

RULES
REFERENCE



Components List



How to Play booklet



Story booklet



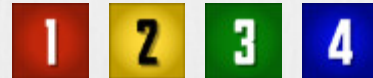
Plastic stands
(2 black, 5 blue, 5 green, 5 red, 5 yellow)



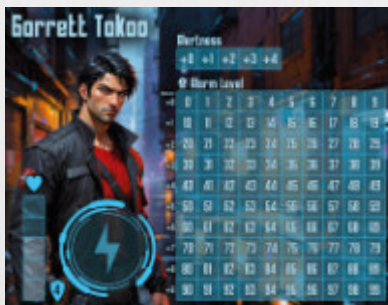
Cubes
(2 black, 5 red, 16 yellow)



10 Walls



Waypoint tokens
(4 red, 4 yellow, 4 green, 4 blue)



Double-sided player board



10 Overwatch tokens



1 Hidden token



2 Detection tokens



3 Noise tokens



2 Key tokens



2 Lock tokens



4 Mission Objective tokens



3 Optional Objective tokens



3 Trap tokens



1 Reinforcements Entrance token



1 Exit token



9 Reinforcement tokens



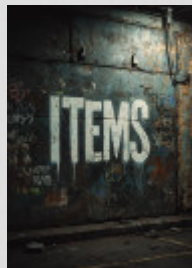
9 Enemy Cards



73 Sector tiles



36 Modifier cards



17 Item cards



31 Gear cards



Setup

- Group the tokens by type and keep them near the play area. Separate the enemies and keep them close to the colored bases.
- Place the player board in front of you, showing the side that corresponds to the character you will be playing for the mission (Garrett Takao unless specified otherwise). Find the items you own and keep them near the board. If playing as Garrett Takao, find the gear cards you own and keep them near the board.
- Shuffle the card decks: modifier cards, gear, and items. Place them close at hand near the play area.
- Read the introduction to the mission you will play in the Story book, then prepare the map based on the Map Layout section.
 - Each square in the map layout has a number on it. Find the sector tiles with the same numbers and arrange them in the same layout.
 - Place walls between sectors where blue rectangles are shown on the map layout.
 - Some squares in the map layout have a letter on them. The list below the layout shows what should be placed on the tile with the corresponding letter. Place enemies, waypoints, objectives, etc., as indicated. An enemy's color indicates the color of the base to use with its token.
 - Find the token for Garrett Takao or Cass Li (depending on who you're playing), insert them in the black base, and place it on the mission start location sector.
 - Place a black cube on the Alertness value on your board corresponding to what is indicated below the map layout.
 - Place a black cube on 0 on the Alarm Level table.
 - Place Reinforcement tokens on the Alarm Level table, on the numbers listed in the Reinforcements list below the map layout.
- If you play Garrett Takao, choose which gear cards you own that you want to equip for this mission. Keep the equipped gear cards nearby and put away the unequipped ones. Then:
 - Place red Health cubes on your board. Garrett has 3 Health by default, but this can change depending on equipped gear.
 - Put yellow Energy cubes on the board. You start with 16 Energy cubes minus the energy cost to equip each gear card.
- If you play Cass Li, put 3 red cubes on your board, representing your Health. Put the 3 Trap tokens on your board.

Rules by Topic


Adjacent Sector

When the game refers to adjacent sectors, it means two sectors placed edge-to-edge next to each other without a wall separating them. Two sectors separated by a wall are not considered adjacent, and neither are sectors placed diagonally.


Alarm Level

The Alarm Level keeps track of when reinforcements enter the map. It starts at 0 at the beginning of the mission, then increases and decreases depending on the Alertness total drawn at the end of each turn. At the start of the mission, place a black cube on 0.

The Alarm Level can never go below 0 or above 99.

The mission description includes the Alarm Level numbers at which reinforcements will appear. Put  Reinforcement tokens on the corresponding numbers.


A new enemy is added if the Alarm Level is equal to or higher than one of these tokens during the Check Reinforcements step of the turn. Remove the token from the board and read the mission description to see what kind of enemy has appeared.

The enemy appears in the sector where the  Reinforcement Entrance token is placed. Like other enemies, these enemies have a color, and their patrol follows the waypoints of that color.

Raising the Alarm


Enemies raise the alarm in the following circumstances.

- When detecting you
- When finding a body
- When attacking you

When an enemy raises the alarm, the current Alarm Level is increased by the  Vigilance value on the enemy's card.

The enemy will keep raising the alarm every turn so long as it detects you and isn't defeated. It does so when it starts acting for its turn.

An enemy can only raise the alarm once per turn, but multiple enemies can do so in the same turn.

An enemy defeated before it can act does not raise the alarm (e.g. when you enter a sector and kill it immediately or make an  Overwatch attack when it enters your sector).

Alarm Level Effect on Enemy Behavior

When drawing to determine each enemy's behavior, add the value from the Behavior column next to the Alert Level table to the result. For example, if the Alarm Level were 43 during a turn, you would add +4 to the result of the behavior draw for each enemy. This only applies to picking behavior, not other actions like attacks.


Keep in mind that the alarm level can change during a turn. If an enemy detects you during its turn and increases the alarm, the following enemies might add a higher number to their behavior draw.

Alertness




This value changes depending on the mission. During the end-of-turn phase of each turn, draw a modifier card and add it to the Alertness to determine how much the Alarm Level changes.


A positive value increases the Alarm Level by that amount, and a negative result means that the alarm level decreases by that amount. For example, if alertness is +2 and you draw a -5, the total is -3 (2-5 = -3), therefore the alarm level reduces by 3.


Ambiguity


If there are multiple ways to do something while following the rules, you choose which one applies. For example, if two enemies are three sectors away, you get to decide which one acts first. If an enemy can take two paths of the same length to reach a  Detection token, you can choose which path it follows.

Armor

The  Armor value of each enemy and character determines the difficulty of an attack targeting them. If the result of the attack ( Attack Power + modifier card) is greater or equal to the  Armor value, then the attack is successful.

An enemy is immediately defeated after a successful attack against it. Garrett and Cass lose one  Health after being hit.

Garrett's base  Armor value is 4. He can increase this value by equipping an armor gear card. Only one armor card can be equipped at a time, but you can own several.

Cass's  Armor value is always 6.

Attacking

You can attack enemies, and enemies can attack you if you are in the same sector.

Player Attacks

You can attack an enemy in your sector as your second action for the turn or if the enemy is entering the sector while you are on Overwatch. You must use a gear card to attack.

When attacking, draw a modifier card and add it to the Attack Power, then compare the result with the target's Armor. If the total is above or equal, the enemy is defeated (put the enemy on its side in the sector).

If you are Hidden and attack an enemy, it does not detect you until the attack is resolved. This means the enemy does not raise the alarm or add a Detection token if defeated by the attack.

Put a Noise token in your room after attacking unless the weapon you used was Silent.

Enemy Attacks

If an enemy has detected you and can attack you, it will immediately stop other actions and draw an attack to attempt to damage you. An enemy will always attack you during its turn if it can, even if it has completed all actions listed on its card.

Enemies in Overwatch will attack you when you enter their sector if they can detect you. This attack takes place before you can do another action.

They will also attack you if you try to leave their sector. This is called an Intercept Attack. Each enemy does an Intercept Attack when you leave their sector.

When an enemy attacks you, draw its Attack Power. If the draw result is higher or equal to your Armor, your Health drops by one. If you reach 0 Health, you fail the mission.

Carry a Body

This action modifies your first movement for the turn to enable you to bring one defeated enemy with you. For example, if, in the previous turn, you defeated a security guard, you could use this action to bring the token of the guard to the sector you moved to. This is useful for moving bodies away from the patrol path of other enemies who would raise the alarm if they discovered them. Only one enemy at a time can be moved with this action.

Cass Li

When playing as Inspector Cassidy 'Cass' Li, use her side of the player board for the mission. You cannot use your equipment cards for the mission. Her Armor is always 6.

Place the three Trap tokens on the board.

Cass doesn't use regular weapons (and can't enter Overwatch), but she can place Traps. Place one of your Trap tokens in your current sector to do this. When an enemy enters a sector with a Trap, it explodes. Remove the token and attack everybody in the sector with Power 8 (this includes you if you're there), then place a Noise token. You only have three Traps during your mission, so use them carefully.

Cass's second movements are always silent.

Detection

An enemy detects you if it is in your sector and you are not Hidden or if it searches the sector where you are Hidden. You stop being Hidden when you are detected.

When an enemy detects you, put a Detection token in your sector and raise the Alarm Level by its Vigilance value (on the bottom of the enemy card). This can only happen once per turn, per enemy.

Detection Tokens

Put a Detection token in your sector in the following circumstances:

- **When an enemy detects you.** If you defeat an enemy before it can act, you shouldn't put a token. This happens when you enter a sector and immediately defeat an enemy, if you defeat it while Hidden, or while using Overwatch.
- **When an enemy attacks you.**
- **When you leave a sector where an enemy has detected you.** Place the Detection token in the sector you enter with the first movement (after the Intercept Attack).

A sector can only have one Detection token at a time. If a sector already has a token, do not add another.

If you run out of Detection tokens, remove the one that has been on the map for the longest before adding the new one.

Removing Detection Tokens

During their turns, enemies remove Detection Tokens from their sector if they cannot detect you there. This usually happens if an enemy enters a

sector with a Detection Token and you are not there or if you leave the sector where the enemy and the token are located.

While enemies usually remove Detection tokens in their sector, they do not remove them for as long as they detect you in that sector. In short, if you are in a sector with an enemy and it has detected you, then there is a Detection token in that sector, and it will stay there until you leave or find another way to deal with the situation. This will attract other enemies to this sector.

If you use an Overwatch attack to defeat an enemy entering a sector with a Detection Token, the token stays in the sector.

Enemies

Every enemy has a type and a color, which determines the enemy card to use for its stats and behavior, the token it uses, and the color of the base and waypoints it follows. For example, a blue Security Guard will use the corresponding token placed in a blue base, follow the behavior indicated on the card of the same name, and patrol along blue waypoints on the map.

Each type of enemy has a large card that details its characteristics. Below its name, a section indicates any special rules that apply to this enemy type. This section can be empty.

Below this section is a table that shows the enemy's behavior: what actions it will take depending on what value it draws each turn. The column on the left indicates the values that correspond to the behavior on the right. The values are presented like this:

- **< X:** This reads as "less than X", meaning that any draw lower than the value of X triggers this behavior, including negative values.
- **X - Y:** This reads as "any value between X and Y inclusively".
- **> X:** This reads as "greater than X", meaning that any draw higher than the value of X triggers this behavior.

At the bottom of each enemy card, icons indicate the enemy's Vigilance, Attack Power, and Armor. This section also shows whether this enemy is a human or a drone, which is important for some cards.

Enemy Actions

After you have completed your movement and action, the enemies perform their own actions for their turn.

Enemies act one by one, starting with the one closest to you and ending with the one farthest away. You choose which moves first if two or more enemies are at the same distance.

The actions of each enemy are always determined by drawing a modifier card. The base number of this draw is the Behavior value corresponding to the row of the current Alarm Level (as shown on the left of the Alarm Level table on your board). You should draw one modifier card for each enemy to determine its behavior.

Each enemy's card has a table showing its actions based on the result. Find the row corresponding to the result and execute the actions in the order they are written.

The possible actions are as follows.

- **Do nothing:** The enemy stays in its sector and does nothing.
- **Move X:** The enemy moves 1, 2, or 3 sectors along its patrolling path or toward Detection or Noise tokens (see Enemy Priorities for details).
- **Search:** An enemy that searches your sector will detect you (see Detection for details) even if you are Hidden.
- **Overwatch:** The enemy enters Overwatch. Put an Overwatch token next to it. If you enter the sector of an enemy on Overwatch, it attacks you immediately before you can take another action. It will also attack immediately if you stop being Hidden after attacking or being detected.

Enemy Movement



Enemies move following the overall shortest path possible toward where they are going. You choose which path to follow if multiple paths have the same length.

When following a patrol path, enemies go from waypoint to waypoint in the order they are numbered. After the last waypoint, they start again with the first waypoint.

While moving from waypoint to waypoint, enemies will not return to the sector they come from if possible. They will pick a longer path if it avoids entering the previous sector. Only the sector they just came from is avoided; they can go back to any sector they visited before that. Enemies try to follow the overall shortest path to follow all of their waypoints while respecting this rule.

This rule only applies to enemies following a patrol path. When moving toward Noise and Detection tokens, they always use the shortest path possible, even if it requires returning to the sector they just left.


Sometimes there may be two paths leading to a waypoint, but taking one path would make the movement toward the next waypoint longer because the enemy would need to take a longer path to avoid stepping into the previous room. In these cases, try to anticipate the next movements of the enemy and make it follow the shortest path overall.

If an enemy resumes its patrol after investigating a  Noise or  Detection token, it moves toward the nearest sector that's part of its regular patrol and then resumes it.










Enemy Priorities

The actions listed on an enemy's card are its default behavior if nothing special happens. When an enemy encounters unusual situations, it will adapt its actions. An enemy that spots you will attack and then chase you if you run away.

The following priorities list determines the actions that enemies take. First, draw a modifier card to determine the enemy's base behavior. Then, go down this list and find the first situation that corresponds to what the enemy faces.

An enemy may change its actions during its turn after a movement. It will replace the remaining actions specified on its card with higher priority actions described below if the situation requires it. If you drew the behavior "Move 2, Overwatch," for example, but after its first move, the enemy entered your sector and detected you, it would stop its behavior and immediately switch to the higher priority of attacking you without doing its second move or entering .





Here is the list of enemy priorities, from highest to lowest.



- 1. Attack you:** If the enemy has detected you and can attack you, it will immediately stop other actions and draw an attack to attempt to damage you. An enemy will always attack you during its turn if it can, even if it has completed all actions listed on its card.
- 2. Investigate a  Noise:** If there is a  Noise token in an adjacent sector, the enemy will enter that sector if it has movement actions left. It will follow  Noise tokens if some are in adjacent sectors and it has move actions remaining. This priority does not change the enemy's actions but makes it follow the  Noise tokens rather than its usual patrol path. If there are no more  Noise tokens but the enemy still has movements, it returns to its patrol path by following the shortest path possible.
- 3. Investigate a  Detection token:** If there is a  Detection token anywhere on the map, all enemies will use their move actions to move toward it by following the shortest path possible. They continue behaving as drawn but move toward the  Detection token instead of following their patrol waypoints. Remove the  Detection token when an enemy enters its sector unless it detects you in that sector.
- 4. Handle bodies:** When an enemy enters a sector with a defeated enemy, it stops its remaining actions and takes care of it. Remove the token of the defeated enemy. If multiple defeated enemies are present, remove all of them at the

same time. Some enemies ignore bodies, meaning that they skip this priority.



- 5. Follow their patrol Waypoints:** If no other priority applies, the enemy follows its patrol waypoints. See Enemy Movement for more details.




Energy

Equipping gear as Garrett costs  Energy. He starts with 16  Energy, represented as yellow cubes on your board. When equipping gear for a mission, remove as many  Energy cubes as the gear costs, as written in the top-right corner of the card. You cannot equip gear if you do not have enough  Energy to pay for it.


Some gear provides special abilities by spending  Energy during the mission. Only the  Energy left after equipping gear can be used for this. The cost is written in the description of the effect.


Exit

Some missions require that you reach the  Exit to complete them. The mission is over as soon as your character token enters the  Exit sector if you have completed all other conditions for finishing the mission. It does not matter if enemies are in that sector.

Remember that Intercept Attacks take place as you are leaving a sector. If you leave a sector with enemies while moving to the  Exit sector, their Intercept Attacks may drop your  Health to zero before you can reach the  Exit.

Failing a Mission

You fail a mission if your  Health drops to zero before you can complete all mission objectives.




When failing a mission, you gain none of the rewards from this mission, including those from the  Optional Objectives you may have completed during your attempt. You do not gain any Bytebucks, and you should return any new Items you might have gained.

You can retry missions as many times as you want with no penalty. However, any Item you have used in previous attempts remains used.

If you find a mission too difficult, you may lower its Alertness by 1 when retrying it.




Garrett Takao




Garrett Takao is the default character you play in Synthetic Sins. You play with his side of the board unless otherwise specified.

His base  Armor value is 4. His base  Health is 3. He starts with 16  Energy which he can use to equip gear and use their abilities.

Gear

Before each mission, you can choose what gear to equip from your purchased gear cards. You can make this choice after reading the introduction of the mission and setting up the map so that you know what you're getting into. You cannot change what gear you have equipped once the mission is started.

Each gear card has an  Energy cost in the top-right corner. Your available  Energy drops by that amount when equipping it. You cannot equip a gear card if you do not have enough  Energy to pay for it.

Some gear cards have abilities that require spending  Energy to activate. You can only use your remaining  Energy (after equipping gear) to pay this cost. Not all gear requires spending  Energy to gain their effect.

Some gear, such as weapons, require spending an action to use them. This becomes your second action for the turn when you do.

If a card gear does not specify that it requires an action to use, then you can use its ability at any time during your turn or when specified on the card. Doing so does not count as your second action for the turn.



Purchasing Gear


You can purchase new equipment with the ByteBucks earned as a reward during missions.

To acquire new gear between missions, spend 5 ByteBucks. Shuffle the deck of gear cards and draw four cards. Choose one of them and add it to your gear. Put the remaining cards back in the deck.


Keep track of any ByteBucks left. You can use them later to buy more gear. You keep the gear you purchase for the rest of the game, so choose carefully.

Health

Garrett Takao and Cass Li start each mission with 3  Health, represented by 3 red cubes. Gear can increase that maximum amount for Garrett. During missions, no effect can increase their  Health above that starting maximum.




Every time an attack against you is successful, remove one  Health cube. If you remove the last cube, you lose the mission immediately.

Hiding

By spending your second action to Hide, you make it more difficult for enemies to detect you. Put a  Hidden token on your player token when performing this action. Enemies will not detect you unless they perform a Search action. You cannot use this action if an enemy is already in the sector.



You remain  Hidden until:


- You move to another sector.
- You do any other type of action (except Pick Up).
- An enemy detects you by doing a search action.

If you are  Hidden and attack an enemy, it does not detect you until the attack is resolved. This means the enemy does not raise the alarm or add a  Detection token if defeated by the attack. An enemy on  Overwatch will not attack until your hidden attack is resolved.

Intercept Attack

If you use a movement to leave a sector with an enemy, the enemy gets a free Intercept Attack against you before you can leave. Each enemy gets an Intercept Attack, so be careful when leaving a sector with several enemies!

Since these attacks take place before you leave the sector, they can make you lose your last  Health before you reach the  Exit sector or a mission objective.

Remember to put a  Detection token in the sector you are moving to if you survive the Intercept Attack.

Items



Some missions will reward you with items. Draw them from the top of the items deck.



Each item has a unique effect that you can use once, and then you discard the card. Using an item doesn't require an action. You can keep your items from mission to mission until you use them.






You can keep a maximum of three items at the same time. If a reward makes you have more than three items, you can draw the reward and then discard items down to that maximum.




If you are rewarded with an item during a mission, you cannot use it during that mission. It becomes available at the start of the next mission.

Lock and Key

In some missions, one or more sectors may contain a  Lock token. You cannot enter these sectors until you acquire a  Key. Enemies can move through locked sectors normally.



To enter a locked sector, you need a  Key that is either found in one of the sectors or carried by an enemy. If the  Key is in a sector, you can pick it up as your second action.

In some missions, an enemy will be carrying the  Key. When it moves, the  Key moves with it. It drops the  Key after being defeated, and you can then use your Pick Up action to grab it. You can also pickpocket it by doing a Pick Up action while  Hidden in the enemy's sector (you remain  Hidden after doing this).

Once you have a  Key, you can enter a locked sector. Discard both the  Key and the  Lock tokens when doing so.

Modifier Cards

You will draw a modifier card at many points in the game to determine the outcome of various events. Each draw follows a consistent resolution process.


1. **Drawing a Modifier Card:** Pick the top modifier card from the modifier deck and add its value to a base value for each draw. The total is your result for that draw. Discard the card.
2. **Comparing to Difficulty:** Many draws involve comparing your total result against a specific difficulty level. If your total is greater or equal to the difficulty, the draw succeeds; otherwise, it fails. For example, if you use your Silenced Pistol ( Attack Power 5) to attack a security guard ( Armor 5) and you draw a 0, your attack succeeds ($5 + 0 = 5$) because your result is just enough to defeat the enemy.

The modifier deck has a special card, the "-5 to +5" card. If you draw this card, you can choose any value between -5 and +5 and add that to your base value for the draw.

When the modifier deck is empty, shuffle all the cards together before drawing again.


Movement



At the start of each turn, you have one free movement to move to any adjacent sector. This movement is silent.




You can also use your second action of the turn to move a second time, but this second move is Noisy. Place  Noise tokens in the sector you move from and the one you move to for the second movement. The first movement was not Noisy, so do not place a token in the sector where you started your first movement.



Every time you leave a sector with an enemy, every enemy in that sector can do an Intercept Attack targeting you before you leave.

Noise

You should put a  Noise token in a sector under the following conditions.

- When attacking with a weapon that is not silent, place a  Noise token in your sector.
- When doing a second move action, place  Noise tokens in the sector you move from and the one you move to for the second movement.

Read *Enemy Priorities* for details on how  Noise tokens affect enemy behavior. Enemies only investigate  Noise in adjacent sectors.  Noise tokens further away do not affect their behavior.

 Noise tokens are removed at the end of each turn. Unlike  Detection tokens, they are not removed when an enemy enters the sector where they were placed.


Non-Lethal Mode


Non-lethal mode is an optional rule. Before a mission starts, you can decide to play it in non-lethal mode. In this mode, you do not kill enemies when you attack them. Do not remove the enemy token when an enemy handles a body. Instead, put the enemy token back up. It resumes acting normally on following turns.



Objectives



There are two types of objectives in missions:  Mission Objectives and  Optional Objectives.

To complete a mission, you must do everything specified in the Goal section after the map layout. This often requires obtaining or reaching one or more  Mission Objectives. If reaching an objective is necessary, then simply entering the sector where it is located is enough. Otherwise, you must pick up the objective.




As the name suggests, you do not have to pick up the  Optional Objectives, but doing so will give you a reward and let you read extra information about the story and the game's world.


Often, the game will instruct you to read something when picking up or reaching an objective. You can find this text below the map layout section of the mission.

Overwatch




You can enter  Overwatch as your second action for a turn. Enemies can also enter  Overwatch during their turn.


Player Overwatch

Entering  Overwatch does not do anything immediately. However, if an enemy enters your sector this turn, you can attack it immediately before it can do anything else. Place a token to indicate that you are in  Overwatch. Only one  Overwatch attack is possible per turn.




When a weapon's description says to use an action to attack, it can be used to attack with  Overwatch.

Enemy Overwatch


When an enemy enters  Overwatch, place an  Overwatch token near it in the sector. Until its next turn, if it detects you in its sector (i.e. if you enter the sector where the enemy is or stop being  Hidden in that sector), it will attack you immediately. This attack takes place even if it is during your turn. The enemy still gets to act normally when its turn comes.

Remove the  Overwatch token at the start of the enemy's next turn.


Pick Up

You can pick up something in a sector by spending an action. This is used to acquire  Mission Objectives,  Optional Objectives, and  Keys. Take the token from the map and put it in front of you as a reminder.

If there are multiple things that can be picked up in the same sector, you can pick them all up with a single action.


You remain  Hidden when doing this action if you already were.


Reinforcements

Each mission's description includes a list of Alarm Levels at which reinforcements enter the map. During mission setup, you should place  Reinforcement tokens on the corresponding numbers on your board.

A new enemy is added if the Alarm Level is equal to or higher than one of these tokens during the Check Reinforcements phase of the turn. Remove the token from the board and read the mission description to see what kind of enemy has appeared.

If the Alarm Level becomes higher or equal to one of these tokens during a turn but then drops below that value before the Check Reinforcements step, no new enemy is added yet.

If, on a turn after a reinforcement has already entered the map, the Alarm Level goes down below the reinforcements threshold and then goes back up over it, no new enemy is added. Reinforcements come in only once for each  token.

The new enemy appears in the sector where the  Reinforcement Entrance token is placed. Like other enemies, it has a color, and its patrol follows the waypoints of that color.

Since reinforcements appear at the end of the turn, the new enemy starts acting as normal during the next turn.



If the Alarm Level rises quickly, it's possible that multiple enemies will appear at the same time.


Rewards


Completing objectives and the mission can reward you with ByteBucks and items. You gain those rewards only at the end of the mission, even if they come from an objective that you reached in the middle of the mission.

As such, you cannot use the items you gain during the mission in which you gain them. You also do not gain the rewards if you fail the mission.

Searching

An enemy that searches your sector will detect you even if you are  Hidden. You stop being  Hidden when you are detected.

When an enemy detects you, put a  Detection token in your sector and raise the Alarm Level by

its  Vigilance value (on the bottom of the enemy card).

Sectors

The map for each mission is assembled from square tiles called "sectors". Each corresponds to a different location.

When the game refers to adjacent sectors, it means two sectors placed edge-to-edge next to each other without a wall separating them. Two sectors separated by a wall are not considered adjacent, and neither are sectors placed diagonally.

Turn Phases



Each turn goes through the following phases.

■ Your actions

- **Free movement**
- **Second action**, selected among the following:
 - ◇ Second movement
 - ◇ Card action
 - ◇ Overwatch
 - ◇ Hide
 - ◇ Pick up
 - ◇ Carry a body



■ Enemy actions

■ End-of-turn events

- **Increase the alarm level**
- **Check for reinforcements**
- **Clean up**: Remove  Noise tokens and your own  Overwatch token.

The phases always take place in that order. For example, you cannot do your free movement after doing your second action.

Waypoints

Waypoints are numbered and colored tokens that are placed on sectors to indicate the patrol path of enemies of the same color. Enemies move from waypoint to waypoint in a loop, using the shortest path possible, unless they are investigating a  Noise or  Detection token.



Card Explanation

Gear

Alarm Rewiring Kit

You must an action and some ⚡Energy when using this gear. You can spend any amount of your remaining ⚡Energy and the Alarm Level will drop by that amount.

Alarm Spoofer

The 📡Detection token can be placed on any sector, even if it's inaccessible (e.g. behind a locked sector). Enemies will investigate that token as usual.

Assault Rifle

You must choose whether to attack one enemy or multiple ones before drawing the result of the first attack. When attacking multiple enemies, you should draw a modifier card for each attack separately.

Put a 🗣️Noise token in your sector after attacking with this weapon.

Bioconverter

You gain 1 ⚡Energy each time an enemy is defeated, even if it is not in your sector. The amount of ⚡Energy you have cannot go above your available maximum (i.e. 16 minus the cost of all your equipped gear).

Body Armor

You can only equip one card that changes your ♥️Armor during a mission. You can, however, own multiple Armor cards and decide between missions which one to equip.

Bulletproof Vest

You can only equip one card that changes your ♥️Armor during a mission. You can, however, own multiple Armor cards and decide between missions which one to equip.

Camera Hack

Once the 📡Detection token is removed, enemies return to their normal priorities.

Chameleon Cloak

You must already be 🕸️Hidden to use this gear, and you must activate it at the start of your turn. When you do, you do not remove your 🕸️Hidden status

when doing your free movement. This means that any enemy in the sector you are leaving will not detect you and will not make an Intercept Attack. Enemies in the sector you are entering will not detect you either and will not do any 🕸️Overwatch attack.

Drone Glitching

You can use this gear after you determine that a drone will be searching your sector to prevent it from detecting you. You do not have to use it preemptively before drawing to determine its behavior.

Using this gear only protects you from Search actions. The drone can still detect you if it is in the same sector as you and you are not 🕸️Hidden.

This gear cannot be used on human enemies.

First Aid Kit

Your maximum ♥️Health includes increases from other equipped gear.

Forcefield

You can activate this gear after drawing to determine if the attack is successful.

Generator

You gain 1 ⚡Energy during the clean-up phase of each turn. The amount of ⚡Energy you have cannot go above your available maximum (i.e. 16 minus the cost of all your equipped gear).

Glue Bomb

You can use this gear before your movements for the turn. Its effect do not prevent you from moving.

Laser Blaster

When attacking multiple enemies, you should draw a modifier card for each attack separately.

Put a 🗣️Noise token in your sector after attacking with this weapon.


Motorized Skates

This gear lets you do three movements during the turn where it is activated. Put a 🗣️Noise token in each sector that you enter.


Movements Accelerator

Because this gear does not require an action to use, you can activate it before your first movement of the turn.

Neural Disruptor

This gear only affects human enemies and has no effect on drones. The targeted enemy will skip its turn completely. It will not do Overwatch attacks or Intercept attacks.

Remote Speaker Hack


The Noise token can be placed on any sector, even if it's inaccessible (e.g. behind a locked sector). Enemies will investigate that token as usual.

Self-Defense Drone


This gear's effect takes place automatically after each time you are attacked, whether that attack is successful or not. This counterattack can happen multiple times in the same turn but it will always target the source of the attack.

Shotgun

Instead of drawing a single modifier card, draw two and keep the one with the highest value when attacking with the shotgun.

Put a Noise token in your sector after attacking with this weapon.

Silenced Pistol

You already own this gear at the start of the first mission. Do not put a Noise token in your sector when attacking with this weapon.

Smart Bullets


You can activate this gear's effect (and pay its cost) after you draw to determine if the attack is successful or not.

Sneakers



You can combine this gear's effect with the effect of Motorized Skates if you have both equipped, making all three of your movements for the turn silent.


Sniper Rifle

You cannot use this weapon if you have moved in any way in the same turn, including using other gear. You cannot use this weapon to attack an enemy in your sector.


Put a Noise token in your sector after attacking with this weapon.

Spider Drone



You can use this gear to pickpocket a Key from an enemy in your sector without using an action if you are Hidden. If there are multiple things that


can be picked up in your sector, you must pay 1 Energy for each one, but you can pick them all up during the same turn.

Stamina Booster


You can equip multiple Stamina Boosters at the same time to increase your maximum Health even more.

Stun Gun

You can spend Energy to increase the power of this weapon's attack. If you pay 0, you can still make an attack with power 4, but every additional Energy you pay increases the attack power by 1.

Do not put a Noise token in your sector when attacking with this weapon.

Submachine Gun

Put a Noise token in your sector after attacking with this weapon.



Items

Alarm Adjuster

Immediately reduce the Alarm Level by 10. You can use this to prevent enemy reinforcements from coming.

Assault Grenade

When attacking multiple enemies, you should draw a modifier card for each attack separately.

Distracting Hologram

You can use this gear after you determine that an enemy will be searching your sector to prevent it from detecting you. You do not have to use it preemptively before drawing to determine its behavior.

Using this item only protects you from Search actions. The enemy can still detect you if it is in the same sector as you and you are not Hidden.

Drone Override Matrix

This item only works on drone enemies. You can choose the drone's actions, among those in its behavior table. If the drone is able to attack, it can attack another enemy in its sector.

EMP Grenade

Humans are unaffected by this item. When attacking multiple enemies, you should draw a modifier card for each attack separately.

Energy Surge

The amount of Energy you have cannot go above your available maximum (i.e. 16 minus the cost of all your equipped gear).

Flashbang Grenade

Remove all Overwatch tokens from the targeted sector.

Focus Enhancer

You can activate this item's effect after you draw to determine if the attack is successful or not.

Gas Grenade

Drones are unaffected by this item. When attacking multiple enemies, you should draw a modifier card for each attack separately.

General System Glitch

Alertness cannot go below 0.

Lock Breaker

You can remove a Lock token from any sector on the map so that you do not have to find a Key to enter it.

Painkillers

Your maximum Health includes increases from equipped gear.

Shockwave

This item only affects one enemy.

Smoke Grenade

Any enemy in the sector you are leaving will not detect you and will not make an Intercept Attack. Enemies in the sector you are entering will not detect you either and will not do any Overwatch attack.

Sound Dampener

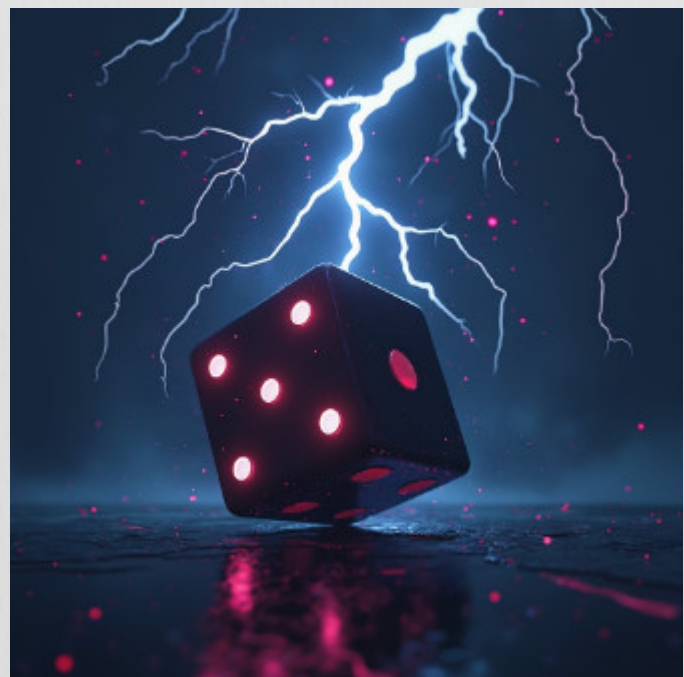
You can use this when a Noise or Detection token is added to the map from any source to prevent it.

Stochastic Modifier

You can use this after drawing the modifier card.



Wall Charges

The sectors on each side of the removed wall are now adjacent.



Enemies

Drone Bomb

Drone Bombs only move when there is a -Detection token somewhere on the map. Therefore, they never follow waypoints. They can still attack if you are in their sector and there are no -Detection tokens, however.


Sentry Gun

Sentry guns can never move from their starting sector, except when using a Shockwave item. When Sentry Guns are part of the reinforcements for a mission, they appear in the sector described in the mission description.

Squad Leader

Squad Leaders can give bonuses to other Squad Leaders in their sector or adjacent ones, but their bonus does not apply to themselves.

Surveillance Drone

Surveillance Drones cannot attack. When defeated, place a -Detection token in their sector, no matter the source of their destruction.

Target

Targets are special enemies that never attack and never raise the alarm. They simply follow their waypoints until they reach the end of their path, ignoring everything else along the way.



Credits

Game design, art, graphic design, story, and pretty much everything else

Pierre-Alexandre Garneau

Thanks to everybody who tested the game and game constructive comments over the years!

Quick Reference

Turn Phases

Your Actions

Free movement: Move to an adjacent sector.

Second action, selected among the following:

- **Second movement:** Move to an adjacent sector. Place Noise tokens in the sector you move from and the one you move to.
- **Overwatch:** Place an Overwatch token. You can attack an enemy entering your sector before it can do anything else.
- **Hide:** Place a Hidden token. Enemies will not detect you unless they Search.
- **Card action:** Use the ability of one equipped gear card by paying its energy cost, if any.
- **Pick up:** Take objectives and keys.
- **Carry a body:** Bring a defeated enemy with you during your movement.

Enemy Actions









End-of-Turn Events

- **Increase the Alarm Level:** Add the current Alertness plus a modifier card to the Alarm Level.
- **Check for reinforcements:** Add enemies to the sector with the Reinforcement Entrance token if the Alarm Level is high enough.
- **Clean up:** Remove Noise tokens and your own Overwatch token.

Enemy Priorities

1. **Attack you:** Enemies in your sector who have detected you will always attack you if able.
2. **Investigate a noise:** Move to an adjacent sector with a Noise token.
3. **Investigate a Detection token:** Move toward the nearest Detection token.
4. **Handle bodies:** Remove the token of a defeated enemy.
5. **Follow waypoints:** Move toward the next waypoint in the enemy's patrol path.

Icons Reference

	Armor
	Attack Power
	Detection
	Energy
	Exit
	Health
	Hidden
	Key
	Lock
	Mission Objective
	Noise
	Optional Objective
	Overwatch
	Reinforcements
	Reinforcements Entrance
	Trap
	Vigilance