



### SET UP : You'll need.

Campaign Book.

Map Book + Turn Track Token.

Assemble Interaction Bag [28 Tokens]

Dice

Enemy Behaviour Cards [EBC]

Damage Cards [30]

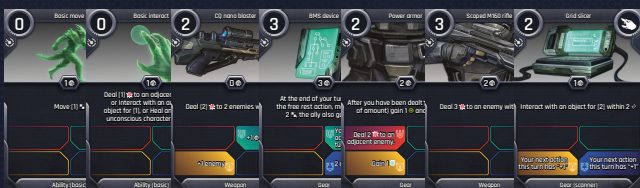
Ship Box

Choose two characters - [or randomise]

For each character you'll need.

PC Standees

Each character's Player Action Cards [PACs] [2 Basic, 5 Regular]



For example, these all belong to Hiro Matsuo

Activation Token

One Personality Token corresponding to all marked areas.

One Focus Token to be placed at Max Focus

One Shield Token to be placed at Max Focus

Note any marked Scars

Legacy Sticker Sheet



Read Through:

Mission Brief.

Mission Brief Updates.

Mission Parameters: Turn Limit, Objectives, Access Points, Decision Points,

Triggers & Conditions

Mission Layout:

Find correct map, note Turn Track, Compass and wall placement.

Place object items on map in line with Mission Layout text.

Place Ship Box taking note of location & orientation.

Attach NPC Standees to Dial Stand, matching the correct colour;

The assigned number is also their initiative

Turn the Dial Stands to start at the "Heart"

Place NPCs where indicated by code on map.

**DO NOT** place an NPC if the number is higher than the number of PCs.

Set EBCs to Red side

Place PC Standees in green dotted Deployment Area.

Place Turn Token on the number indicated in Mission Brief [Adjust for difficulty]

Assign any Companion Cards gained during campaign.

PACs are only available to the corresponding character

If any SACs have been gained during campaign, a SAC may either be added to the players hand or substitute a non basic PAC

A SAC may either be added to the players hand or substitute a non basic PAC

The hand limit is 9 for PAC + Locked + Basic + SAC.

After their mission commences the Action Cards are locked and cannot be changed

LOS : Draw an unobstructed line from the centre of the current square to the centre Of the target square.

Other PCs DO NOT block LOS. Walls, red lines & closed doors DO block LOS.

PCs CANNOT move through objects, enemies or other NPCs

Interact: Interacting with an object requires 3 matching colour tokens.

3 token colours (red, blue, purple) plus wild (white)

Dice (+1 or +2) can increase number of tokens to draw

Draw tokens from bag one at a time (stop at any time)

**Fail:** If you draw 2 white tokens during one Action you must return to the bag all tokens drawn during that turn.

**Stop:** You may stop after drawing 1 white token rather than risk drawing a 2nd white. Place matching colour tokens next to the object. Later, during a further turn you may may try to add more.

Unused tokens go back into the bag.

**Success:** Stop when there are 3 tokens that fit the criteria 3 of the same colour or 2 of the same colour and 1 white

Unused tokens go back into bag.

Remove object from map.



Second lowest initiative







