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## EARTH REBORN (2-4 PLAYERS)

### GAME SETUP

- See the chosen **Scenario**.
- **Scenario precedence:** If the Scenario contradicts a general rule, the Scenario text takes precedence.
- **Rule icons:** Only the rule modules listed by the Scenario are active. Ignore icons, values and components not yet introduced by that Scenario.
- **Scenario setup:** Build the map, choose/assign factions, take Player Aid screens, prepare Character cards, place miniatures and resolve all Scenario-specific setup exactly as instructed.
- **Starting state:** Characters start on their **Healthy** side unless the Scenario says otherwise.
- **Order tiles:** Put all Order tiles in the cloth bag unless the Scenario says otherwise.
- **Bank:** CP/Wound counters form a common Bank within reach of all players.
- **Door placement during setup:** Doors can never cover a **double wall**. If a Scenario places a Door over a **single wall**, treat the intersection as a Door and ignore the wall underneath.

### KEY TERMS

- **CP / Command Points:** Spent to execute Orders. Spent CP return to the **Bank**.
- **Bank:** Common supply of CP/Wound counters.
- **Maximum CP per turn:** Total CP spent on a Character during a turn may never exceed this value.
- **Order tile:** Tile assigned to a Character. Each tile contains several **Order sections**.
- **Order section:** One section of an Order tile with an Order type, color and printed CP maximum.
- **Order types:** **Move**, **Close Combat**, **Shoot**, **Search**, **Interact**.
- **Order colors:** **Black** Orders only for activated Characters. **Red** and **Gold** Orders for activated Characters and Interrupting Characters. **Gold** Orders are also used for Combined Orders.
- **Active player:** Player currently performing an Activation round.
- **Activation round:** One action chosen by the Active player during the Activation phase.
- **Engaged:** Character card rotated 90° clockwise after its first Activation this turn.
- **Waiting for Orders:** Activated Character with no Order tile assigned yet.
- **Waiting for Deployment:** Character with an Order tile assigned but no CP spent yet.
- **Healthy / Wounded / Dead:** Character states. Reaching the Life Point threshold flips Healthy to Wounded; reaching the Wounded threshold kills the Character.
- **Prisoner:** Captured Wounded Character carried by another Character.
- **Adjacent:** Orthogonally touching squares not separated by wall or closed Door. Diagonals are never adjacent.
- **Facing:** Direction indicated by the knife on the miniature base. Miniatures face a side of a square, never a corner.
- **AoS / Arc of Sight:** Red/orange outer arc on the miniature base. White arc is outside AoS.

- **LoS / Line of Sight:** Visibility line from the center of the miniature's square to the center of a target square.
- **Close Combat arcs:** Dark-blue / light-blue / grey arcs on the base determine Close Combat Strength.
- **MP:** Mission Points or Morale Points, depending on context.
- **Search Points:** Points generated by Search dice and spent during a Search.
- **Spy Points:** Points generated by Search, Torture, Special Abilities or effects; must be used immediately.
- **Test Points:** Points rolled for Scientific, Technical, Search or other IPS tests.
- **IPS line:** Iconographic Phrasing System line on Character cards, Equipment or Floor Elements.
- **IPS structure:** Timing → Condition → Chance → Threshold → Effect.
- **Floor Element:** Printed object/feature on a floor tile. Some block Movement, block LoS, can be destroyed or can be interacted with.
- **Special Item:** Equipment generally used via IPS / Interact.
- **ON / OFF:** Active or inactive state of some Equipment and Floor Elements.

### GAME FLOW

Each turn is resolved in exact order:

#### [ 01 ] INITIATIVE PHASE

- 01. Draw Order tiles:** Each player secretly draws from the bag until they have exactly 5 Order tiles total behind their screen.

*The Initiative player draws first, then other players in clockwise order.*

*If the bag is empty, return all Order tiles from the discard pile to the bag, then continue drawing.*

*On the first turn only, a player may set aside the first 5 drawn tiles, draw 5 new tiles, then return the first 5 to the bag.*

*If a player kept Order tiles from the previous turn, draw only enough to reach 5 total.*

- 01. Receive CP:** Each player takes CP from the Bank and places them behind their Player Aid screen.
- **Scenario base CP allowance:** As specified by the Scenario.
- **Bonus CP:** Add Bonus CP from each controlled Character card at the beginning of the Initiative phase.

*Only Characters with a Bonus CP icon provide Bonus CP.*

*Captured Characters do not provide Bonus CP.*

- 02. Determine Initiative:** The Scenario determines who receives Initiative. That player takes the Initiative marker and acts first in [ 02 ].
- 03. Resolve other Initiative effects:** Apply any active effects that trigger in the Initiative phase.

*Radio Scrambling markers are assigned here if a Scrambler is ON. See [ 15 ].*

#### [ 02 ] ACTIVATION PHASE

The Initiative player performs the first Activation round. After each Activation round, the next player in turn order becomes the Active player.

- **One Activation round:** The Active player chooses exactly 1 action.
- **End of Activation phase:** If all players pass in succession, proceed to [ 03 ] Final phase.
- **End of each Activation round:** Close all **Sliding doors** opened during this Activation round.

Choose 1 action:

- **Activate a Character:** Choose a controlled Character not yet activated this turn. Engage it if this is its first Activation this turn. Then assign an Order tile and/or execute Orders.
- **Reactivate a previously activated Character:** Allowed only after all Characters under your control are engaged. The Character card stays engaged. Then assign an Order tile and/or execute Orders.

*Once all your Characters are engaged, there is no restriction on which Character may be reactivated, how often, or in what order, except CP, Order and other rule limits.*

- **Draw 1 Order tile from the bag:** Pay 1 CP to the Bank. Draw 1 Order tile and place it behind your screen.

*If the bag is empty, return the discard pile to the bag, then draw.*

*During the Activation phase, there is no limit to the number of Order tiles behind your screen. The limit of 5 applies in [ 03 ].*

- **Choose 1 Order tile from the discard pile:** Pay 2 CP to the Bank. Secretly search the Order discard pile, choose 1 tile and place it behind your screen.

*This action is impossible if the discard pile is empty.*

- **Pass:** Do nothing.

*Passing is not permanent. You may act again later unless all players pass in succession.*

#### [ 02.1 ] ACTIVATING A CHARACTER

- 01. Choose Character:** Must be under your control.
- 02. Engage if first Activation:** Rotate the Character card 90° clockwise.
- 03. Assign 0-1 new Order tile:** Choose 1 Order tile from behind your screen and place it below the Character card.

*Only 1 new Order tile may be assigned to that Character per Activation round.*

*A Character may have any number of Order tiles assigned.*

*Assigned Order tiles remain until [ 03 ] Final phase.*

- 04. Execute 0+ Orders:** Choose Order sections from any Order tiles assigned to that Character and spend CP as each Order is executed.

*Do not place CP on all Orders in advance. Place CP only when executing that specific Order.*

- **Waiting for Orders:** You may activate a Character without assigning an Order tile. It may receive an Order tile in a later Reactivation.
- **Waiting for Deployment:** You may assign an Order tile but spend no CP. The tile may be used in a later Reactivation.
- **Multiple Orders:** During one Activation round, a Character may execute multiple Orders from the same tile and/or different assigned tiles.

*Orders are resolved sequentially in the order chosen by the Active player.*

#### [ 02.2 ] CP AND ORDER EXECUTION LIMITS

- **Empty section rule:** CP may only be placed on an empty Order section.

*Exception: Move sections may receive CP more than once. See [ 04.2 ].*

- **Section maximum:** CP placed on a section may not exceed the number printed on that section.
- **Character maximum:** Total CP spent on a Character since the beginning of the turn may not exceed its Maximum CP per turn.
- **Spending less:** You may spend fewer CP than the printed maximum.

*Unused capacity on that Order section is lost, except when using the Move exception.*

- **No split:** An Order section containing more than 1 CP must be executed as a single Order.

*Exception: Move Orders may be split. See [ 04.2 ].*

- **No merge:** Separate Order sections must be executed as separate Orders, even if they have the same Order type.

*Exception: Move sections may be merged. See [ 04.2 ].*

#### [ 03 ] FINAL PHASE

Resolve in exact order:

- 01. Check Victory Conditions:** Apply Scenario victory conditions.
- 02. Disengage cards:** Rotate Character and Equipment cards counterclockwise 90°.
- 03. Discard assigned Order tiles:** Move all Order tiles assigned to Character cards to the Order discard pile, face down.

*If needed, create multiple discard piles. All discard piles remain face down.*

- 04. Return CP to the Bank:** Return all CP counters from the

play area and from behind player screens.

*Do not remove Wound counters from Character cards.*

**05. Reduce Order tiles:** Each player may keep at most 5 Order tiles behind their screen.

- **Mandatory discard:** Discard tiles in excess of 5.
- **Optional discard:** You may discard any number of remaining tiles.
- **Announce kept tiles:** Show how many tiles you keep, then turn them face down behind your screen.

**06. Resolve other Final effects:** Remove time counters or resolve effects that trigger in the Final phase.

**07. Start next turn:** Return to [ 01 ] Initiative phase unless the game has ended.

## BASIC MECHANISMS

### [ 04 ] MOVEMENT

#### [ 04.1 ] EXECUTING A MOVE ORDER

- **Movement points gained:** For each CP spent on a Move Order, gain Movement points equal to the Character's Movement value.
- **Unused Movement points:** Lost at the end of that Move Order.
- **Movement cost:** Moving from one square to an adjacent square costs 1 Movement point.

#### [ 04.2 ] MOVE ORDER EXCEPTION

Unlike other Orders:

- **Add CP again:** CP may be spent on a Move section that already contains CP.
- **Split Move:** A Move section with multiple CP may be split into several separate Move Orders.
- **Merged Move:** Separate Move sections from one or more assigned Order tiles may be merged into a single Move Order.

#### [ 04.3 ] MOVEMENT RESTRICTIONS

- **Adjacent squares:** Must share one side and must not be separated by a wall or closed Door.
- **No diagonals:** Diagonal movement is never allowed.
- **Friendly Characters:** You may move through friendly Characters. The square still costs 1 Movement point.
- **Dead Characters:** You may move through Dead Character markers. The square still costs 1 Movement point.
- **Enemy Characters:** You may not move through enemy Characters.
- **Walls:** You may not move through walls.
- **Closed Doors:** You may not move through closed Doors.
- **Yellow dotted line:** You may not enter squares outlined with a yellow dotted line unless the corresponding Floor Element has been destroyed.
- **End of round occupancy:** Two miniatures may never occupy the same square at the end of an Activation round.

### [ 04.4 ] FACING

- **During Movement:** A miniature may change facing freely during Movement without spending Movement points.
- **Valid facing:** Must face a side of a square, never diagonally.
- **Facing indicator:** The knife on the miniature base shows facing.
- **End of Movement:** Choose a final facing. It remains until the next Move Order.

*Large Miniatures with a Rotating Cost do not change facing freely. See [ 16 ].*

### [ 05 ] DOORS, WALLS AND EXITING THE MAP

#### [ 05.1 ] DOORS

- **Door types:** Sliding doors and Wooden doors.
- **Opening a Door:** Spend 1 Movement point while immediately facing the Door.
- **Immediately facing:** The miniature is adjacent to the Door and facing toward it.
- **Sliding door opened:** Slide its marker aside.
- **Wooden door opened:** Flip its marker.
- **Sliding doors:** Characters cannot manually close them. They close automatically at the end of the Activation round in which they were opened.
- **Wooden doors:** Remain open until closed by a Character.
- **Closing a Wooden door:** Spend 1 Movement point while immediately facing it.
- **Small doors:** 1 square wide.
- **Large doors:** 2 squares wide.
- **Large Miniature in doorway:** A Door cannot close if a Large Miniature blocks the doorway.

#### [ 05.2 ] MAGNETIC DOORS AND MAGNETIC CARDS

- **Magnetic Door:** Door with Magnetic card icon.
- **Opening:** Requires the Character to carry a Magnetic card.
- **No Magnetic card:** The Character cannot open the Door.
- **Destroying instead:** A Magnetic Door may still be made passable by destroying it.
- **Closing Wooden Magnetic doors:** Any Character may close one, even without a Magnetic card.
- **Initial Magnetic cards:** Determined by the Scenario. Place Magnetic card markers on the relevant Character cards.
- **Transfer through friendly Character:** When moving through a friendly Character, you may transfer a Magnetic card between them for free.
- **Dead Character marker:** When moving through a Dead Character marker, you may pick up its Magnetic card.

#### [ 05.3 ] DESTROYED DOORS, WALLS AND FLOOR ELEMENTS

- **Destroyed Floor Element:** Place a Destroyed Floor Element marker on any square of the element. Every square it covered is considered destroyed; its properties and Special Abilities are canceled. Those squares become normal floor and no longer block Movement or LoS.
- **Destroyed Door:** Remove the Door, leaving an empty space between the two squares it separated.
- **Door over single wall:** If the destroyed Door covered a single wall, replace it with a Broken Door marker.

- **Destroyed wall section:** Place a short Broken Wall marker on that wall section, whether single or double.
- **Long Broken Wall markers:** Reserved for Mammoth MK II. If two short Broken Wall markers are adjacent in a straight line, the player who destroyed the last wall section may replace them with a long Broken Wall marker.
- **Destruction requirement:** Doors, walls and Floor Elements are destroyed only if the attack/effect can target that type and the Damage result equals or exceeds its Defensive value.

#### [ 05.4 ] EXITING THE MAP

- **Allowed unless forbidden:** Characters may exit the map unless the Scenario forbids it.
- **How to exit:** During Movement, reach any "virtual" square outside the board frame.
- **After exit:** The Character is safe and can never return.
- **Equipment removed:** Equipment cards and Equipment markers carried by that Character are removed from the game.
- **Sewers Exit:** Some Scenarios allow exiting through Sewers Exit tiles.

*A Character on a Sewers Exit may exit by spending 1 additional Movement point if the Scenario allows that exit.*

### [ 06 ] EQUIPMENT AND WEIGHT

- **Equipment sources:** Scenario setup, Search, transfer, Dead Characters, Capture, and Equipment-specific effects.
- **Weight allowance:** A Character may carry Equipment and Prisoners only up to its Weight allowance.
- **Check timing:** Check Weight allowance whenever a Character gains Equipment or a Prisoner.
- **Too much Weight:** Drop or discard enough Equipment to respect Weight allowance.
- **Dropped during Search games:** Put dropped Equipment under the Search deck with the discarded Equipment side face up.
- **Dropped outside Search games:** Remove dropped Equipment from the game unless the Scenario says otherwise.
- **Transfer during Movement:** When moving through a friendly Character, Equipment may be transferred if Weight limits remain legal.
- **Dead Character Equipment:** May be picked up when moving through the Dead Character marker, subject to Weight allowance.
- **Equipment use:** Weapons use Shoot or Close Combat rules; Special Items generally use IPS / Interact rules.

### [ 07 ] DAMAGE, WOUNDS, DEATH AND DE-

#### STROYING FLOOR ELEMENTS

#### [ 07.1 ] WOUNDS AND CHARACTER STATES

- **Taking Wounds:** Place Wound counters from the Bank on the Character card.
- **Healthy to Wounded:** If Wounds on a Healthy Character equal or exceed its Life Points, flip the card to its Wounded side.
- **Immediate value change:** Wounded-side values apply im-

mediately.

- **Wounded to Dead:** If Wounds on the Wounded side equal or exceed its new Life Points, the Character dies.
- **Dead Character:** Remove the miniature. Place the matching Character marker on its square with the face visible.
- **Dead markers:** Can be moved through, but cannot be moved by Characters.
- **Dead Zombies:** Cannot be reanimated again.

#### [ 07.2 ] DEFENSIVE VALUES

- **Destroyable Floor Elements:** Only Floor Elements with a Defensive value can be destroyed.
- **Doors and Floor Elements:** Defensive value is shown on the splash icon.
- **Single or double walls:** Defensive value 10.
- **No Defensive value:** Cannot be destroyed.
- **Critical hits vs Floor Elements / Doors / Walls:** Each Critical hit counts as 3 normal hits. Add automatic hits as required.
- **Destroyed:** If total hits equal or exceed Defensive value, destroy the target.

### [ 08 ] CLOSE COMBAT

#### [ 08.1 ] CLOSE COMBAT SEQUENCE

- 01. Spend CP:** Spend 1+ CP on a Close Combat Order section assigned to the activated Character.
- 02. Declare Attacker:** The activated Character is the Attacker.
- 03. Choose target:** Choose 1 adjacent enemy miniature.

*Instead of an enemy Character, a Close Combat Order may target an adjacent destroyable Floor Element, Door or wall if the rules/effect allow it.*

- 04. Check restrictions:** Orthogonal adjacency, no wall/closed Door between squares, legal target.
- 05. Determine Combat Strength:** For both miniatures, locate the enemy in relation to the miniature's base arc.
- 06. Roll Combat dice:** Each player rolls dice equal to Combat Strength, if any.
- 07. Apply Critical hits first:** Each Critical hit causes 1 Wound automatically.
- 08. Check Wounded flips:** If Critical hits flip a Character to Wounded, use new Wounded-side values before normal hits.
- 09. Resolve normal hits:** Defender calculates Defensive value; Attacker compares hits.
- 10. Apply Wounds / Death / Destruction:** Apply resulting Wounds and state changes, or destroy the Floor Element / Door / wall if the destruction threshold is met.

#### [ 08.2 ] CLOSE COMBAT RESTRICTIONS

- **Adjacent only:** Attacker must be orthogonally adjacent to Defender or target.
- **Blocked adjacency:** Walls and closed Doors prevent Close Combat adjacency.
- **One-on-one:** If adjacent to multiple enemies, choose exactly 1 Defender.
- **Multiple Close Combats:** A Character may attack multiple enemies in one Activation only by executing separate Clo-

se Combat Orders.

- **No split / merge:** Close Combat Orders cannot be split or merged.

### [ 08.3 ] COMBAT STRENGTH AND ARCS

- **Dark-blue arc:** Highest Combat Strength.
- **Light-blue arc:** Standard Combat Strength.
- **Grey arc:** Weak spot / lowest Combat Strength.
- **Combat chart:** The Character card shows Combat dice or automatic hits for each arc color.
- **Automatic hits:** Count as normal hits unless a rule says otherwise.

### [ 08.4 ] CRITICAL AND NORMAL HITS

- **Critical hits:** Each Critical hit immediately inflicts 1 Wound.
- **Defender Critical hits:** Defender can Wound the Attacker with Critical hits.
- **Defender normal hits:** Defender cannot Wound the Attacker with normal hits.
- **Defensive value:** Defender's normal hits + Defender automatic hits + Defender Armor value.
- **Attacker total hits:** Attacker normal hits + Attacker automatic hits.
- **Normal-hit Damage:** If Attacker total hits exceed Defensive value, Defender takes Wounds equal to the difference.
- **No excess:** If Attacker total hits are equal to or lower than Defensive value, normal hits cause no Wounds.

### [ 08.5 ] STRIKING HARD

- **Requirement:** Spend more than 1 CP on the Close Combat Order.
- **Effect:** Each CP beyond the first gives the Attacker +1 Combat die.
- **Order section:** Requires a Close Combat section with printed maximum greater than 1.

## [ 09 ] LINE OF SIGHT, TARGETING AND SHOOTING

### [ 09.1 ] LINE OF SIGHT

A miniature has LoS to a target square only if both conditions are met:

- 01. Target within AoS:** The target square is within the miniature's red/orange Arc of Sight. White arc = outside AoS.
- 02. Line not blocked:** Draw a straight line from the center of the miniature's square to the center of the target square.

- **Blocked by:** Closed Doors, walls, any square occupied by a miniature, and Floor Elements with the blocking-LoS icon.
- **Friendly/enemy miniatures:** Both block LoS.
- **Dead Characters:** Do not block LoS.
- **Blocking Floor Element:** LoS cannot pass through its square, but can reach a miniature standing on that square.
- **Diagonal LoS between 2 squares:** If the line passes exactly between two squares, LoS is blocked only if both squares are blocking.
- **Large Miniature target:** LoS exists to a Large Miniature if LoS can be drawn to at least 1 of its 4 squares.
- **Large Miniature shooter:** LoS must be drawn from a

square of the Large Miniature that has the target in its red/orange fire arc. Rear squares without AoS cannot be used as LoS origin.

### [ 09.2 ] TARGETING AND RANGE

- **Targeting required:** Shooting normally requires a Targeting roll before Damage.
- **Range:** Determine the distance from Shooter to target according to the Targeting rules. Adjacent Door targets can be at range 0.
- **Basic Targeting dice:** Add the Shooter's Shooting value and the Weapon's Shooting value.
- **Improve Targeting:** Extra CP spent on the Shoot Order may be allocated to Targeting; each such CP adds Targeting dice.
- **Targeting success:** The Targeting roll must reach at least the required distance/Range.
- **Targeting failure:** The shot causes no Damage; any CP allocated to Damage is lost and remains on the Order tile.
- **Out of ammo icon:** If rolled during Targeting, engage the Weapon card; the current shot still continues. The Weapon must later be reloaded/handled by the relevant rule before further use.

### [ 09.3 ] SHOOT ORDER SEQUENCE

- 01. Choose Shooter and Weapon:** The activated Character must carry or use a legal Firing Weapon.
- 02. Choose Target:** Target must be legal for the Weapon and generally in LoS.
- 03. Spend CP:** Spend CP on a Shoot Order section.
- 04. Allocate extra CP:** After the first CP triggers the Shoot Order, assign extra CP to Improved Targeting and/or Pour it On!!! if the Weapon allows it.
- 05. Check LoS, AoS and range:** Confirm fire arc and Targeting requirements.
- 06. Resolve Targeting:** Roll Targeting dice. If unsuccessful, stop.
- 07. Resolve Damage:** Determine whether the target is in the Weapon's red or orange fire arc / damage zone. Roll the listed Combat dice and add automatic hits, plus any Pour it On!!! dice.
- 08. Apply Critical hits:** Against Characters, Critical hits inflict Wounds directly. Against Floor Elements / Doors / Walls, each Critical hit counts as 3 normal hits.
- 09. Apply normal hits to Characters:** Compare normal hits + automatic hits to the target's Armor value. Hits exceeding Armor inflict Wounds.
- 10. Apply destruction:** Against Doors, walls and Floor Elements, destroy if total hits equal or exceed Defensive value.

*Unlike Close Combat, the shooting target does not roll Combat dice to defend.*

### [ 09.4 ] POUR IT ON!!!

- **Extra CP:** Some Weapons allow extra CP beyond the base Shoot cost.
- **Effect:** Extra CP add Damage dice or effects as stated by the Weapon.
- **Timing:** Allocate before the Damage roll.

- **Lost on miss:** If Targeting fails, CP allocated to Damage is lost.
- **Explosives:** If allowed, Pour it On!!! is paid once and applies to all Damage rolls of that Explosion.

### [ 09.5 ] SHOOTING DOORS, WALLS AND FLOOR ELEMENTS

- **Legal targets:** Shooter can target any closed Door, wall or destroyable Floor Element if LoS/targeting and the Weapon allow it.
- **Defensive value:** Doors and Floor Elements use the splash icon. Single and double walls have Defensive value 10.
- **Critical hits:** Each Critical hit counts as 3 normal hits.
- **Destroyed:** If total hits equal or exceed Defensive value, destroy the target.

### [ 09.6 ] EXPLOSIVE WEAPONS

- **No base fire arc for Damage zones:** Explosives use the Area-of-Effect diagram on the Equipment card, not the shooter's red/orange damage arc.
- **Target square:** Resolve from the targeted square.
- **Spread:** Explosion spreads outward according to the diagram.
- **Affected targets:** Characters, Doors, single walls, double walls and destroyable Floor Elements in affected squares may be hit if legal.
- **Separate rolls:** Roll Damage separately for each affected valid target.
- **Multiple targets in same square:** Roll separately for each.
- **Blocking:** Walls and Doors can block explosion spread.
- **Destroyed blocker:** If the Explosion destroys a blocking Door/wall, the Explosion can continue beyond it if the diagram allows.
- **Large Miniature:** If an Explosion affects multiple squares of a Large Miniature, the player who placed/fired the Explosion chooses which square counts. The Large Miniature suffers Damage only once from that Explosion.

## [ 10 ] DUEL AND INTERRUPTION

### [ 10.1 ] DUELS

- **Purpose:** Duels resolve contested timing such as Interruption and some Initiative rules.
- **Who asks:** The player asking for the Duel must bid at least 1 CP.
- **Bid:** Each involved player secretly chooses any number of CP behind their screen, reveals simultaneously, then returns all bid CP to the Bank.
- **Winner:** Highest bid wins.
- **Draw:** Nothing happens unless a later module gives a specific tie-breaker.
- **3/4-player S.A.G.S. tie:** Tied players may reveal remaining CP or forfeit; among tied bidders, the player with the fewest remaining CP wins. If still tied or all forfeit, no one wins.

### [ 10.2 ] INTERRUPTION TRIGGERS

A non-active Character may ask for a Duel to Interrupt when the activated Character enters a legal trigger position for the first time during this Activation round:

- **LoS trigger:** Activated Character enters the Interrupting Character's LoS for the first time.
- **Adjacent trigger:** Activated Character enters a square adjacent to the Interrupting Character for the first time.
- **Other trigger:** A rule, IPS line, Equipment or Scenario creates a specific Interruption trigger.

*Already being in LoS/adjacency at activation does not create a new trigger when the Character later remains in that same condition.*

*If a trigger is missed, it cannot be used retroactively.*

### [ 10.3 ] WINNING AN INTERRUPTION DUEL

If the non-Active player wins:

- 01. Activated Character goes on Pause.**
- 02. Optional assignment:** Assign 0-1 new Order tile to the Interrupting Character.

*Only 1 new Order tile can be assigned to that Character per Activation round, even across multiple Interruptions in the same Active player's round.*

- 03. Execute Interrupting Orders:** Execute up to 2 Red or Gold Orders from Order tiles assigned to the Interrupting Character.

*The player may execute 0 Orders after winning; this may be a bluff or mistake.*

- 04. Resume:** Activated Character exits Pause and resumes the interrupted action if still legal.

### [ 10.4 ] PAUSE

- **Facing before Duel:** When a Duel is requested and before it resolves, the Active player may choose the activated Character's facing.
- **Facing while Paused:** If the Active player loses, the paused Character keeps that facing while in Pause.
- **Paused Character:** Can do nothing except defend if attacked.
- **Track remaining values:** Note remaining Movement points and unused CP when Pause begins.
- **Resume:** On exit from Pause, continue the interrupted Order from where it stopped, using remaining Movement points and CP.
- **Wounded during Pause:** New Wounded Movement value and Maximum CP per turn apply after Pause for new Orders. A partially executed Order may be completed using the old Movement value and old Max CP per turn.

## [ 11 ] I.P.S. AND INTERACT

### [ 11.1 ] READING AN IPS LINE

Resolve an IPS line by checking:

- 01. Timing:** When the ability may be used.
- 02. Condition:** What must be true or paid.
- 03. Chance:** Which characteristic/dice are used.

- 04. **Threshold:** How many Test Points are required.
- 05. **Effect:** What happens if the test succeeds.

- **All requirements:** Timing and Conditions must be legal before rolling.
- **Failed test:** If the Threshold is not reached, nothing happens unless the IPS line says otherwise. CP are still spent.
- **No CP / Interact Condition:** If an IPS effect has no CP/Interact condition, it is automatic when Timing and Conditions are met.

### [ 11.2 ] EXECUTING AN INTERACT ORDER

- 01. **Choose IPS target:** Equipment, Special Item or Floor Element.
- 02. **Check position:**

- **Special Item:** Character must carry it.
- **Floor Element with facing icon:** Character must stand on the correct facing icon and face the indicated direction.
- **Room IPS without facing icon:** Character may trigger it from any square of that room, regardless of facing.
- 03. **Spend CP:** Spend at least the CP required by the IPS Condition on an Interact Order section.
- 04. **Add dice for extra CP:** Each extra CP on that Interact section gives +1 die of the same color used by the test.
- 05. **Roll test:** Use the required characteristic/dice.
- 06. **Compare Threshold:** If Test Points meet or exceed the Threshold, apply the Effect.

### [ 11.3 ] INTERACT LIMITS

- **Special Items:** May be triggered any number of times per turn or Activation round if conditions and CP allow.
- **Floor Elements:** Each Character may trigger a given Floor Element only once per turn, whether successful or not.
- **Multiple Characters:** Different Characters may each trigger the same Floor Element once in the same turn.
- **Multiple IPS lines:** If a card/tile has several IPS lines, the Active player chooses exactly 1 to trigger.
- **Only 1 IPS line:** Resolve only the chosen line; do not resolve multiple lines at once.

### [ 11.4 ] SWITCH ON / OFF

- **Switch ON:** On success, place an ON marker on the secondary IPS line or relevant component.
- **Switch OFF:** The relevant IPS line may turn an ON component OFF.
- **Different Characters:** One Character may turn a Floor Element ON and another may turn it OFF in the same turn if legal.
- **OFF state:** Remove/flip the marker as required by the component.

### [ 11.5 ] LIMITED USES, CHARGES AND TIMERS

- **Charges:** Some Special Items use Wound counters as charge counters after successful use.
- **Ammunition icon reached:** When charge counters equal the Ammunition icon, remove the Equipment or place it under the Search deck in Search games.

- **Transferred Item:** Charge counters remain on the Item when transferred.
- **Timers:** Some effects use Wound counters as time counters.
- **Final phase timing:** Remove 1 time counter from each IPS line with time counters during each Final phase.
- **Last counter removed:** Apply the timed effect.

### [ 11.6 ] ELECTRICITY

- **Power-dependent Floor Elements:** Do not function if power is down in that room or the whole building.
- **Power restored:** Effects may become usable again if the relevant rules restore power.

### [ 12 ] MISSION POINTS, MORALE POINTS AND SPY POINTS

#### [ 12.1 ] MISSION POINTS AND MORALE POINTS

- **MP:** Can mean Mission Points or Morale Points.
- **Mission Points:** Earned for Scenario objectives, Missions, Floor Elements, Special Items, Spying or Character abilities.
- **Score track:** MP Scenarios use MP markers on the board frame score track.
- **Starting MP:** Defined by the Scenario.
- **Victory:** Usually the player with most MP at game end wins, unless the Scenario says otherwise.
- **Morale Points:** Some modules allow spending MP as Morale Points for effects.

#### [ 12.2 ] SPY POINTS

- **Immediate use:** Spy Points must be used immediately. They cannot be saved.

Choose allowed use:

- **Convert to MP:** 1 Spy Point = 1 MP.
- **Search deck manipulation:** 1 Spy Point lets you secretly look at the top 3 Search deck cards, including both sides, then reorder them and choose which side faces up.

*The top card after sorting remains visible to all players.*

- **More Spy Points:** 2 Spy Points affect 6 cards, etc.
- **S.A.G.S. Mission spying:** In S.A.G.S., 1 Spy Point may be used to secretly look at 1 random enemy Mission card.

*The opponent does not know which Mission was seen.*

### [ 13 ] SEARCH

#### [ 13.1 ] SEARCHABLE LOCATIONS

- **Searchable:** A Character may Search if standing on a floor tile with a Room type icon.
- **Not searchable:** Outdoor squares, Drillers, Stairs Up, Stairs Down and Sewer Exits.
- **Corridors:** One-square-wide tiles and one-square tiles count as Corridors. Larger tiles with a Corridor icon also count as Corridors.
- **Outdoor squares:** Grass, trees, wrecked tank and outdoor.

### [ 13.2 ] SEARCH DECK SETUP

- **When used:** In Scenarios with Search rules.
- **After starting Equipment:** All remaining Equipment cards form the Search deck.
- **NORAD shuffle:** NORAD shuffles the deck under the table, may change order and sides, but may not look.
- **Orientation:** All cards must remain aligned the same way.
- **Salemite cut:** Salemite may cut the deck.
- **Visible top card:** The top Equipment card of the Search deck is always visible.

### [ 13.3 ] SEARCH ORDER SEQUENCE

- 01. **Spend CP:** Spend 1–4 CP on a Search Order section.
- 02. **Roll Search dice:** Roll black Search dice equal to Search value plus bonuses from CP/effects.
- 03. **Generate results:** Results may include Search Points, Flip icons, Shuffle icons and Spy Points.
- 04. **Pick up deck:** Hold it so only the top card is visible. Opponent may not see the bottom card.
- 05. **Spend Search Points to cycle:** For 1 Search Point, place the unwanted top card under the deck with the same side up.
- 06. **Use special icons:** Flip / Shuffle / Spy icons may be used during Search.
- 07. **Take Equipment:** You may take the visible Equipment card if:

- **Room match:** At least 1 Room type icon on the card matches the current floor tile.
- **Find Factor:** Remaining unused Search Points are at least equal to the card's Find Factor.

- 08. **End Search:** Once Equipment is taken, the Search Order ends.

- 09. **Lose remaining results:** Unused Search Points and icons are lost.

- 10. **Check Weight:** Apply Weight allowance immediately.

### [ 13.4 ] SEARCH ICONS

- **Flip icon:** Flip the entire Search deck over without changing card order.
- **Shuffle icon:** Shuffle the Search deck under the table; opponent may cut if applicable.
- **Spy Point icon:** Gain 1 Spy Point and use it immediately.
- **Equipment color:** Equipment background color does not restrict who may take it; it matters only for S.A.G.S. setup.

### [ 14 ] CHARACTER SPECIAL ABILITIES

- **Source:** Most Characters have a Special Ability as an IPS line on their Character card.
- **Healthy / Wounded side:** The Wounded side may remove or alter the ability.
- **Activated Character:** The Character must be activated to use its Special Ability.
- **No Interact Order tile:** Character Special Abilities do not require an Interact Order.
- **CP placement:** Pay CP directly onto the Character card.
- **Maximum CP:** These CP count toward the Character's Maximum CP per turn.

- **Repeated use:** May be used multiple times in the same turn and Activation round if Conditions are met.
- **Tests:** If a test is required, roll it each time.
- **No chance boosting:** Because no Order section is used, extra CP cannot be spent for additional dice unless the ability itself allows it.
- **Interruption:** An Interrupting Character may use Special Abilities. Each use counts as 1 of the maximum 2 Orders during Interruption.
- **Multiple IPS lines:** If the Character has multiple IPS lines, choose 1 to use.

### [ 15 ] RADIO SCRAMBLING

#### [ 15.1 ] SWITCHING A SCRAMBLER ON

- **Sources:** Portable Radio Scrambler or Communication Room Radio Scrambler.
- **Same IPS line:** Both use the same Radio Scrambling IPS logic.
- **Activation:** Character must carry the Equipment or face the Communication Room Scrambler.
- **Cost/test:** Spend 1+ CP on Interact and test Technical value.
- **Extra CP:** Each extra CP gives +1 yellow die.
- **Success:** At 3+ Test Points, the Radio Scrambler is ON.
- **Duration:** Stays ON until switched OFF, destroyed, or disabled by power down.
- **NORAD Scrambler:** Scrambles Salemite frequencies.
- **Salemite Scrambler:** Scrambles NORAD frequencies.
- **Duplicate Scramblers:** Two Scramblers controlled by the same player do not double the effect, but both must be OFF/destroyed to end it.
- **Both players ON:** Both players scramble each other.

#### [ 15.2 ] INITIATIVE PHASE: ASSIGN MARKERS

- **Take markers:** When a Scrambler is ON, take the 6 Radio Scrambling markers of your color behind your screen.
- **Assign markers:** During each Initiative phase, secretly assign them face down to enemy Characters.
- **Cannot assign to:** Dead or Captured Characters.
- **Fewer than 6 enemies:** Place unused markers face down beside the map.
- **More than 6 enemies:** Some enemy Characters receive no marker.

#### [ 15.3 ] ACTIVATION PHASE: REVEAL MARKERS

- **Reveal trigger:** A Character with a Scrambling marker reveals it as soon as CP spent by that Character exceeds its Bonus CP value.
- **Bonus CP 0:** Reveal immediately when the Character activates or interrupts, even if Waiting for Orders.
- **Early reveal penalty:** If a player reveals an opponent's Scrambling marker too early, the Scrambling player gains +2 MP.

*The revealed marker effect still applies only when the Character actually exceeds its Bonus CP.*

#### [ 15.4 ] MARKER EFFECTS

- **Clear frequency:** No effect. Character continues normally.
- **Listening frequency:** Scrambling player gains 1 Spy Point. Character continues normally.
- **Scrambled frequency:** Character may not spend more CP than its Bonus CP.
- **Excess CP:** Remove excess CP before executing the Order and return them behind the controlling player's screen.
- **Empty new tile:** If the just-assigned Order tile now has no CP on it, it may be taken back.

#### [ 15.5 ] SWITCHING OFF AND POWER DOWN

- **Portable Scrambler OFF:** First obtain/carry the Equipment, then execute its IPS line.
- **Communication Room Scrambler OFF:** Character must stand on a facing icon and execute the IPS line.
- **Effect OFF:** Remove the 6 Scrambling markers and end that Scrambling effect.
- **Portable reactivation:** A Portable Scrambler may later be switched ON again.
- **Communication Room reactivation:** May be switched ON again, but not in the same turn by the same Character who switched it OFF.
- **Power down:** If power fails in the Communication Room or whole building, that Scrambling effect ends immediately and markers are removed.
- **Power restored:** The Scrambler may become usable again after the Final phase if power returns.

#### [ 16 ] LARGE MINIATURES

- **Occupied space:** Large Miniatures occupy 4 squares.
- **Move forward:** Costs 1 Movement point per square.
- **Forward legality:** Both front squares must be valid to enter.
- **Move backward:** Costs 2 Movement points per square.
- **Backward legality:** Both rear squares must be valid.
- **No sideways movement:** Large Miniatures cannot move sideways.
- **Invalid squares:** Yellow-dotted Floor Elements, walls, closed Doors and enemy miniatures block movement.
- **Rotating Cost:** The Rotating Cost icon on the Character card gives the Movement point cost to rotate 90° or 180°.
- **No free final facing:** A Large Miniature with Rotating Cost cannot freely choose facing at the end of a Move.
- **No free Interrupt facing:** It also cannot freely change facing during an Interrupt.
- **Stairs / Sewers:** Large Miniatures cannot use Stairs Up, Stairs Down or Sewer Exits.

*They may stand on or pass through those squares if movement is otherwise legal, but cannot use their level-change or exit function.*

- **LoS to Large Miniature:** Exists if LoS can be drawn to at least 1 of its 4 squares.
- **LoS from Large Miniature:** Must be drawn from a square of the Large Miniature with red/orange fire arc to the target. Rear squares without AoS cannot be used.
- **Doorways:** If a Large Miniature is in a doorway, the Door cannot close, including automatic Sliding-door closure.

- **Explosions:** If multiple occupied squares are affected, the player who placed/fired the Explosion chooses which square counts. The Large Miniature takes Damage only once.
- **Multiple floor tiles:** If standing on several floor tiles, the Large Miniature receives benefits and drawbacks of all affected tiles.
- **Room Special Ability:** May use each Room Special Ability only once per turn.
- **Search:** If standing on several floor tiles, declare which room is searched before rolling.
- **Mammoth MK II:** Follows Large Miniature rules and may use its specific Shooting / wall-destruction rules. Long Broken Wall markers are reserved for Mammoth MK II wall destruction.

#### [ 17 ] CAPTURE, PRISONERS AND TORTURE

##### [ 17.1 ] CAPTURE

- **Target:** Only Wounded Characters can be captured.
- **Method:** Perform a normal Close Combat Order against an adjacent Wounded enemy Character.
- **Declare first:** Before rolling, declare a Capture attempt instead of a Damage attack.
- **Captor / Victim:** Attacker is the Captor; target is the Victim.
- **Success condition:** If the rolled Damage would be enough to kill the Victim, it is captured.
- **Failure:** If Damage would not kill the Victim, it is not captured.
- **No actual Damage:** Regardless of success or failure, no Damage is applied.
- **Successful Capture:** Remove the Victim miniature and place it on the Captor's Character card.
- **Prisoner marker:** Place a Prisoner marker on the Victim Character card.

##### [ 17.2 ] PRISONERS

- **Weight:** A Prisoner has Weight value 1.
- **Weight check:** If the Captor exceeds Weight allowance, drop Equipment until legal.
- **Prisoner Equipment:** Captor may take any or all Equipment/markers from the Prisoner if Weight allowance allows.
- **Unclaimed Equipment:** Remove it from the game or place it under the Search deck in Search games.
- **No Orders:** Prisoners cannot execute Orders.
- **No activation:** Prisoners cannot be activated.
- **No Bonus CP:** Prisoners provide no Bonus CP.
- **No Special Abilities:** Prisoners cannot use Special Abilities.
- **Transfer:** A Prisoner may be transferred when the moving Character passes through another legal Character's square and Weight limits remain legal.

*If enemy passage/transfer is only allowed by a specific multi-player or Scenario rule, that rule must be active.*

#### [ 17.3 ] TORTURE

- **Type:** Torture is an Interact-based action against a Captured Character.
- **Requirement:** The torturing Character must control/carry the Prisoner or be otherwise legally positioned by the rule/effect.
- **Spend CP:** Use a legal Interact Order.
- **Dice:** Roll Torture dice according to CP and modifiers.
- **Torture Chamber:** Salemite Characters torturing in a Torture Chamber gain the room's black dice bonus.
- **Torture Kit:** May add Torture dice if carried and legal.
- **Success:** Generates Spy Points according to the result/effect.
- **Spy Points:** Must be used immediately.
- **Repeated Torture:** A Prisoner may be tortured multiple times in the same turn by different legal Captors if transfer/positioning permits.

#### [ 18 ] COMBINED ORDERS

##### [ 18.1 ] GENERAL COMBINED ORDER RULES

- 1. Active Character starts:** The activated Character executes the main Order.
- 2. Other Characters contribute:** Other controlled Characters use matching Gold Order sections.
- 3. Same Order type:** All participating Characters must contribute to the same Order type.
- 4. Control:** All participating Characters must be controlled by the Active player.
- 5. CP limits:** Each Character pays its own CP and must respect its own Maximum CP per turn.
- 6. Resolve by Order type:** Apply the Combined rules for Move, Close Combat, Shoot, Search or Interact.

##### [ 18.2 ] COMBINED MOVE

- **Purpose:** Multiple Characters coordinate during a Move Order when the Combined Move rules are active.
- **Gold Move sections:** Contributing Characters use Gold Move sections.
- **Separate legal Movement:** Each participating Character must pay CP, generate Movement points from its own Movement value and obey normal Movement restrictions.
- **Sequential resolution:** Move Characters in the order chosen by the Active player, while respecting occupancy at the end of the Activation round.
- **CP limits:** Each Character's spent CP counts against its own Maximum CP per turn.

##### [ 18.3 ] COMBINED CLOSE COMBAT

- **Legal position:** All contributing Characters must be legally positioned for the Close Combat.
- **Same Defender:** Combined attack is against the same Defender.
- **Contribution:** Dice/hits are combined as allowed by the Combined Close Combat rules.
- **CP:** Each Character spends CP from its own legal Order section.

#### [ 18.4 ] COMBINED SHOOT

- **Same target:** All contributing Shooters must legally shoot the same target.
- **LoS/AoS:** Each contributing Character must meet its own LoS, AoS and Weapon restrictions.
- **Resolution:** Resolve Targeting and Damage according to Combined Shoot rules.

#### [ 18.5 ] COMBINED SEARCH

- **Same floor tile:** All contributing Characters must be on the same floor tile.
- **Large Miniature:** Must be at least partly in the same room/tile as required.
- **Combined dice:** Roll and count Search dice / automatic Search Points together.
- **One Equipment card:** Only 1 Equipment card may be taken.
- **Who receives it:** Active player chooses which participating Character receives the Equipment, then checks Weight.
- **Spy Points to MP:** Spy Points from Combined Search can be converted to MP only if all participating Characters are on foreign ground.
- **Room bonuses:** Search bonuses apply cumulatively for each participating Character that qualifies.

#### [ 18.6 ] COMBINED INTERACT / TORTURE

- **Equipment Interaction:** One participating Character must carry the Equipment; this Character is the Carrier.
- **Other Characters:** Must be adjacent to the Carrier.
- **Minimum CP:** If the IPS Condition requires 2+ CP, only the Carrier must pay that minimum.
- **Other contributors:** Other Characters pay 1 CP; extra CP add dice as allowed.
- **Factorion CP Condition:** If the IPS condition requires Salemite CP, only Salemite Characters may participate.
- **Combined Torture:** Prisoner's Captor must be one of the Combined Characters. Other Combined Characters must be adjacent to the Captor. Only Salemite Characters can be involved. Each CP spent gives +1 Torture die; Torture Chamber and Torture Kit bonuses apply only to the qualifying Character.

#### [ 19 ] MULTIPLE LEVELS

- **Components:** Multiple Levels use Stairs Up and Stairs Down tiles.
- **Connection:** Corresponding stair tiles connect different levels.
- **Movement between levels:** A Character standing on a stair tile may spend 1 Movement point to move directly to the corresponding Stairs Down/Up tile on the connecting level.
- **Arrival:** Character ends on the corresponding stair tile.
- **Same-level LoS:** A miniature on a stair tile is treated as occupying a normal floor square for LoS on that level.
- **LoS through Stairs:** LoS also extends to the corresponding stair tile on the connecting level.
- **Close Combat on same level:** A Character on a stair tile can be attacked by adjacent enemies on the same level.
- **Close Combat through Stairs:** A Character on a stair tile

can also be attacked by an enemy on the corresponding stair tile on the connecting level.

- **No facing through Stairs:** In Close Combat through stair tiles, there is no facing between Characters. Each controlling player, Attacker and Defender, freely chooses any Close Combat color arc.
- **Combined Close Combat through Stairs:** The same arc choice rule applies if a Combined Close Combat includes one Character attacking through stairs.
- **Shooting through Stairs:** A Character on a stair tile may shoot an enemy on the corresponding stair tile.
- **Stair Shooting range:** Required range between corresponding stair tiles is 1 square.
- **Stair Shooting arc:** Target is always considered in the Shooter's orange fire arc, regardless of both miniatures' facings.
- **Explosion through Stairs:** If a stair tile is in an Explosive Weapon's red damage zone, apply the area normally on the current level, then extend the effect to the corresponding stair tile on the connecting level only.
- **No new AoE:** Do not create a new area of effect on the connecting level.
- **Damage through Stairs:** Damage on the corresponding stair tile is treated as red damage zone Damage.
- **Large Miniatures:** Cannot use Stairs to change levels.

## SCENARIO AUTO-GENERATING SYSTEM

### [20] S.A.G.S. – 2 PLAYERS

#### [20.1] S.A.G.S. SETUP FLOW

Resolve the S.A.G.S. procedure in order:

- 01. Choose factions:** Players choose NORAD / Salemite. If no agreement, determine randomly.
- 02. Build board frame:** Use maximum 16×20 frame.
- 03. Remove Stairs:** Remove Stairs Up and Stairs Down.
- 04. Sort floor tiles:** Sort remaining floor tiles into the 11 Construction Zone groups.
- 05. NORAD Drillers:** NORAD takes the 5 Driller floor tiles from group 6.
- 06. Set MP:** Both players start with MP marker at 30 MP.
- 07. Prepare Doors:** Turn Door markers to their back side and sort by Faction MP cost.
- 08. Door stacks:** Each player separates Doors into –1 MP and –0 MP stacks, then turns Doors face up and keeps reserves separated.
- 09. Choose first Constructor:** Determine randomly.
- 10. Construct map:** Players alternate choosing tile groups and placing tiles according to Construction Rules.
- 11. Ensure access:** Indoor squares must remain accessible; Constructor must place Doors when required.
- 12. Assemble teams:** Choose/receive Characters according to S.A.G.S.
- 13. Select Equipment:** Follow S.A.G.S. Equipment selection.
- 14. Deploy:** Place Character markers and Decoys face down as below.
- 15. Reveal and replace:** Reveal markers, remove Decoys, replace Characters with miniatures and choose facing.
- 16. Prepare Search deck:** Use unassigned Equipment cards.
- 17. Receive Missions / assign Equipment:** Follow S.A.G.S. steps.

**18. Start game:** Play 6 turns unless a rule says otherwise.

### [20.2] S.A.G.S. 2-PLAYER CONSTRUCTION RULES

- **Constructor:** Player placing the current tile/group.
- **Tile placement:** Must follow contact and accessibility rules.
- **Indoor access:** Indoor areas must be reachable; place Doors if needed.
- **Indoor/outdoor separation:** When indoor and outdoor tiles meet, place legal Doors as required.
- **Doors:** May not cover double walls.
- **Illegal connections:** Doors may not create impossible/illegal passage.
- **Mandatory Door impossible:** If a player cannot place a mandatory Door, apply the listed MP penalty.
- **Drillers:** Special placement; no Door placement requirement and no later access function for other tiles.
- **Door MP icons:** Adjust MP according to Door choice/placement.
- **Floor tile MP icons:** Apply the MP gain/loss shown by the tile. If the icon says the Constructor decides who gains/loses MP, the Constructor chooses.
- **Secret Safe Room:** Its walls may not be covered by Doors.

### [20.3] S.A.G.S. 2-PLAYER DEPLOYMENT

- **Markers:** Each player takes Character markers for their Characters plus 2 Decoy markers.
- **Salemite first:** Salemite deploys first, face down, on valid indoor squares.
- **NORAD second:** NORAD deploys face down on outdoor squares or Drillers.
- **Alternate placement:** Continue until all Character markers and Decoys are placed.
- **One marker per location:** Maximum 1 marker per square or Driller.
- **Reveal order:** Salemite reveals first, then NORAD.
- **Decoys:** Remove Decoys.
- **Miniatures:** Replace Character markers with miniatures and choose facing.

### [20.4] S.A.G.S. 2-PLAYER EQUIPMENT AND GAME RULES

- **Equipment assignment:** Players assign Equipment cards to controlled Characters, max. 1 Equipment card per Character during this step.
- **Faction match:** Equipment faction must match Character faction: green background Equipment to Salemite Characters, yellow background Equipment to NORAD Characters.
- **Franck Einstein / Cherokee Bill:** Still considered Salemite during this Equipment assignment step.
- **Salemite Magnetic cards:** Salemite receives 2 Magnetic card markers and places them on 2 different Character cards.
- **Initiative:** Salemite has Initiative every turn.
- **Ground:** S.A.G.S. 2-player scenarios are played on Salemite Ground.
- **Base CP:** Each player has base 15 CP plus Character Bonus CP.
- **Length:** 6 turns.
- **Rules used:** All modular rules except Multiple Levels.

- **Mission completion:** When a Mission is fulfilled, immediately gain the listed MP.
- **Spy Points:** May be used to secretly inspect random enemy Mission cards; 1 Spy Point = 1 card, 2 Spy Points = 2 different cards, etc.
- **Victory:** After turn 6, player with most MP wins.

### [21] S.A.G.S. – 3/4 PLAYERS

#### [21.1] CORE DIFFERENCES AND MAP BUILDING

- **No fixed teams:** There are no NORAD or Salemite teams.
- **Mercenary bands:** Each player controls a Mercenary band containing Characters from either or both factions.
- **Board / Construction Zone:** Prepare as in 2-player S.A.G.S., with listed exceptions.
- **Doors:** Put Door markers into the empty cloth bag.
- **Door draw:** 3-player: each player draws 2 large Doors and 5 small Doors. 4-player: each player draws 2 large Doors and 4 small Doors.
- **Ignore Door MP costs:** MP cost icons on Doors are ignored.
- **Unused Doors:** Remove Doors not drawn.
- **Order tiles:** Put all Order tiles into the Order bag.
- **Drillers:** Remove the Driller fully surrounded by solid walls; each player secretly draws one Driller from the remaining Drillers; remove the rest.
- **Starting MP:** 3-player: 25 MP. 4-player: 20 MP.
- **Construction start:** Randomly determine first Constructor; proceed clockwise.
- **Construction:** Build as in 2-player S.A.G.S.; Door MP costs are ignored, but inability to place a mandatory Door still costs –2 MP.
- **Driller placement:** Each player has one Driller and may place it during construction.
- **Floor tile MP icons:** Constructor gains +1 MP; all other players lose –1 MP.

#### [21.2] 3/4-PLAYER CHARACTER, EQUIPMENT AND MISSIONS

- **Character selection:** Follow the 3/4-player S.A.G.S. selection sequence for Mercenary bands.
- **Mixed factions:** A Mercenary band may include NORAD and Salemite Characters.
- **Equipment selection/assignment:** Follow the 3/4-player S.A.G.S. Equipment rules; respect faction restrictions where the rule requires them.
- **Mission draw:** Each player draws Mission cards according to their Salemite/NORAD Characters.
- **Faction conditions:** Missions may require NORAD, Salemite or either faction.
- **Death / Destroyed Missions:** Mission holder gains MP regardless of who caused the death/destruction.
- **Eradicate exception:** The Mission holder must personally kill the target with a controlled Character.

#### [21.3] 3/4-PLAYER DEPLOYMENT

- **Markers:** Each player takes Character markers for their Characters plus 1 Decoy marker from a faction of their choice.
- **Deployment start player:** Determine randomly.
- **Placement order:** Starting with the start player, proceed

clockwise.

- **Face down:** Place Character markers face down.
- **Salemite Characters:** Must deploy indoor.
- **NORAD Characters:** Must deploy outdoor or on Drillers.
- **Enemy Driller:** It is legal to deploy on a Driller placed by another player.
- **One marker per location:** Maximum 1 marker per square or Driller.
- **Distance 4:** Markers from different players must be at least Distance 4 apart.
- **Distance measurement:** Measure like Targeting: no diagonals, through Doors, not through walls.
- **Reveal order:** Starting player reveals first, then clockwise.
- **Reveal Drillers:** Drillers with markers are revealed when their marker is revealed.
- **Decoys:** Remove Decoys.
- **Miniatures:** Replace Character markers with miniatures and choose facing.
- **Empty Drillers:** Start player reveals Drillers without markers and chooses orientation.
- **No construction access after reveal:** Construction access / Door rules no longer apply when orienting Drillers at this point.
- **Free Drillers:** Drillers are free in 3/4-player S.A.G.S.
- **Marker on Driller:** That player chooses the miniature's square and facing.

#### [21.4] 3/4-PLAYER TIMING AND DUELS

- **Simultaneous actions:** Resolve starting with the Salemite Mercenary, then clockwise.
- **Duel for Initiative:** Beginning after the Salemite Mercenary, each player may demand Initiative.
- **CP bid:** Duel participants bid CP simultaneously.
- **Tie:** Tied players must reveal remaining CP or forfeit.
- **Fewest remaining CP:** Among tied bidders, the player with the fewest remaining CP wins.
- **Still tied / all forfeit:** No one wins; Salemite Mercenary keeps Initiative.
- **Duel for Interrupt:** If multiple eligible players may Interrupt, offer the chance clockwise from the Salemite Mercenary and resolve Duel analogously.

## GLOSSARY REFERENCES

### [22] CHARACTER GLOSSARY – RULE-RELEVANT ENTRIES

- **Professor Kendall – Reanimation:** If immediately facing a cadaver, spend 2 CP and perform the Scientific test on his card. On success, replace the cadaver with an available Zombie.
- **Cadavers:** Skull icons on certain floor tiles or Dead Character markers.
- **Dead Character reanimated:** Remove the Dead Character marker.
- **Floor cadaver reanimated:** Place an Empty Grave marker and put the Zombie on that square.
- **Empty Grave:** Shows that the square no longer contains a reanimable cadaver.
- **Equipment after Reanimation:** New Zombie may keep only Equipment within Weight allowance. Excess Equipment goes under the Search pile like dropped Equipment.
- **Dead Zombies:** Cannot be reanimated.

- **Jeff Deeler – Zombie CP:** In the Initiative phase, each Zombie in his LoS receives 2 CP from the Bank.
- **Zombie CP use:** These CP may be spent only by that Zombie and increase that Zombie's Maximum CP per turn.
- **Wounded Jeff Deeler:** Gives +3 CP instead of +2.
- **Jack Saw:** Counts as a Zombie.
- **Franck Einstein:** Does not count as a Zombie.
- **Jack Saw – Saw:** Can cut adjacent Doors or walls if the target is in his dark-blue arc.

#### [ 23 ] FLOOR TILE GLOSSARY – RULE-RELEVANT ENTRIES

- **Armory / Labs / Workshops:** Apply their printed Search bonuses or IPS / Special Abilities. Use [ 11 ] for IPS timing and tests.
- **Command Post / Officers' Quarters / similar rooms:** Apply printed CP, MP, Search or Interact effects. If an effect grants CP, take them from the Bank and place them behind the screen unless the effect says otherwise.
- **Rooms with facing icons:** Character must stand on the facing icon and face the indicated direction to use the room's IPS line.
- **Rooms without facing icons:** If a Room has an IPS line but no facing icon, any square in the room may be used regardless of facing.
- **Secret Safe Room:** Its walls may not be covered by Doors in S.A.G.S.
- **Sewers Exit:** A Character on this tile may exit the map by spending 1 additional Movement point if the Scenario allows Sewers Exit use.
- **Sewers Exit removal:** Counts as exiting by map edge; Character cannot return.
- **Stairs Up / Stairs Down:** Use [ 19 ] Multiple Levels.
- **Torture Chamber:** Salemite Characters gain +2 black dice when torturing a Captured Character there.
- **Torture Chamber stacking:** Bonus is cumulative per Character standing in the Torture Chamber and torturing.
- **Video Surveillance Room:** A Character correctly standing on a facing icon may spend 1 CP and make a Technical test.
- **Video Surveillance success:** Gain 4 CP from the Bank behind your screen.
- **Zombie Lab:** Contains 4 cadavers at the start.
- **Zombie Lab reanimation:** Cadavers may be reanimated by Professor Kendall or Zombie Serum.
- **Zombie Lab facing icons:** Character must correctly stand on a facing icon; each facing icon gives access to 2 cadavers. Active player chooses which cadaver.
- **Zombie Lab power down:** Cadavers are not accessible and cannot be reanimated.

#### [ 24 ] EQUIPMENT GLOSSARY – RULE-RELEVANT ENTRIES

##### [ 24.1 ] WEAPONS AND COMBAT EQUIPMENT

- **Ammunition:** A Character carrying Ammunition cannot go out of ammo.
- **Bazooka:** If it hits Mammoth MK II, Mammoth MK II loses 2 Armor value.

*This Armor reduction also applies during a Combined Shoot Order with other Weapons.*

- **Chainsaw:** Spend 1 CP and succeed at the Technical test to apply the Equipment card effect.
- **Power Fist – Door destruction:** Spend 1 CP and succeed at the Technical test to destroy any Door with Defensive value 4 or less.
- **Power Fist position:** Carrier must be adjacent to the Door and face it in dark-blue or light-blue arc.
- **Power Fist combat:** May also be used as a Close Combat weapon according to its Equipment card chart.

##### [ 24.2 ] EXPLOSIVES AND AREA EFFECTS

- **Mines – Place:** Spend 1 CP and succeed at the Technical test to place a Mine marker in the Carrier's square.
- **Mine ON:** The Mine marker becomes ON in the following Final phase.
- **Mine trigger:** Once ON, it triggers when a Character enters its square.
- **Mine explosion:** Resolve according to the Equipment card.
- **Mine uses:** Each Mines Equipment card contains 2 Mines.
- **Mine charge:** After successfully placing a Mine, place a Wound counter on the Mines card.
- **Plastic Explosive – Arm:** Spend 1 CP and succeed at the Technical test to switch it ON.
- **Plastic Explosive marker:** Place the Equipment card beside the board and the marker in the Carrier's square.
- **Plastic Explosive explosion:** Explodes in the next Final phase.
- **After explosion:** Place the Equipment card face up under the Search pile.

##### [ 24.3 ] SUPPORT AND SPECIAL ITEMS

- **Morphine:** Spend 1 CP and succeed at the Scientific test to heal 4 Life Points.
- **Morphine target:** Carrier may heal itself or an immediately facing Character.
- **Healing to Healthy:** If healing returns a Character from Wounded to Healthy, Healthy characteristics apply.
- **Motion Detector:** Carrier treats all Black-colored Orders on its Order tiles as Red.
- **Radio Scrambler:** Use [ 15 ] Radio Scrambling.
- **Secret Files:** A NORAD Character may spend 2 CP and succeed at the Technical test to gain 2 Spy Points.

#### SYMBOLS AND ABBREVIATIONS

- **CP:** Command Point.
- **MP:** Mission Point / Morale Point.
- **LP:** Life Point.
- **LoS:** Line of Sight.
- **AoS:** Arc of Sight.
- **IPS:** Iconographic Phrasing System.
- **ON / OFF:** Active / inactive state.
- **Red / Orange arc:** Shooting or Explosion zone, depending on Weapon/effect.
- **Dark-blue / Light-blue / Grey arc:** Close Combat Strength zones.
- **Search Points:** Points spent during Search.
- **Spy Points:** Points used immediately for MP, Search-deck manipulation or S.A.G.S. Mission spying.
- **Test Points:** Points rolled toward an IPS or ability Threshold.