

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

 Were Nikolou

 Were nikolou

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

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

After them 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 tokenrather 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.









Lowest initiative

Second lowest

initiative

Top: This describes a condition for the NPC that may Kange EBC Title and Color Damage in the mission's conditions. Undefendable Damage DO NOT open doors or attack explosives or other actions unless specifically stated Effect of Action Icons SAC Shared Action Card DO NOT activate inaccessible NPC's behind closed doors/blocked paths. Supportive Personal Action Card PAC DO NOT flip the card before it is their turn. Basic Action Card BYC 8) Inspiring DO NOT flip the card to R/Y if there are no enemies of that colour. Enemy / Civilian MbC Cautious Free Rest Action FRA the matching bases activate. Dominating Enemy Behaviour Card On the NPC's next turn, flip the EBC to the opposite side and let the enemies with Cooldown Position 3 Line Of Sight FOS will follow the programming of the card. Scar The NPCs with the matching colour bases and the two lowest initiatives/numbers Player Character ЪС Focus All behaviours are found on the EBC Cards. RNG Range The Actions they perform depend on the behaviour dictated by the mission. Abreviations NPCs always take their turn in between players. Character Sheet Icons



ols:: 1-3 actions that will be performed by the MPC with alter its behaviour or trigger the third sequence (!).

the 2nd lowest initiative. o 2nd: 1-3 actions that will be performed by the MPC with

NPC's qualify through the top condition. 3rd: (!) I-3 actions that will only be performed when

2 Else do not flip [When you eliminate all foes of one colour, the other colour foes If there are Enemies of the other sides colour flip EBC to the other side Check EBC colour

Reset Activation Tokens become more determined]

LOS. If the NPC starts its move outside of RNG/LOS, end its move once it is in RNG/

NPCs fulfil each separate action in shortest way possible, regardless of next

Activated & Mearest?. The same target CAN BE both 'Last Activated & Second Nearest' or 'Last The same target CANNOT be both Mearest and Second Mearest.

Debreakers in order: Equal distance paths, orthogonal is shorter than diagonal.

Then Last Activated Character

Place gained SACs into the Ship Box. Upgrade Action Cards with stickers from Legacy Folder Update the Relationship & Events in Legacy Folder Update the Personality Tracker & Scars on Character Sheet

Failure : Any Triggered

Mission Check

Successes: Any Achieved?

Flip activation token to spent.

Max I boost per card played.

Triggers / Conditions: Any Achieved?

a Personality Token on the card's bottom half.

Upkeep: Flip Activation Token from Ready to Exhausted

Number. If the slot indicated is occupied use a HIGHER slot.

Damage Cards slid off are removed / Action cards slid off are returned to your hand.

Take a Free Rest Action: Move all cards on Cooldown Track I slot to the left.

The card will indicate which tokens may be used and which icon is boosted.

You have the option to Boost a characters action BEFORE the dice roll by placing

Mote the icon in the right hand corner Move, 🔻 Interact 🥒 Effect 🗵 🗴

returned to hand. If the card has a dice icon roll the number of dice indicated.

The same Basic Action Card can be played twice or each Basic Action Card once.

Basic Action Cards have a cost of Cooldown 0, these are played and immediately

Move the Turn Token I spot to the right.

Play 1 Action Card to the cooldown track to the position indicated by the Cooldown Any Combination of 2 Actions

LURN SEQUENCE

Personality Tokens:

A £

X

[+1] Increase the number in brackets on the card by 1 Dice Results

Effect a cooldown track.

Type of Action Icons

Effect

Interact

Movement

Movement

active while the action cards are in

Effects are on-going bonuses only

Gain I Shield [+2] Increase the number in brackets on the card by 2

Gain I Movement OR +1 to the number in Brackets [11] Gain I Shield OR +1 to the number in Brackets 📻 📻 Gain 2 Movement

To re roll a die Use an available



