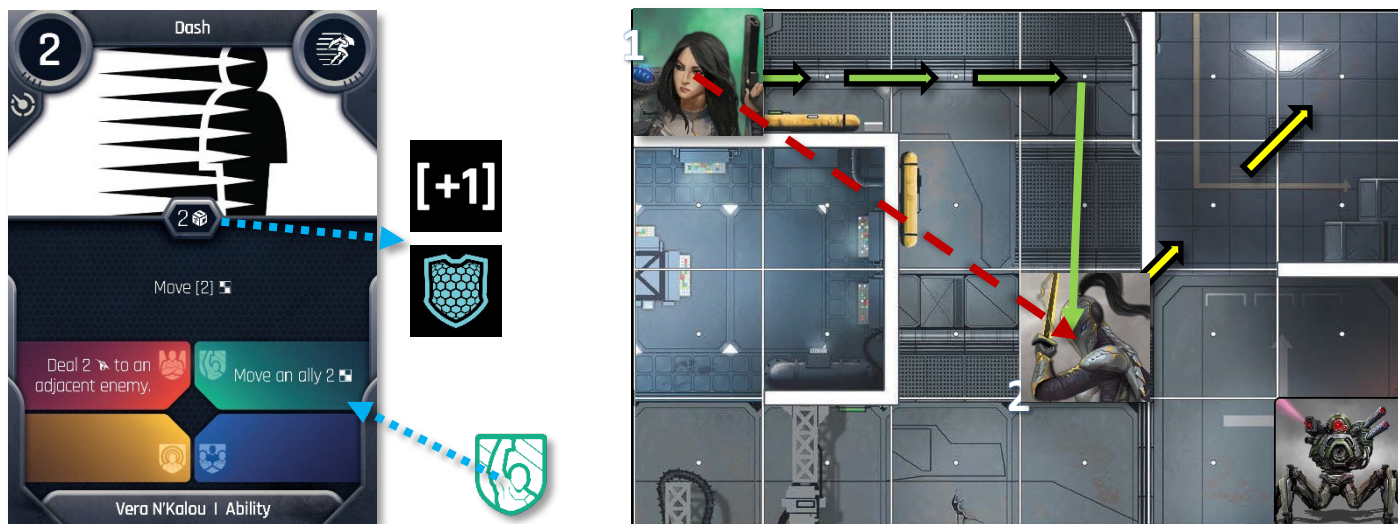
Performing action, example B:

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

With the last die result the player can reach the ▣ from which the console is within LOS and range (✎), allowing the player to interact with it.
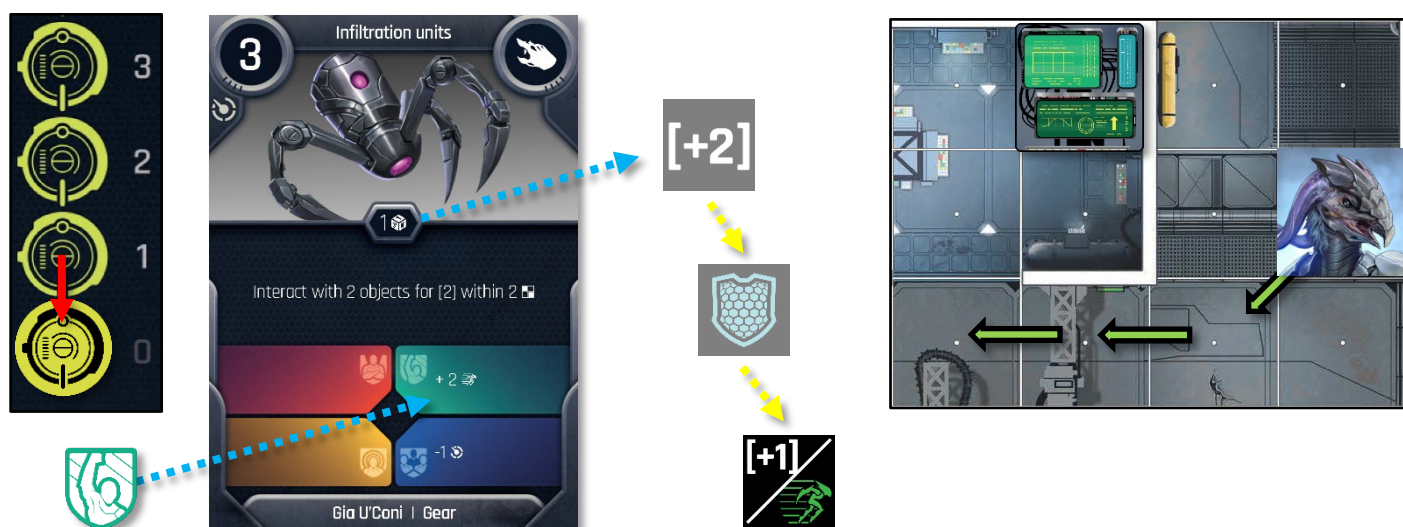
While you have a lot of flexibility in how to use your results, you cannot take your action in sub-stages (e.g., waiting to boost your Action card until you see the results of the dice). Once you start rolling dice, you are committed to the card with/without the boost.
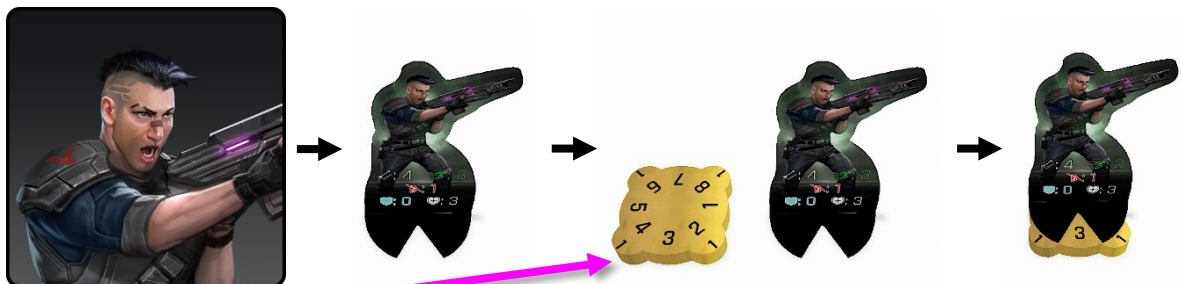
Enemy setup

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

The campaign will notify you whenever you need to place enemies on the map. The enemy type, placement and amount will be mentioned in the mission setups.

Find the "health dial" matching the colour and number from the mission description. Then place the enemy stand on top of it and turn it so that the cut-out shows the enemy's starting health.

When you want to move the enemy, grab the health dial underneath to move both.

Enemy anatomy

All enemies have five datapoints that defines them.

- **Range (✎):** The number of squares (▪) they can reach with their interaction.
- **Move (➳):** The number of squares (▪) they can move.
- **Damage (➹):** The amount of damage they can deal. Some enemies' damage is unblockable (⬚), meaning it will go through all shields.
- **Shields (⬢):** Some enemies have shields. These shields are permanent, unlike the players', meaning you will subtract one damage per shield for every action that targets the enemy, unless it is ⬚.
- **Hit points (♥):** The enemy's starting and max. health.
- *Initiative is the small number on the health dials that you use underneath.*
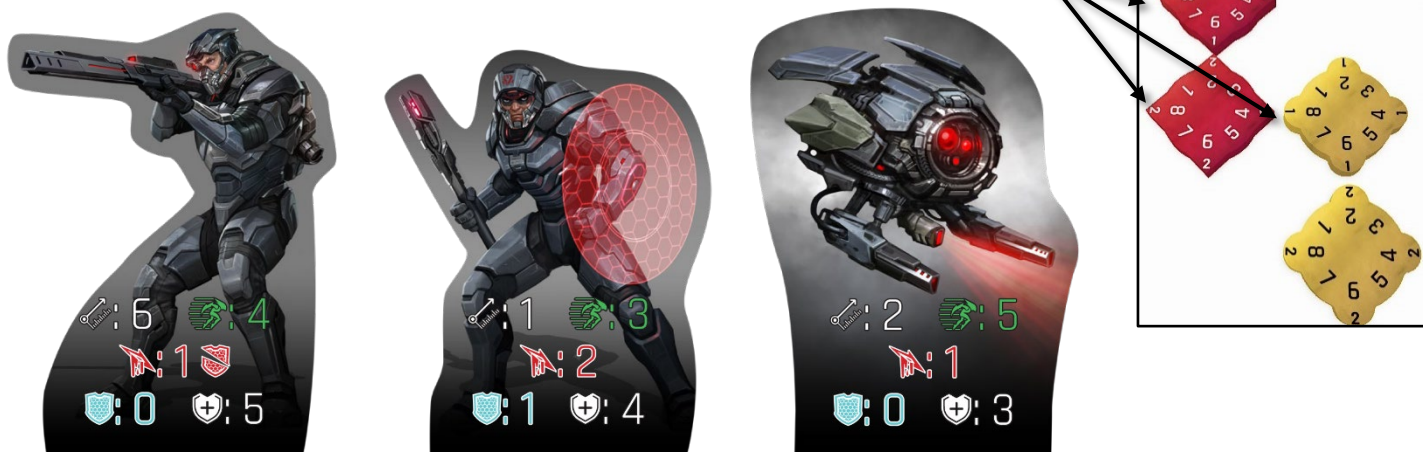
The enemy's turn

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

Lowest initiative ↔ **Lowest initiative**

Second lowest initiative ↔ **Second lowest initiative**
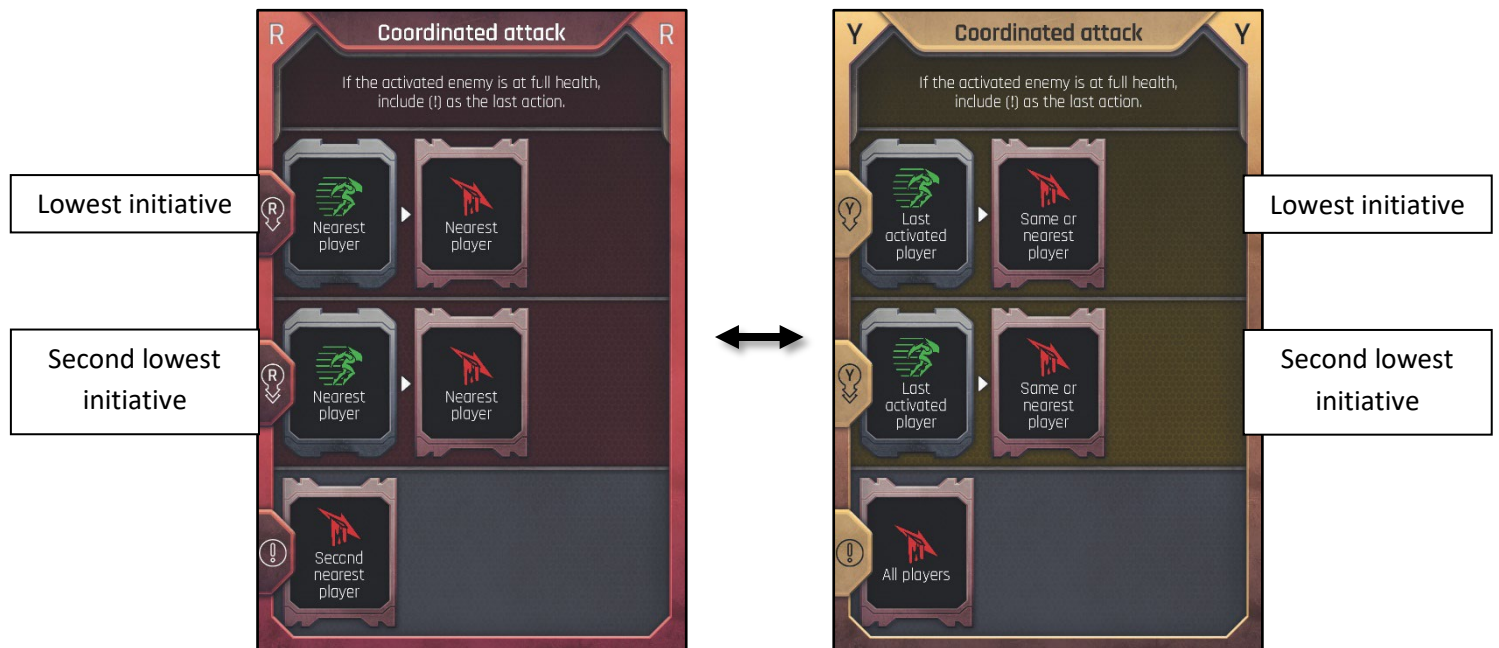
On the enemy's <u>first turn</u> you locate the card in the EBC deck with the corresponding title (e.g., Coordinated attack) and flip it to the required side. The enemy figures with the matching colour stands and the two lowest initiatives on them will follow the programming of that side.

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

* Do not flip the card to <mark>red</mark>/<mark>yellow</mark> if there are no enemies of that colour but continue with the current side.

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

EBC title / reference (top)

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

* Enemies do not perform actions like opening doors or attacking explosives, unless specifically stated in the mission's conditions.
** Inaccessible enemies behind doors/blocked paths are treated as not being there.*

Enemy turn, example A:

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

1st sequence: The enemy with the lowest initiative (red 1) moves towards (✍) "Nearest player" with the intent of reaching the range (✍) of which it can deal damage. It hereafter deals damage (🏹) to "Same player".

2nd sequence: The enemy with the second lowest initiative (red 2) deals damage (🏹) to "Nearest player", but its LOS is blocked. It hereafter closes the distance by moving towards (✍) "Same player", and stops as the new ▪ grants LOS and range (✍) of which it can deal damage.
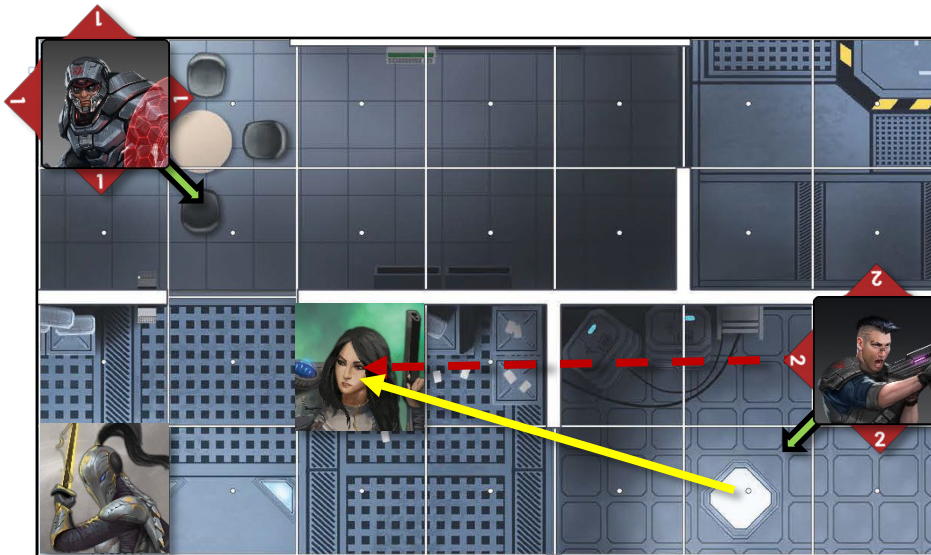
Enemy turn, example B:

1st sequence: The enemy with the lowest initiative (yellow 3) does not move as it is already within range (✍) of the "Last activated player". It hereafter deals damage (🏹) to "Same player" as the player is within range (✍).

2nd sequence: The enemy with the second lowest initiative (yellow 6) moves towards (✍) "Last activated player". It hereafter deals damage (🏹) to "Same player" as the player is in range (✍) and "Same" comes before "Nearest" in the action. As its third action it deals damage (🏹) to "Second nearest player". Since both players are within equal range, it prioritises the "Last activated player".
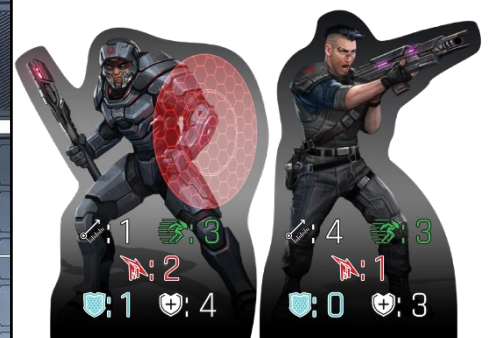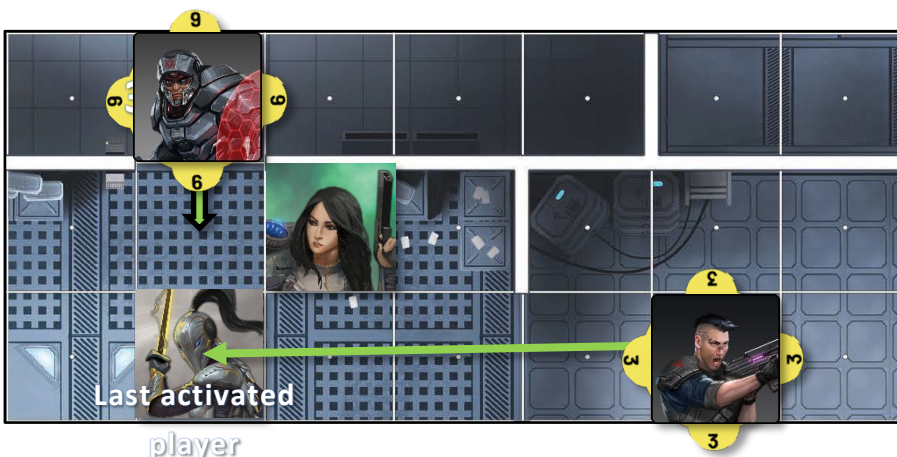
Enemy standards and priorities

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

Standards

1. **Enemies will fulfil the requirements of each separate action in the** <u>quickest/shortest</u> **possible way, with no regards to other enemies or to their own next action(s).**
2. **When moving from outside of range (✐), enemies will always seek to close the distance to players and stop on the first square (▪) from where they are within range (✐).**
3. **When placed/activated by global effects/conditions, enemies go in the order red 1-8, yellow 1-8.**

Enemy standard, example A:

In this example the enemy will <u>move towards</u> (🐾) "Last activated player" by moving 1 ▪ to the right.

* In terms of dealt damage, it would have been more beneficial for the enemy to move to the ▪ with the yellow dot, but that would not correlate with the 1ˢᵗ and 2ⁿᵈ standard.

Priorities

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

1) Enemies consider diagonal moves and ranges as further than straight moves or ranges. If both players are the same number of squares (▪) away, the enemy takes the route with the fewest diagonal moves or targets the player from which the straightest LOS can be drawn.
2) Last activated player is used if the other priorities fail (e.g., nearest, most distant, least shields).

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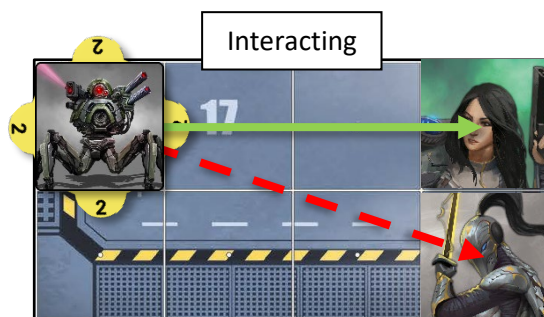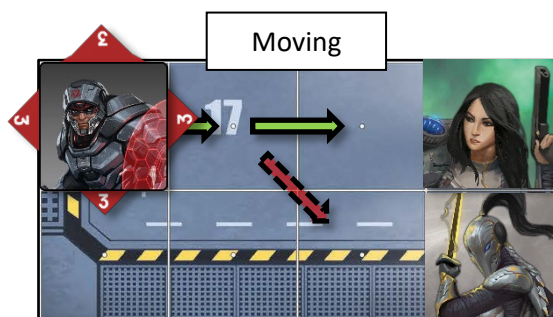
* Enemies only consider players within LOS and range (✐) as valid targets for interactions like dealing damage (🏹). The EBC may override this with more complex actions like throwing grenades etc.

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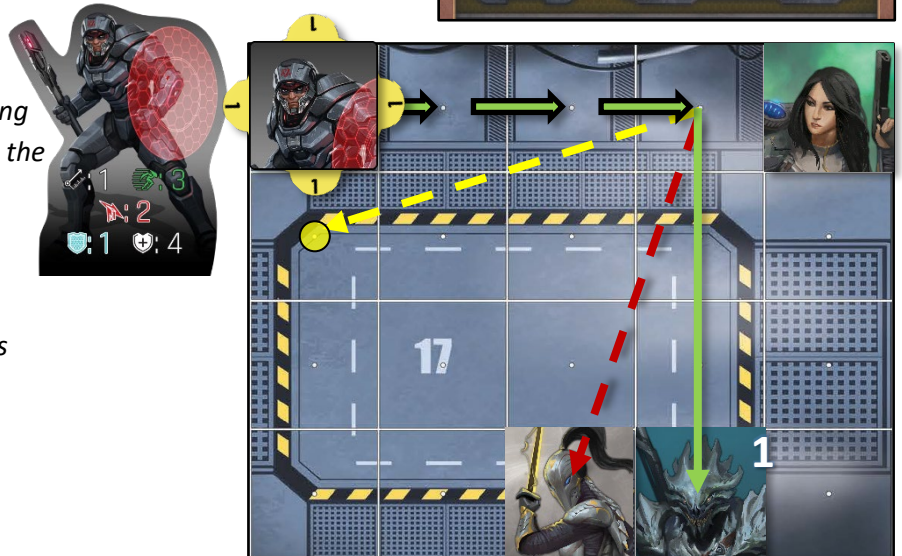
Enemy priority, example A:

In this example the enemy Guard will move 3 ▧ to the right towards the "Most distant player" closing the distance to get within ✍.

The enemy will hereafter target the Leviathan player [1], as the line towards that player is the straightest.
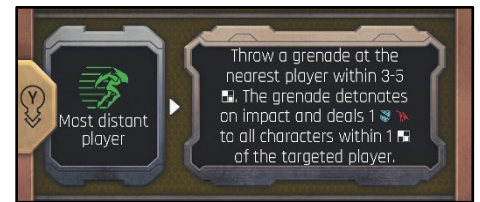
* If the Leviathan player [1] was occupying the ▧ with the yellow dot instead, then the enemy would have targeted the last activated player of the two.

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

Enemy priority, example B:

In this example the enemy Thug will perform its move according to the position of the Leviathan player [1] who is the closest to the enemy in terms of ▧. It will move 3 ▧ to the left, as it is trying to keep the highest possible ✍ while still staying within it.

The enemy will hereafter target the Terran player [2] first as the closest one to attack, even though the Leviathan player [1] is still in LOS.

The enemy's third action will allow it to target the Leviathan player [1] as the second nearest player.

** If it was not for the special condition of the **EBC: Coordinated defense**, then the enemy would have moved according to the 2nd standard and would therefore end up on the ▧ with the yellow dot and would have attacked the Leviathan player [1] instead.*
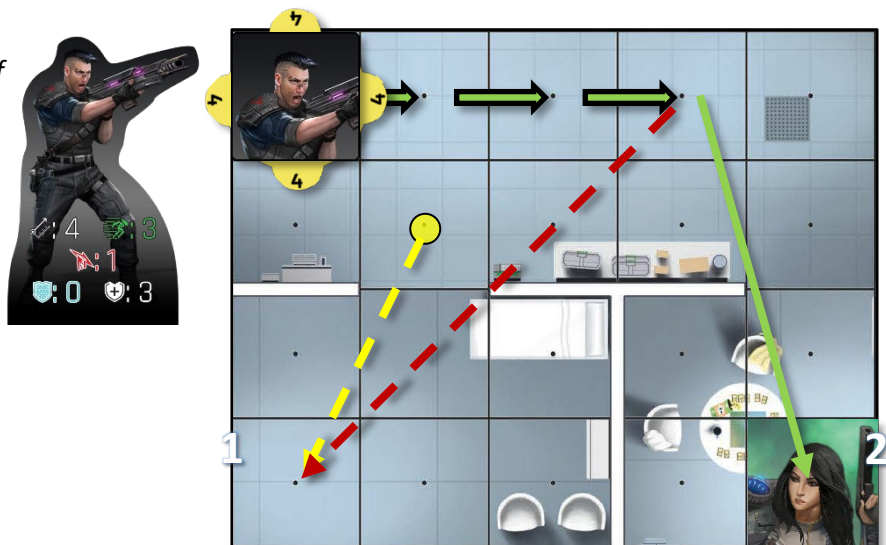
Damage and damage cards

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

1) When receiving damage (🏹), the targeted player must first use any available shields (🛡) they have, to detract from the initial damage (🏹).

   a. 1 🛡 blocks 1 🏹.

2) Any amount of 🏹 that cannot be blocked, either because it is unblockable (🗡) or the player has no more 🛡, will hit the player resulting in 1 damage card drawn per 🏹 getting through.
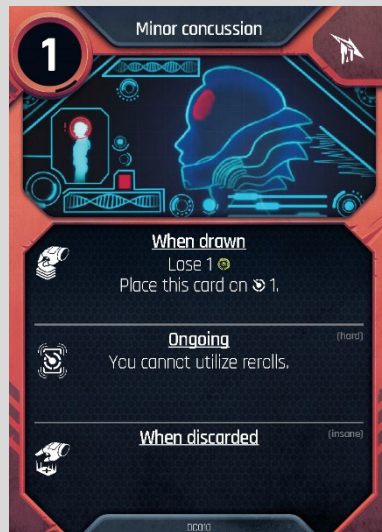
Resolving damage cards

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

Placing damage cards

Some 🏹 cards must be placed in your cooldown (⟳) track, with the following restrictions:

1) If there is already an Action card in the slot, the player gets that Action card back on their hand, before placing the 🏹 card in the slot.

2) If there is already a 🏹 card in the slot, the player must place this new 🏹 card on a higher slot.

   a. If this cannot be done, the player becomes unconscious, and the 🏹 card is discarded (see "keywords and terms").

There might be other instructions on a 🏹 card that the player cannot complete, like loosing 1 ⊚ or moving an Action card. In such cases, the instructions are ignored.

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

Game difficulty

While the campaign scales enemies and interactions by the number of players, the game also offers an individual difficulty setting.

*Veteran players or those who want more nail-biting situations, can play on **hard** or **insane** difficulty.*

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

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

Taking damage, example A:

In this example the player has 1 🏹 card and 2 Action cards in their ⟳ track as the player receives 2 more 🏹. With no 🛡 to take the 🐾 they draw 2 🏹 cards, resolving them one at a time.

1) **The first 🏹 card** instructs the player to move an existing 🏹 card 1 ⟳ to the right and discard this card. As the "Exo shuriken" blocks the path, it is not possible to follow the first instruction.
2) **The second 🏹 card** instructs the player to lose 1 focus before placing this on ⟳ 3. As this slot is already occupied by "Exo shuriken" the player gets this Action card back on their hand, before placing the 🏹 card.

Healing damage

Some Action cards makes it possible for players to heal themselves and/or allies. Healing has nothing to do with gaining shields (🛡) but is dedicated solely to discarding damage cards (🗡 cards) from wounded or unconscious players.
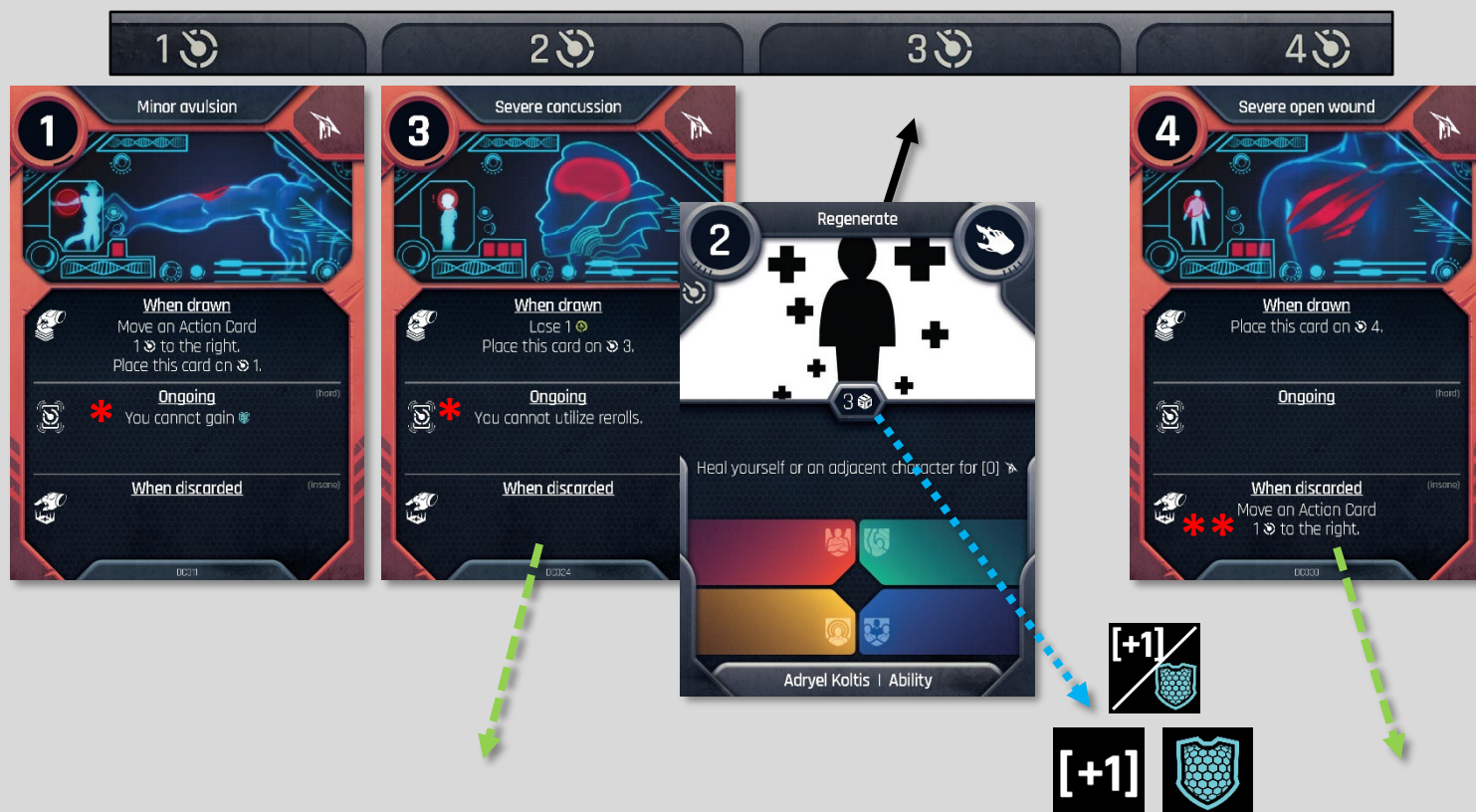
* Every player has the "Basic interact" card,
which allows them to heal an <u>unconscious player</u>.
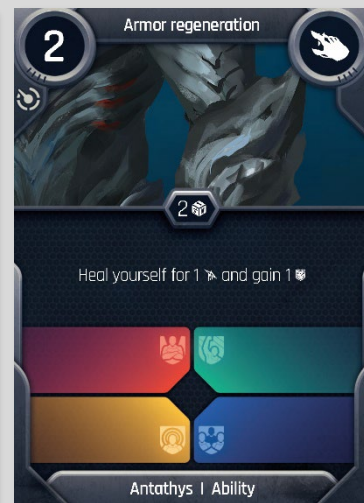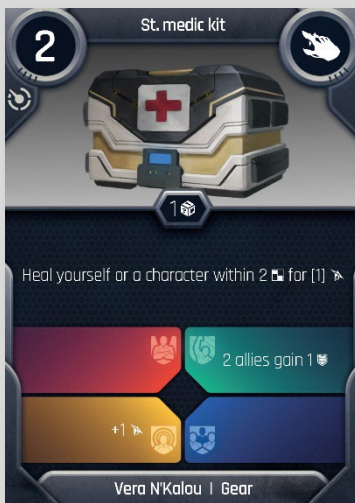
Healing damage, example A:

In this example the player starts their turn with 3 🗡 cards in their ⏳ track. The player plays "Regenerate" on ⏳ 3, as ⏳ 2 is occupied. This results in a +1, +1/ 🛡, and a 🛡.
The player decides to discard any 2 🗡 cards they want and gains 1 🛡.

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

* * If the player were playing on insane, they would also have to move the Action card 1 ⏳ to the right once the Open wound had left the ⏳ track.

Keywords and terms

Abilities

Every character has their own unique abilities. These vary from ongoing bonusses to one-time per mission effects. Mark one-time effects with any kind of token to show that they have been spent for that mission. These abilities may be overwritten through legacy elements.

> **Human resolve**
> When you are more than 2 ▣ away from the nearest ally you have 2 free rerolls per action.

Action effects and values

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

Allies

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

Away/closer

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

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

Character

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

Companion

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

Explosions (barrels, canisters, etc.)

You will encounter many explosions on your journey and all of them follow the same principles:

- **Line of sight:** Explosions follow the same LOS rules as any other weapon.

- ✒ is described by the mission parameters.
- ⚑ is described by the mission parameters. It will be noted if the ⚑ is 🛡.

Leaving the board / Enter the ship

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

Moveable objects/barriers

"Can be moved by players" will allow players to move an object or barrier by using move actions or move points. Move into the object from an adjacent square and thereby push the object in front you, or move away from the object, thereby dragging the object behind you.
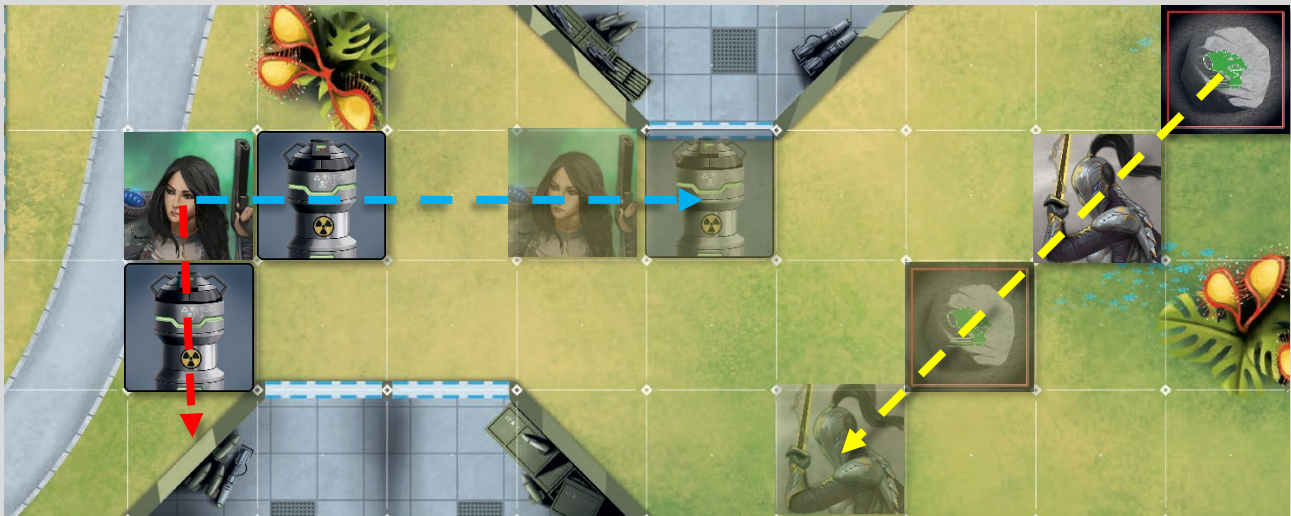
Moving an object/barrier is only allowed if there are no other objects or characters blocking your way.

Multiple campaigns

The game is not designed to have several campaigns running at the same time. The logistics of such an endeavour is up to you. Characters are not meant to complete the campaign more than once.

New character

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

Objects

Is used to describe all elements (e.g., characters, crates, canisters, consoles).

Orange stands/health dials

Some missions require you to place orange stands (health dials) underneath figures. Characters with orange stands will potentially be activated on every enemy turn (red and yellow), if their initiative allows it. See campaign instructions on this.

Order of initiative depending on EBC side: R1-8 then O1-4 / Y1-8 then O1-4.

Initiatives for global effects are R1-8 then Y1-8 then O1-4.
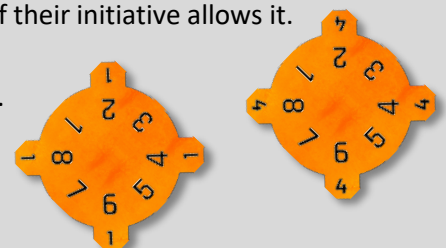
Personality marks

You will gain new personality marks throughout the campaign. When that happens, the campaign will alert you to what personality mark you are allowed to permanently paint, and whether you receive the personality token right away or at the start of the next mission.

For TTS you must do the following:

1. **Lock the character sheet by pushing "L".**
2. **Call the drawing tool with the F2 key.**
3. **Draw the personality mark.**
   a. The pen can be resized by using the "-" and "+". It can also be removed again by clicking the bin icon.

Relationship and events

Relationships will change over time depending on what choices you make throughout the campaign. The campaign will alert you when you are to permanently paint or count any relationship marks.

For TTS, see personality marks.

Scar(s)

Each character has a series of empty scar marks on their character sheet. Scars can only be received and painted through mission updates and not through the game play itself. For TTS, see personality marks.

- When a character receives a scar that they cannot paint on their character sheet, they die.
  - When this happens, the character and all its original content is returned to its envelope which is hereafter sealed with its KIA sticker from the character's legacy folder.

NPCs and other story characters may also die, but this will be handled by the campaign.

Unconscious

When a player cannot place a damage (🏹) card on their cooldown (🕙) track, they become unconscious. Discard the unplaced 🏹 card.

Unconscious players:

1. Are left out of the turn order until conscious again (leave Activation token untouched).
2. Are no longer considered by enemies.
3. Still occupy the square (▨).

Healing unconscious players:

1. Unconscious players/characters can be healed with regular healing or through basic interact.
2. When at least 1 🏹 card is removed from their 🕙 track, the character is conscious again.

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

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

Upgrading an Action Card

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

For TTS you must do the following:

1. **Lock the action card by pushing "L".**
2. Choose the upgrade in your legacy folder.
3. **Call the decal tool with the F9 key.**
4. Locate the decal matching the chosen upgrade.
5. Place the decal on the matching personality spot.
   a. The decal can be resized by using the "-" and "+". It can also be removed again by clicking the decal.
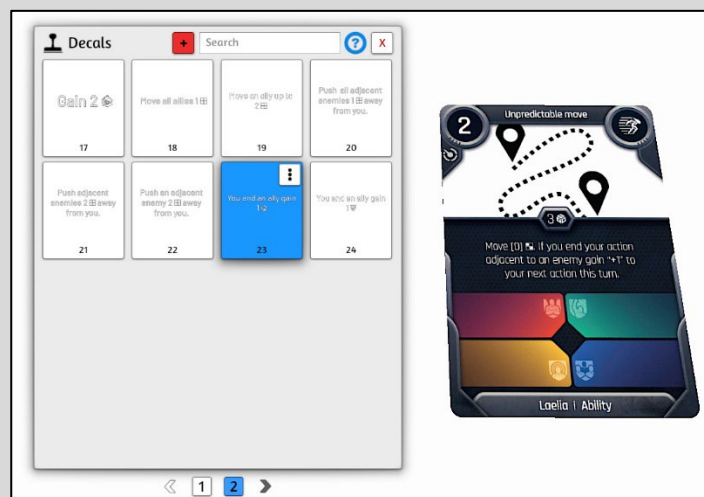
Shared action cards

Just like companions, you will receive shared actions cards throughout your campaign. When that happens, you locate the appropriate "Shared action card pack" in the game box and add it to the ship box. See the rules about mission start. Shared action cards are not lost again but belongs to the ship's shared supplies.

Walls and red lines

Walls are depicted differently depending on the map but all acts as impenetrable and something players can see/walk/jump through. The same goes for red lines on maps or components which acts like walls.

Rule strength

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

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

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

Interpretations

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

References