

## Use one hero to MOVE another hero into the perfect location!

Your heroes are not only on the SAME TEAM, but actually can do things that directly affect another hero such as bump up their focus or shields or even MOVING another hero during YOUR turn! And each hero has their own way of interacting with other heroes on their team (usually involving a boost to an Action card. This makes the game extremely interesting (and VERY replayable).

As an example, I will show how this works by explaining how I am planning my very first moves for **Mission C9AB**. Since I will be showing the map for that mission (and the placing of the enemies), it is a **minor spoiler** in that regard. I am trying to keep the spoiler aspect to a minimum, but just a heads up!

**Mission C9AB** is where I am right now in my second campaign playthrough. On my first campaign playthrough I chose **Vera** and **Qorox** for my two heroes on my team (and **Vera** wow'd me ... even with only one minimal pistol weapon). This second playthrough I have **Laelia** and **Memnon** as my two heroes on my team (with more firepower but less movement). If you want to know more about them before reading on in this article, here are links to their individual info pages:

=> [Laelia Info](#)

=> [Memnon Info](#)

Some players dive into the game and have a blast seeing what happens and have fun reacting to everything. I think people in Emil's gaming group enjoy this style of game play! However, please remember how one hero can actually move another hero (or boost their shields), but you can ignore my in depth preparations!

My style is to look over the map and the mission criteria and analyze my various options. I can easily spend an hour just staring at the board and placing small black chips on various map squares to mark how far I can move before I am within range of an enemy. I also might place different color chips for my heroes to see where I might move them on their first turn (I even use small translucent acrylic cubes) and I might place other chips of different colors (usually **red** and **yellow**) to show where the enemy units will (or likely will) move to on THEIR first moves. Granted, I still fail some missions, but for me it is more satisfying putting together both a strategy and a series of tactical moves. If you get the game (and I think you should) then play it the way that gives you the most enjoyment ... it's your game, so have fun playing! Go blazing into action (which I think most of you will do)! Or take a few minutes to scope things out first :)

Here is how I am scoping out starting **Mission C9AB (minimal spoilers)**:

With my **team size (TS)** of **2** (for two players) the mission starts with **2 red** and **2 yellow** enemies on the map. My goal is to **destroy 2 yellow enemies** while they are inside the 4x4 Server Room. Each will respawn one time when destroyed, so I will technically be dealing with **4 yellow** enemies, but **only 2** need to be destroyed inside that room (if I want, the other two can be destroyed wherever I find them:)

After looking over the map for an hour (literally) I found a way to actually take out both **red** enemies after each hero took just **one turn** (each hero would take out one of the two **red** enemies).

HOWEVER ... in order to do this my first hero **will help the other hero** on the team by moving him two squares (if moving him three squares, the third move attempt would go off the edge of the map and damage that other hero, and he would lose 1 shield to deflect that damage). So, how I manage this fits perfectly into explaining how one hero can help the other hero directly (**the focus of this article**)!

Here is how the Mission starts (I can place my two heroes in a 2x2 area; the photo shows where I chose to start - mainly because I need Memnon to end up in that far corner of the map, out of **red enemy 1** range):



You can see **yellow** chips on the map showing where the two **yellow** enemies might move on their first two turns (they can move 3 squares and must be adjacent in order to attack). It will take turn enemy turns before they are in range of my heroes (but I will see what I can do to stop them on the second turns of my heroes!



Since I can be out of attack range from **yellow** for 2 of my turns, my strategy is to totally ignore the **yellow** enemy for the first move of each of my two heroes!

Notice the **black** chip in the top left map corner. **IF Memnon** went second (let **Laelia** go first) and ended up there (top left corner) at the start of his turn, he can use these two Action cards to take out the **red 1** enemy:

- **Enhanced Power Core** (adds 1 to damage done to an enemy)\*
- **K90 CC Gun** (deal 1 damage to an enemy with a range of 7)



At first glance, this does not look like it can deal with **red enemy 2** which has these stats:

- Attack Range **6** (ha ha ... Memnon has attack range **7**)
- Movement of 2 each turn
- Damage of 2 if they hit you (but my permanent shield can deflect half of this)
- **Shields of 1** (my 1st hit is deflected if not an unblockable damage weapon)
- **Health/Hit Points of 4** (need to get 4 hits through to destroy it)

Since Memnon's weapon has a range of **7** to deal normal damage, the first hit on this enemy will get deflected... so I need to hit it with **a total of 5 hit points** to destroy it!

Let's see if this can be possible with the two Action cards Memnon can play!

**Enhanced Power Core** is an **EFFECT** card! It stays in effect at all times as long as it is on Memnon's **Cool Down Track**! So, even though it has a ONE in the top right corner of the card (indicating it can be placed in slot 1 of the Cool Down Track), we can always play an Action card to a Cool Down Track slot that is greater than specified! It is just the minimum slot number! Since this is a VERY helpful effect card, we want it to remain active as long as possible, so we would play it in slot **4** (after carefully checking that the other card we want to play is **not** a slot **4** card).

So, now our 1 damage weapon has become a **2 damage** weapon (using the Enhanced Power Core effect)!

Next, look at the **red** boost available when the card is played:

- **+1** damage

Memnon starts the Mission with two **red** boost chips, so when I play that card, I also will spend one **red** boost chip to enable that boost (bingo - it lets me deal one extra damage)!

So, our 1 damage weapon that became a 2 damage weapon is now a **3 damage** weapon! But we need it to do **5** damage for it to take out the **red 2 enemy** (**4** hit points plus their **1** shield)!

However, notice that the **K90 CC Gun** includes rolling TWO DICE! Four of the six sides of a die are what we want to roll:

- +1
- +2
- +1 / Shield
- +1 / Movement

Rolling two dice, that would be 8 possible good results (out of 12 possible results). PLUS if either die rolled is +2 that is all we need (the other die can be anything)! There are lots of ways to succeed now! But it **IS** still possible to roll the dice and not get **a total of +2 or more**.

However, Memnon starts the Mission with a **Focus** of **4**. That means he can **reroll a die** FOUR TIMES! That should be enough to virtually guarantee a +2 on one die or a +1 on both dice.

So, now our 1 damage weapon that became a 2 damage weapon that then became a 3 damage weapon ends up virtually being a **+5 damage** weapon with a range of **7**! **YOU GO MEMNON!**

However, the best way for this to succeed is for him to start his turn within Line of Sight and range of where **red enemy 2** will be after moving 2. Yes, that means he needs to be **2 squares up** from where he actually starts the Mission in order to be in both range (**7**) **AND Line of Sight!**

## That is why Laelia needs to HELP HIM! (and the point of this article:)

And, what do you know, **two** of Laelia's starting Action cards have a **green** boost that will move a fellow hero! And she has one **green** boost chip! She also has an Action card (that she gained while playing a previous mission - **yes**, as you play you can gain new cool cards) that has a **green** boost that allows her to move a fellow hero 2 squares (exactly what Memnon needs). However, Laelia can use one of her starting Action cards to both take out **red enemy 2** and move Memnon with its boost (so I won't need to add a spoiler about her added card gained during a previous mission). Her other Action card with a **green** boost to move a fellow hero 3 squares is **Hacking Drone** (but I won't show you that card here).

**OH WAIT** (maybe you noticed that there are only two empty map squares above Memnon). If he moves three squares up he hits the wall which inflicts one damage! And, no, I was not planning on purposely damaging him or making him lose a regular shield to deflect that damage! Memnon has one PERMANENT shield that will deflect 1 damage! So he won't get damaged and won't lose a regular shield either!



Here is the Action card that Laelia has that includes a **green** boost option that can be used to move a fellow hero (Memnon) **THREE** squares (remember that Memnon only needs to move 2 squares, but will stop when hitting the wall at the top of the map without damage or losing a regular shield).

The **Laser Sniper** can only move an adjacent character (fortunately Memnon IS adjacent). In our case, we will use this Action card on our very first action to both attack (and destroy) **red enemy 2** plus move Memnon up two squares!

And there is a real reason that Memnon needs to be in that specific square. It is **exactly 1 square OUT OF RANGE** from **red enemy 1** after it moves 2 squares towards him! Yet, it IS in range for **his K90 CC Gun**, with a range of **7**! **Red enemy 1** only has an attack range of **6**!

**Laser Sniper** (Laelia's weapon) - deals **4 unblockable damage** if used as the first action (exactly what is needed to take out **red enemy 2**) with a minimum range of 4 and maximum range of 8 (ie, range 4-8).

- **Red enemy 2** stats are the same as those shown above for **red enemy 1**. Since it is exactly 4 squares away, this range 4 weapon is perfect!
- **Green** boost is available to move an adjacent character (like our hero, Memnon) 3 squares
- Note that the card also includes rolling 2 dice (could be one or two squares of movement available). **However**, we need **red enemy 1** to move towards Memnon (and NOT towards Laelia), so **Memnon must remain the nearest player**. When he is in the top left map corner, he is **8 moves** away from **red enemy 1**. If Laelia does not move, she is **9 moves** away, so Memnon is the nearest. Actually, Laelia could move 1 square towards the **yellow** enemies and then be the same number of squares away (ie, **8**), since that distance moved by **red enemy 1** would include **5 diagonal moves** while it only has **1 diagonal move** going towards Memnon. And if two players are equal in distance to an enemy, the tie breaker is how many diagonal moves it takes (because a diagonal move is considered slightly longer - see **Enemy Priority #1** on page 36 of the rulebook). So, we **COULD** move Laelia one square towards the **yellow** enemies without affecting how **red enemy 1** will move.

\* True, Memnon's Enhanced Power Core card also includes rolling 2 dice and those two dice could be movement results, so he could probably move up 2 squares to be in Line of Sight. Plan B :)