APEX LEGENDS™

THE BOARD GAME

CORE RULES

CONTENTS

APEX LEGENDS: THE BOARD GAME

WELCOME TO THE APEX GAMES!

Initiated sometime around the year 2729 on Solace, the central planet of a cluster called the Outlands, the Apex Games are an immensely popular and widely televised bloodsport owned and organized by the Mercenary Syndicate, the undisputed governor and protector of peace for the region.

Originally hosted in a defunct military base on the island of Kings Canyon as an overhauled continuation of an old tournament called the Thunderdome, the Apex Games have since spanned multiple worlds and have seen numerous participants join the fray, with different backgrounds and often ulterior, usually mutually exclusive motives. The reward for perseverance is fame, cold cash, and sometimes a lucrative career, but it all comes at the very real risk of serious physical injury or, more commonly, death.

GAME OVERVIEW

Apex Legends: The Board Game is a highly competitive miniatures game based on the hit battle royale video game Apex Legends, in which opposing squads of Legends—warriors with exceptional combat skills and abilities—airdrop onto a gradually shrinking battleground to compete for fame and glory in a series of matches referred to as the Apex Games. The players make use of a wide variety of weapons and actions at their disposal to work together with their squadmates, and fulfill the ultimate goal of eliminating their opponents and being the last ones standing.
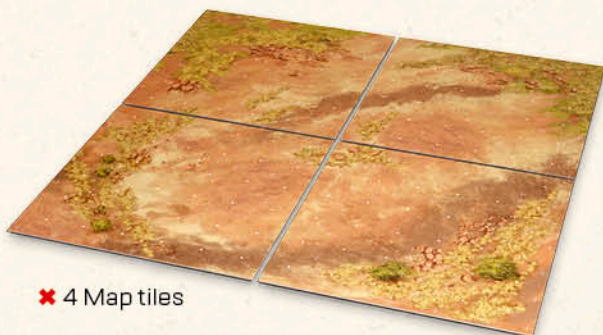
COMPONENTS

* 1 Core Rules (this book)
* 1 Match Settings book

* 1 Object Reference sheet
* 6 Help cards

* 4 Map tiles

* 4 Buildings 2×2 * 6 Buildings 2×3
* 2 Buildings 2×4 * 3 Buildings 3×3

Each building is composed of two parts. You should assemble them before play.

* 8 Half-Walls * 6 Walls (1-length)
* 6 Walls (2-length) * 2 Walls (3-length)

* 6 Rooftop Edge Half-Walls
* 4 Rooftop Edge Walls (2-length)
* 4 Rooftop Edge Walls (3-length)

* 3 Canyon tiles 1×2 * 3 Canyon tiles 2×2
* 3 Canyon tiles 2×3
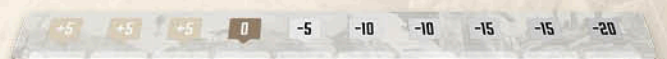

* 5 Rocks
* 4 Trees
* 10 Closed Supply Bins (with 10 Opened Supply Bin markers)
* 4 Respawn Beacons

* 8 Zipline Points
* 8 Rooftop Edge Zipline Points
* 3 Heat Shields
* 4 Supply Drops

* 1 Round board
* 1 Entrance board

* 1 Aim board

* 6 Legend boards
* 6 Equipment boards

* 6 Player screens
* 4 Ring Border miniatures

✖ 14 Aim cards

✖ 48 Basic Weapon cards
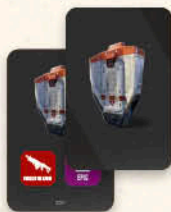
✖ 3 Unique Weapon cards

✖ 8 Weapon Loadouts

✖ 8 Ring Movement cards

✖ 32 Fully Kitted Weapon cards

✖ 18 Supply Bin cards

✖ 6 Supply Drop cards
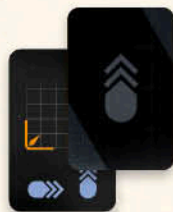
✖ 4 Spawn cards

✖ 6 Role cards
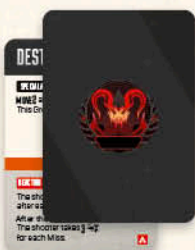
✖ 12 Boss Feat cards

✖ 1 Replicator card

✖ 12 Event cards

✖ 1 Round marker

✖ 1 Initiative marker

✖ 4 Reward tokens

✖ 4 Supply Drop Spawn markers

✖ 8 Supply Drop Status markers

✖ 6 Squad identifiers

✖ 4 Squad tokens

✖ 6 Flags

✖ 6 Shield & Health points dials

✖ 12 Double-faced Deathbox/Victory Point tokens

✖ 12 Ammo cubes

✖ 3 Loot token bags

✖ 18 Starting Gear tokens (6 of each: Helmet, Body Shield, and Knockdown Shield)

✖ 50 Common Loot tokens

✖ 52 Rare Loot tokens

✖ 35 Epic Loot tokens

✖ 6 Legendary Loot tokens

✖ 2 Grenade Template tokens

✖ 8 Coordinate tokens

✖ 31 Lock tokens

✖ 12 Crafting Materials

✖ 4 Replicator Feature tokens

✖ 2 Event Feature tokens

GIBRALTAR

- ✖ 1 Gibraltar miniature
- ✖ 1 Dome of Protection miniature
- ✖ 1 Defensive Bombardment miniature
- ✖ 1 Defensive Bombardment marker
- ✖ 2 Ability tokens (1 Tactical & 1 Ultimate)
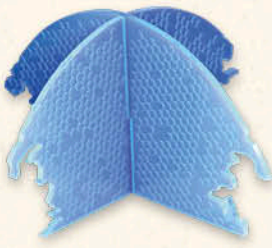
- ✖ 1 Draft card
- ✖ 8 Feat cards

- ✖ 1 Legend info sheet
- ✖ 2 Ability cards (1 Tactical & 1 Ultimate)

BANGALORE

- ✖ 1 Bangalore miniature
- ✖ 2 Smoke miniatures with number markers
- ✖ 1 Rolling Thunder miniature
- ✖ 1 Rolling Thunder marker
- ✖ 3 Ability tokens (2 Tactical & 1 Ultimate)
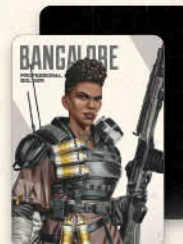
- ✖ 1 Draft card
- ✖ 8 Feat cards

- ✖ 1 Legend info sheet
- ✖ 2 Ability cards (1 Tactical & 1 Ultimate)

WRAITH

- ✖ 1 Wraith miniature
- ✖ 2 Dimensional Rift miniatures
- ✖ 2 Ability tokens (1 Tactical & 1 Ultimate)

- ✖ 1 Draft card
- ✖ 8 Feat cards

- ✖ 1 Legend info sheet
- ✖ 2 Ability cards (1 Tactical & 1 Ultimate)

BLOODHOUND

✕ 1 Bloodhound miniature

✕ 3 Raven miniatures

✕ 1 Beast of the Hunt miniature

✕ 2 Ability tokens (1 Tactical & 1 Ultimate)

✕ 1 Draft card

✕ 8 Feat cards

✕ 1 Legend info sheet
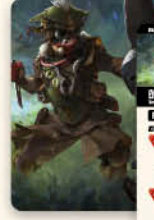
✕ 2 Ability cards (1 Tactical & 1 Ultimate)

LIFELINE

✕ 1 Lifeline miniature

✕ 1 D.O.C. Heal Drone miniature

✕ 1 Care Package miniature

✕ 1 Care Package Status marker

✕ 1 Drop marker

✕ 2 Ability tokens (1 Tactical & 1 Ultimate)

✕ 13 Lifeline Loot tokens: 6 Rare, 4 Epic, 3 Legendary

✕ 1 Draft card

✕ 8 Feat cards
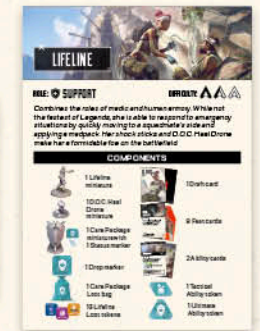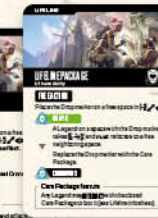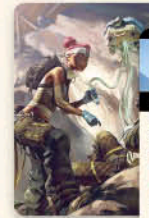
✕ 1 Legend info sheet

✕ 2 Ability cards (1 Tactical & 1 Ultimate)

✕ 1 Care Package Loot bag

PATHFINDER

✕ 1 Pathfinder miniature

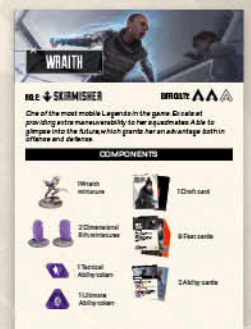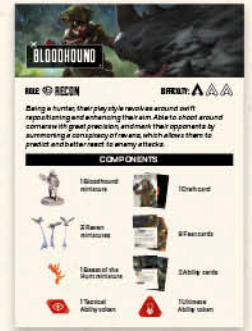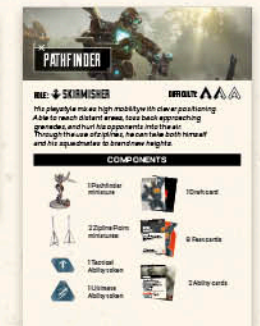**✕ 2 Zipline Point miniatures**

✕ 2 Ability tokens (1 Tactical & 1 Ultimate)

✕ 1 Draft card

✕ 8 Feat cards

✕ 1 Legend info sheet
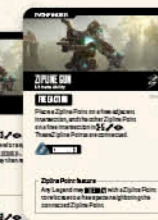
✕ 2 Ability cards (1 Tactical & 1 Ultimate)

GET READY FOR ACTION

There are two books containing instructions and rules for playing Apex Legends: The Board Game — The Core Rules (this book) and the Match Settings.

For your first experience at the Apex Games, put aside the Match Settings book: **all the information required to play your first match is contained in the Core Rules book**. Furthermore, you will be assisted in setting up and learning the game through predefined options and recommendations (marked with **First game**). **For your first game, please follow the setup instructions below.**

When feeling confident enough to step up your game, refer to the **Match Settings book**, which contains the full setup instructions, different game modes, diverse map configurations, and additional special features, introducing new game components and additional rules. **For all setups following your first game, refer to the Match Settings book exclusively.**

BASE SETUP

1 Place the 4 Map tiles in the center of the playing area, forming a square shape as depicted.

2 Place the Round board next to the Map.

3 Place the Round marker on position 1 of the Round track.

4 Place the Initiative marker next to the Round board.

5 Place the Aim board next to the Map along one of its edges, leaving enough space for Aim cards.

6 Shuffle all the Aim cards to form the Aim deck and place it face down next to the Aim board.
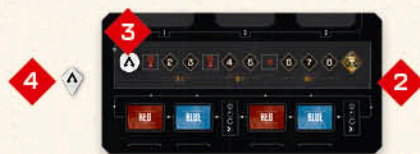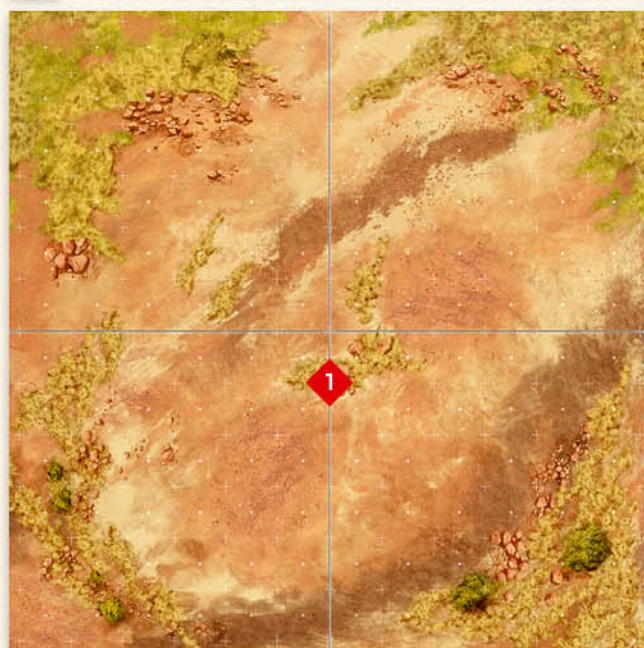
SELECTED GAME MODE

Battle Royale

Squads: 2 vs. 2 or 3 vs. 3 Legends

Players divide into two squads using a method of their choice. Each squad controls an equal number of Legends. If there are fewer players than Legends in play, some players get to control more than one Legend (the choice is up to each squad).

First game: We recommend that the players control one Legend each.

For the sake of simplicity, the rules consider that each player controls one Legend only. When con-

trolling multiple Legends, always keep the components of each Legend separate and perform their actions individually. Whenever the rules refer to 'each player', this means that each player follows the instructions for each Legend they control.

Objective: Unique Eliminations

The game ends immediately, and your squad wins, whenever one of the following situations occurs:

✖ **Each enemy Legend has been eliminated at least once** (i.e., each enemy Legend has lost at least one of their Deathbox tokens).
✖ **Your squad has 2 Victory Points** (2 vs. 2) **or 4 Victory Points** (3 vs. 3) **at the start of the activation of an enemy Legend with no Deathbox tokens.** *(For Victory Points, see Life and Death, page 30.)*

If neither squad has achieved victory by the end of Round 8, apply the following tiebreakers in the indicated order:

1. The squad with more Victory Points wins.
2. If there still is a tie, consider the Legends in each squad who still have their 2 Deathbox tokens. The one with more Health points grants victory to their squad.
3. If the game is still tied, it ends in stalemate.

Setup
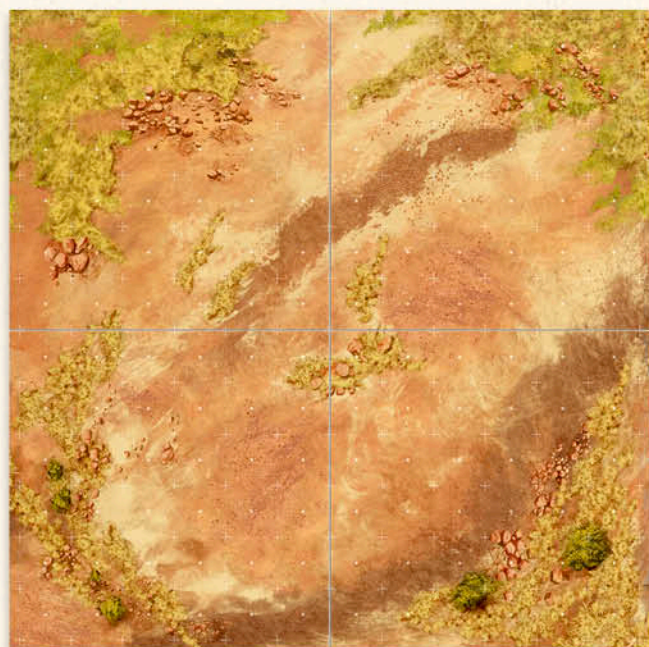
Place the **Entrance board** next to the Round board and the 4 Reward tokens next to it.

Place all **Common Loot tokens** (gray), except for the Starting Gear (Common Helmets, Body Shields, and Knockdown Shields), in the Common Loot bag.

Common / Rare / Epic

Starting Gear

Place all **Rare Loot tokens** (blue) in the Rare Loot bag.

Place all **Epic Loot tokens** (purple) in the Epic Loot bag.

Place the **Loot bags** within easy reach of the players.

Shuffle all the **Basic Weapon cards** to form the Weapons deck, and place it face down within easy reach of the players.

Shuffle all the **Supply Bin cards** to form the Supply Bin deck, and place it face down next to the Weapons deck.
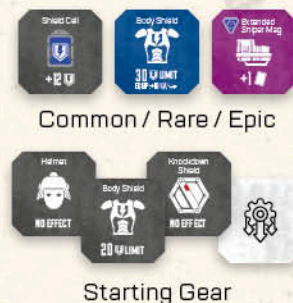
Each player takes:
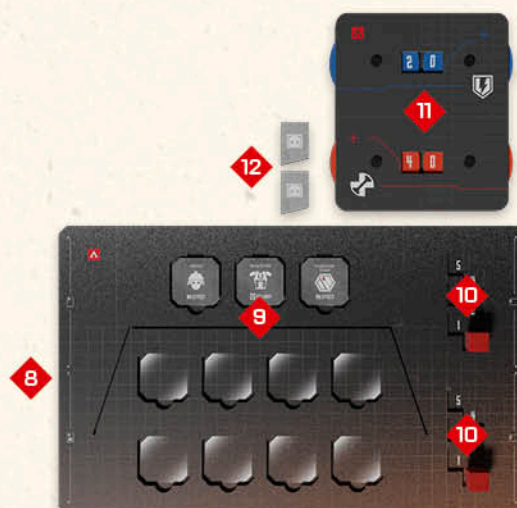
A **Legend board**, placing it in front of them.

Three **Starting Gear tokens**: 1 Helmet, 1 Body Shield, and 1 Knockdown Shield, placing them in the designated slots on their Legend board.

Two **Ammo cubes**, placing one on the position marked '0' in each Ammo track.

A **Shield and Health points dial**, placing it near the Legend board. Set Shield points (🛡) to 20 and Health points (❤) to 40.

Two double-faced **Deathbox/Victory Point tokens**, placing them next to the Legend board, Deathbox (💀) face up.

SELECTED MAP

Crossroads Map

You will need the following:

- ✳ 1 Building 2×2
- ✳ 3 Buildings 2×3
- ✳ 2 Buildings 2×4
- ✳ 2 Buildings 3×3
- ✳ 1 Wall (1-length)
- ✳ 2 Walls (2-length)
- ✳ 2 Walls (3-length)
- ✳ 3 Half-Walls
- ✳ 1 Rooftop Edge Half-Wall
- ✳ 10 Supply Bins
- ✳ 4 Respawn Beacons

Place the components on the Map, as shown in the image below:

Step 1: Level 1 Buildings (directly onto the Map)
Step 2: Level 2 Buildings (on top of Level 1 Buildings)
Step 3: Walls
Step 4: Half-Walls and Rooftop Edge Half-Wall
Step 5: Supply Bins and Respawn Beacons
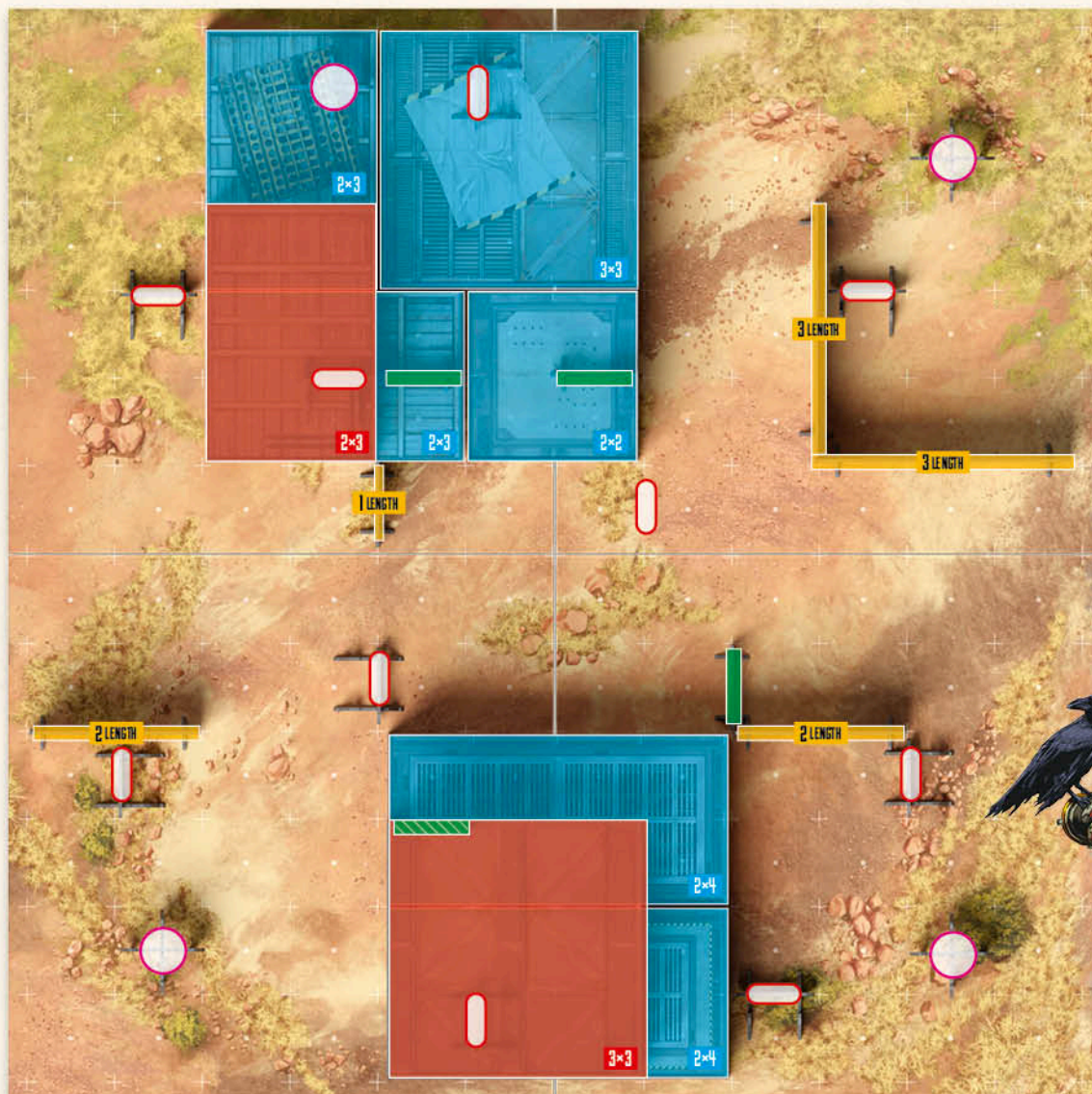
▬ Buildings–level 1	▭ Supply Bins
▬ Buildings–level 2	◯ Respawn Beacons
▬ Walls	
▬ Half-Walls	
▨ Rooftop Edge Half-Walls	

SELECTED SPECIAL FEATURES

The Ring

You will need the following components:
- ✖ 4 Ring Border miniatures
- ✖ 8 Ring Movement cards

Setup

1 Shuffle all the **Ring Movement cards** to form the Ring Movement deck and place it face down on the Entrance board, Reveal the topmost Ring Movement card, and place it on top of the deck so that the ⬛ symbol is aligned with the matching symbol on the Entrance board.

2 Place the 4 **Ring Border miniatures** in the 4 corner spaces of the Map, facing the inside, as shown in the image.

INITIATIVE AND LEGEND DRAFT

One squad has the initiative—they are the first to perform their actions on the Map. The other squad is the first to draft a Legend. **The initiative does not change throughout the game**.

First game: Each squad draws 1 Aim card. The squad with the higher value on their card becomes the Red squad (redraw in case of a tie). Then, shuffle the Aim cards back into the deck.

1. **The Red squad** plays with Bangalore and Wraith (2 vs. 2) or with Bangalore, Wraith, and Lifeline (3 vs. 3).
2. **The Blue squad** plays with Gibraltar and Bloodhound (2 vs. 2) or with Gibraltar, Bloodhound, and Pathfinder (3 vs. 3).
3. Freely allocate the Legends to each player within each squad. Each player takes the **Draft card** corresponding to their Legend, placing it face up in front of them.

4. Place the **Initiative marker** on the leftmost Red squad turn space on the Initiative track.
5. **Skip the paragraphs below and proceed to Legend setup**.

Determine the color of each squad as follows:
1. Each squad draws 1 Aim card.
2. The squad with the higher value on their card chooses their color (repeat the draw in case of a tie):
   - ✖ **Red:** They enter the Map first, and they always have the initiative on the Map.
   - ✖ **Blue**: They make the first pick in the Legend draft (and they place their Legend on the Entrance board first, if there is an Entrance board in the chosen Game Mode).
3. Place the **Initiative marker** on the leftmost Red squad turn space on the Initiative track.
4. Take all Legend Draft cards from the box and spread the cards face up on the table.
5. The **Blue squad** selects one of their players. That player chooses a Legend to play as and takes the matching Legend Draft card, placing it face up next to their Legend board. Repeat the process, alternating between squads, until all players have picked their Legends. Then, return any unused Legend Draft cards to the game box.

Note: The Legends may be assigned at random. To do so, shuffle all Legend Draft cards and randomly give one Draft card to each player.

LEGEND SETUP

Each player takes the **Squad identifier** in their squad color, a **Help card**, the **Legend info sheet** for their Legend, and—if listed in the components for the chosen Game Mode—a **Player screen** in their squad color. Then, they take all the components listed on their Legend info sheet.
These are placed next to their Legend board as shown in the image:

1 Legend info sheet
2 Help card
3 Legend miniature and Squad identifier in their squad color (attach the Legend miniature to the Squad identifier)
4 Miniatures for the Legend abilities
5 Ability cards (place them face up)
6 Feat cards (shuffle the Feat deck and place it face down in the designed slot next to the Legend board)
7 Markers and tokens (for abilities, cooldowns, etc.)
8 Player screen in their squad color (place it on the Legend board, concealing the Backpack from your opponents)

First game: Use Player screens.

Miniatures, markers, and tokens form your Legend's supply.
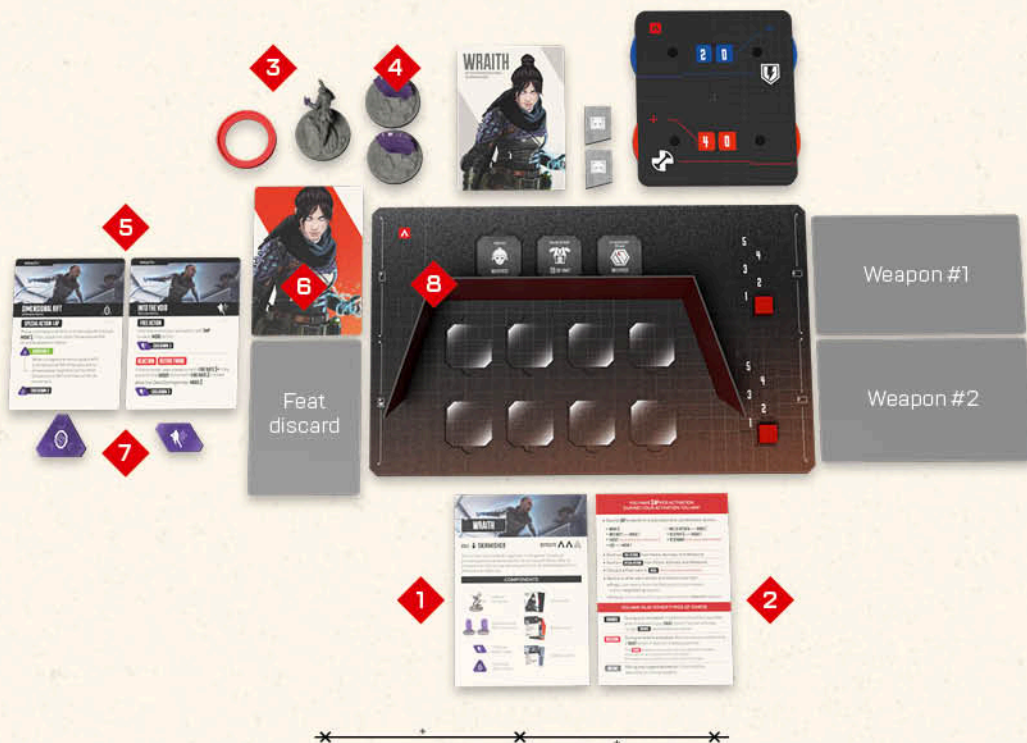
GAME FLOW

Each game of Apex Legends is played in three consecutive stages:

Stage 1: Legend Loadout
Equip yourself and cooperate with your squadmates to optimize the assets at your squad's disposal.

Stage 2: Map Drop
Enter the Map, seeking a positional starting advantage and the benefit of additional loot.

Stage 3: Final Encounter
Face off against your opponents, striving to be the first squad to achieve the Victory Conditions (as defined in the selected mode). Played in up to 8 Rounds, this is the core of the game.

STAGE 1: LEGEND LOADOUT

Follow the rules in the Match Settings book according to the mode selected.

First game: Use the rules below.
Each Legend forms a Loot Pool by drawing:

- ✱ 4 **Weapon cards** from the top of the Weapons deck
- ✱ 4 random **Common Loot tokens** from the Common Loot bag
- ✱ 4 random **Rare Loot tokens** from the Rare Loot bag

During this stage, all players act simultaneously. Each Legend may freely give any number of Weapon cards and Loot tokens from their Loot Pool to other Legends in their squad.

Next, each Legend must **equip 2 of their Weapon cards**, placing one in each of the 2 Weapon card slots to the right of their Legend board. Then:

1. Set the Ammo markers to the Ammo value shown in the top-right corner of their respective Weapon cards.
2. Place the Loot tokens in the Backpack slots, Gear slots, and on Weapon cards as appropriate and up to the capacity limits (*see Handling Loot, Gear, and Weapons*).
3. Remove any remaining Loot tokens and Weapon cards in the Loot Pools from the game.

HANDLING LOOT, GEAR, AND WEAPONS
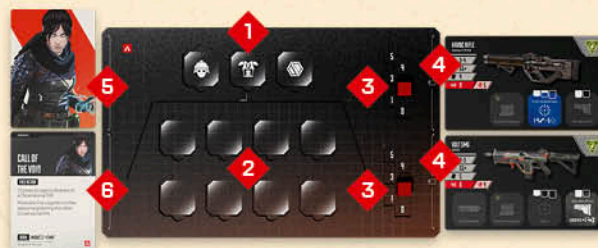
Use your Legend board to manage your Loot tokens, Weapons, and Feat cards. The Legend board is divided into the following areas:

1. Gear slots
2. Backpack slots
3. Ammo tracks and Ammo markers
4. Weapon card slots
5. Feat deck slot
6. Feat discard pile slot

Loot tokens

Throughout the game, you will collect, use, and discard Loot tokens. They serve to restore your health, increase your protection, improve your weapons, and more. Loot token rarity is identified by their color: **Common** (grey), **Rare** (blue), **Epic** (purple), and **Legendary** (gold). Common Loot tokens are the least powerful, with Legendary Loot tokens providing the strongest benefits. There are 4 types of Loot tokens, according to their use (*for full information on each Loot token, refer to the Database, page 39*):

Gear, to protect yourself.
Placed in the Gear slots of your Legend board (cannot be placed in Backpack slots).

Attachment, to enhance your weapons. Placed either in a Backpack slot or in a Weapon card attachment slot.

Grenade, to cause damage (single-use). Placed in a Backpack slot on your Legend board.

Consumable, to positively impact your Legend (single-use). Placed in a Backpack slot on your Legend board.

> **Note:** Some cards make reference to 'items'. These comprise Grenades **and** Consumables.

Whenever a Legend obtains a **Loot token**, they may:

- ✖ **Keep it**, placing it in the designated slot on their Legend board or their Weapon cards as explained in the sections below.
- ✖ **Drop it** onto the Map, on the space they are on, or on a neighboring space (*see Contiguity, page 20*). The number of Loot tokens on a space on the Map is not limited.

> **Note: When your Legend is on the Map, and you obtain a Loot token, you either keep it or drop it (it is never discarded).**

Gear

The upper part of your Legend board offers slots for 3 different Gear tokens, identified by their symbol: a Helmet, a Body Shield, and a Knockdown Shield. You can only have **1 Gear token of each type** at any moment. You start the game fully equipped with Common Gear tokens, as indicated in the Legend setup.

When you obtain a new Gear token, choose one of two options:

- ✖ **Keep it**, dropping the existing Gear token of the same type to make space for the new one.
- ✖ **Drop it**.

> **Note:** Body Shield tokens and Knockdown Shield tokens are double-sided (except for Common ones). When you **drop** a double-sided Shield token or **pick** one up from the Map, **do not flip it** (i.e., place an 'Exhausted' Knockdown Shield with the 'Exhausted' side up). When you obtain a two-sided Shield token from elsewhere (e.g., Loot Bag, Supply Bin, etc.), keep it or drop it with the front side up.
>
> One-sided Common shields | Front | Back (Exhausted) | Front | Back (Exhausted)

Backpack

The Backpack comprises the 8 slots on the lower part of your Legend board. This is where you place the Attachments, Grenades, and Consumables carried by your Legend. **Each Backpack slot may contain only 1 Loot token.**

Whenever you want to keep a Loot token, and there are no slots available, you can drop a Loot token from the Backpack to make room for the new one.

Weapons and Ammo

Weapon cards are placed in the two slots to the right side of the Legend board. **Each slot may contain 1 Weapon card only** (i.e., you cannot be equipped with more than 2 Weapons at any moment).

When you want to fit an Attachment onto a Weapon and its corresponding slot is already occupied, you can either drop the existing Attachment or place it in an empty slot in your Backpack to make room for the new one.

Track the Ammo in each Weapon on the Ammo track to its left. Each Ammo track goes from 0 (unloaded) to 5 (fully loaded). Move the Ammo marker upward when gaining Ammo and downward when spending Ammo. The marker cannot be moved below 0 or above 5.

When you obtain one or more Weapon cards, choose one of the following options for each Weapon card:

- ✖ **Replace a Weapon**. Remove a Weapon card from its slot and place the new Weapon card in that slot. If both Weapons have the **same Ammo type**, add the Ammo value on the new Weapon card to the value of the Ammo marker. Otherwise, set the Ammo marker to the value shown on the new Weapon card. Then, discard the replaced Weapon card.

- ✖ **Take Ammo** from the new weapon. If any of your Weapons use the same Ammo type as the new one, you may freely distribute the newly acquired Ammo among them.
- ✖ **Discard the new weapon.**

Discarded Weapon cards are removed from the game. Any Attachments fitted onto discarded weapons may be placed in a slot on another Weapon card *(see Attachments, page 27)*, placed in the Backpack, or dropped.

Feat card slots

On the left side of the Legend board there are two slots for Feat cards: The top one is for the Feat deck, placed face down. The bottom one is for discarded Feat cards, placed face up.

STAGE 2: MAP DROP

Follow the rules in the Match Settings book according to the mode selected.

First game: Use the rules below.

Prepare for the Map Drop by performing the following steps:

1. Randomly place 1 **Reward token** next to each edge of the Entrance board, face up.
2. Draw 1 **Epic Loot token** from the Epic Loot bag and place it next to one of the edges of the Entrance board. Repeat the process, placing an Epic Loot token next to each of the other 3 edges in clockwise order.
3. Each Legend draws 3 **Feat cards** from their Feat deck into their hand.

Then:

1. Starting with the **Blue squad** and alternating between squads until all Legends are placed **next to the Entrance board**:
   a. The squad chooses 1 of their Legends and places its miniature next to any edge of the Entrance board (an edge may be chosen by more than 1 Legend).
   b. That Legend takes the Epic Loot token placed next to that edge (if there still is one) and chooses either to keep it or drop it *(see Handling Loot, Gear, and Weapons, page 11)*. Any Loot tokens dropped during this step are removed from the game.
2. Starting with the **Red squad** and alternating between squads until all Legends are **on the Map**:

a. The squad chooses 1 of their Legends from the Entrance board and places its miniature outside the Map, next to a space on the corresponding edge of the Map (e.g., a Legend on the left edge of the Entrance board must be placed next to the left edge of the Map). The Legend must be able to enter the Map from this space and is considered to be at level 0.

b. The Legend resolves the Reward token placed next to the edge of the Entrance board corresponding to the edge of the Map that the Legend is on (do not take the Reward token).

3. Remove all remaining Epic Loot tokens and all the Reward tokens from the game.

Each Reward token offers a different reward:
- ✖ Move 4
- ✖ Move 2 + Rare Loot
- ✖ Move 3 + Common Loot
- ✖ Move 3 + 1 Ammo

Resolve rewards as follows:
- ✖ **Move X**: Perform a Move action with X Movement Points *(see Move action, page 17)*. The first space you enter must be a space on the Map. Thereafter, you can never exit the Map. **Perform the Move action before taking any other rewards**.
- ✖ **Rare or Common Loot**: Draw a Loot token from the corresponding Loot bag and keep it or drop it *(see Handling Loot, Gear, and Weapons, page 11)*.
- ✖ **Ammo**: Move the Ammo marker of **1** of your weapons 1 space up on its Ammo track.

The Blue squad chooses to place Gibraltar [A] *next to the Entrance board as the first Legend. His player chooses the bottom edge of the Entrance board and places Gibraltar's miniature next to it. Gibraltar takes the Epic Loot token from the bottom edge of the Entrance board—a Sniper Stock, which he places in an empty slot in his Backpack* ◆1.

It is now the turn for the Red squad to place one of their Legends next to the Entrance board—Wraith [B]. *She is placed on the top edge. Next, the Blue squad places Bloodhound* [C] *at the left edge. Finally, the Red squad places Bangalore* [D] *at the right edge. They all take the corresponding Epic Loot tokens (*◆2 ◆3 ◆4*).*

Entering the Map
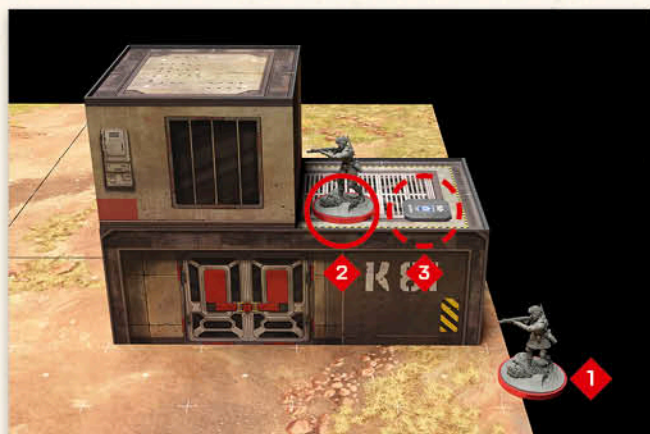
Red squad chooses Bangalore to enter the Map first ◆1. *Bangalore then resolves the Reward token next to the right edge of the Entrance board (the edge next to where she was placed): Move 3 + Common Loot. She must resolve the Move action first (see Move action, page 17) and she chooses to seek higher ground, moving up to the level 1 Building and spending 3 Movement Points* ◆2.

Then, she draws a Common Loot token from the Common bag: it is a Syringe, which she wants to keep. As her Backpack is full, she drops a Shield Cell onto a neighboring space ◆3.
The reward has now been resolved and Bangalore's entrance onto the Map is complete. It is time for a Legend from the Blue squad to enter the Map. The procedure is repeated until all Legends are on the Map.

STAGE 3: FINAL ENCOUNTER

In Stage 3, the Legends from each squad perform actions on the Map, seeking to achieve victory.

Rounds

Stage 3 is played in up to **8 Rounds**. In each Round, each squad performs a **Turn**, starting with the Red squad. During their turn, a squad activates all their Legends, one at a time. After both squads take their turns, a Transition phase takes place, preparing the game for the next round. Rounds and turns are tracked on the Round board.

[A] Round track
[B] Round marker
[C] Initiative track
[D] Initiative marker
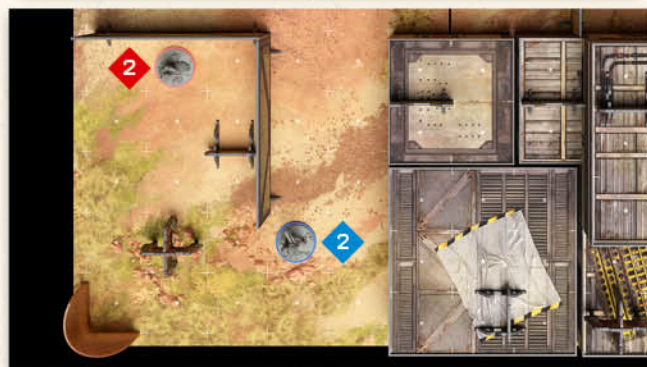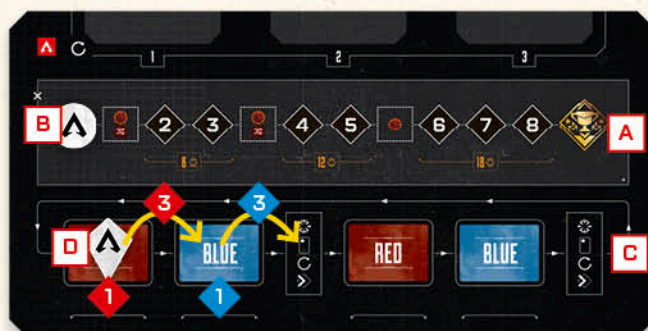
Round structure

✖ **Red squad's Turn**

◆1 Resolve any effects below the Initiative marker.
◆2 Each Legend from the squad (in any order) performs its activation.
◆3 Advance the Initiative marker on the Initiative track.

✖ **Blue squad's Turn**

1️⃣ Resolve any effects below the Initiative marker.

2️⃣ Each Legend from the squad (in any order) performs its activation.

3️⃣ Advance the Initiative marker on the Initiative track.

✖ **Transition phase**

Resolve the Transition phase.

Turns

On their turn, a squad performs the following steps in the indicated order:

Resolve Initiative Marker Effects

Resolve the effects of any tokens and/or miniatures below the Initiative marker. These may include Ability tokens placed as a result of Ability actions performed by Legends in previous rounds (*see Ability cards, page 35*). If there are multiple tokens and/or miniatures, resolve them one at a time, from top to bottom.
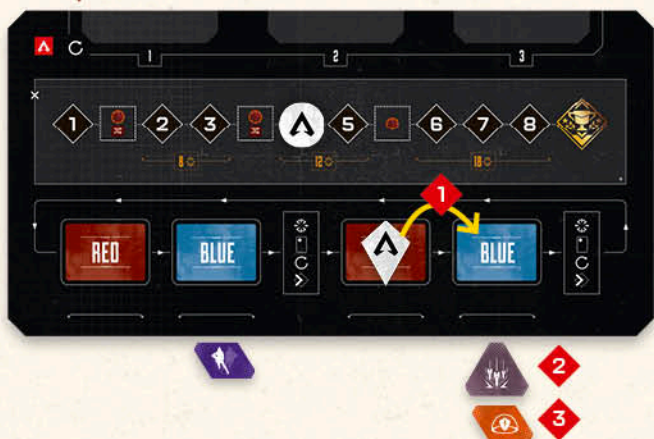
Example:

After the Red squad's turn, the Initiative marker advances onto the Blue squad's turn space **1**. *There are two tokens below that space, and they are resolved from top to bottom: First, Bangalore's Rolling Thunder explodes, dealing damage* **2**. *Then, Gibraltar's Dome of Protection ceases its effect* **3**. *If the tokens were in reverse order, the Dome of Protection effect would have ceased before the explosion, therefore not providing any protection.*

Legend Activation

The squad activates each of their Legends **one at a time** and only **once**, in any chosen order. A Legend must complete its activation before another Legend activates. To keep track of activated Legends, flip their Draft card face down. After completing all Legend activations of the squad, proceed to the Advance Initiative Marker step.

When active, a Legend spends up to 2 Activation Points (AP) to perform actions. Each action must be fully resolved before selecting a new one unless indicated otherwise. Some actions cost 1 AP, some cost 2 AP, while others are Free actions and

do not cost any AP. If a Legend does not have the amount of AP required for an action, they cannot perform it (e.g., with 2 AP you cannot perform a 1 AP action followed by a 2 AP action). A Legend on the Map may also choose to pass, without performing any actions.

An active Legend uses AP to perform one or more of the following:

A. Standalone and paired basic actions

These are available to every Legend and cost **1 AP each**. You may perform the same action twice during an activation (for a total cost of 2 AP), unless indicated otherwise.

- ✖ Move 2
- ✖ Interact and Move 1
- ✖ Shoot (**only once per activation**)
- ✖ Use and Move 1
- ✖ Melee Attack and Move 1
- ✖ Destroy 2 and Move 1
- ✖ Respawn (**only when eliminated**)

> **Note:** When two or more actions are connected by 'and', you may perform any, some, or all in the order of your choice.

B. Card actions, Instants, and Reactions

Ability cards, Feat cards, and certain Weapon cards allow you to perform specific actions. When using a Card action, you pay the cost (free, 1 AP, or 2 AP) shown on the card.

- ✖ **Ability card** actions are unique to each Legend. These cards are never discarded and remain next to the Legend board for the entire game.
- ✖ **Feat card** actions are unique to each Legend and are **single-use** cards. After use, place them on the Feat discard pile, in its slot next to the Legend board.
- ✖ **Weapon card** actions can only be used while the Weapon is equipped (i.e., placed in a Weapon slot on the Legend board).

INSTANT Actions marked as Instant enable a Legend **to take action during the activation of any Legend** (*see Cards, page 34*).

REACTION Actions marked as Reaction enable a Legend **to take action during an enemy Shoot action** (*see Cards, page 34*).

C. Rush

RUSH MOVE 1 / +1 MP You may discard a Feat card from your hand, **once per activation** and with no AP cost, to perform a Move 1 action **or** to have 1 extra Movement Point when performing a Move action (*see Move action, page 17*). The main action of the Feat card is disregarded. Place the Feat card on the Feat discard pile.

D. Dropping and Picking up Loot tokens (*see Handling Loot, Gear, and Weapons, page 11*).
Before or after each of your actions (be it a standalone basic action, paired basic action, free action, or special action), you may do the following, at no AP cost:

✖ **Drop** any number of Loot tokens from your Backpack onto **your space** and/or **neighboring** spaces on the Map, in any combination. The number of Loot tokens on a space is not limited.
✖ **Pick up** any number of Loot tokens from **your space** and/or **adjacent** spaces on the Map, in any combination.

> **Note: Outside of their activation**, a Legend can **only** use **Reactions** and **Instants** featured on their cards *(see Cards, page 34)*.

> **Note: A Legend that has been eliminated** and is not on the Map *(see Life and Death, page 30)* **cannot** perform any actions (including Reactions and Instants) during the activation of any other Legend (squadmate or enemy). They **must** start their activation by performing a Respawn action at the usual 1 AP cost (they cannot pass); they may perform any other action(s) by spending the remaining AP.
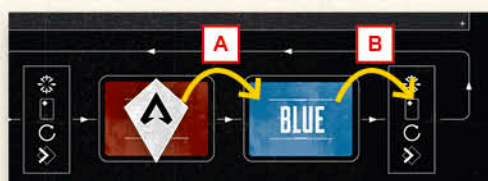
PRECEDENCE RULES

When resolving **multiple cards**, resolve them in the order they were played.

In case of conflicting rules:
  ✖ **Match Settings** overrule Core Rules
 ✖ **Cards instructions** overrule Match Settings and Core Rules

Advance the Initiative marker

Upon completing the activation of all the Legends from a squad, advance the Initiative marker 1 position on the Initiative track:

[A] If it is the Red squad, advance the marker to the Blue squad turn space.
[B] If it is the Blue squad, advance the marker to the Transition phase area, and proceed to the Transition phase.

Transition phase
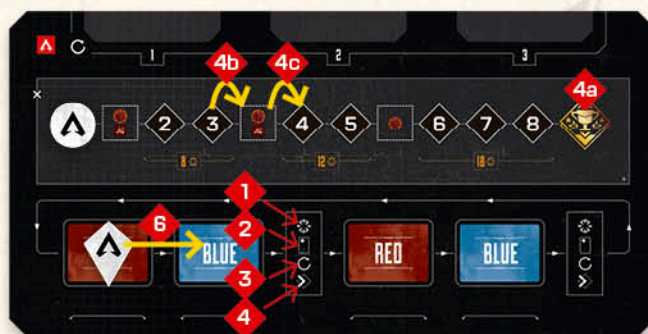
This phase prepares the next round. Follow these steps in the indicated order:

1. **Skip this step when not using the the Ring or Heat Shields Special Feature.** Deal <HEALTH> damage to each Legend outside the Ring limits. The amount of Damage points depends on the position of the Round marker and is shown at the bottom of the Round track *(see Life and Death, page 30)*.
2. Each Legend draws 1 Feat card from their Feat deck into their hand. There is no hand limit. If there are no cards left in your Feat deck, then you do not draw a card.
3. Move all the Ability tokens on the Cooldown track 1 position to the left. If a token is moved out of the Cooldown track, the cooldown is complete: return the token to the corresponding Legend, placing it next to their Ability card *(see Cooldown, page 38)*.
4. Advance the Round marker 1 position to the right on the Round track and resolve the effects corresponding to the new Round marker position:
   a. **Trophy icon**: The game ends. Determine the result as indicated for the Game Mode.
   b. **Square space**: When using **the Ring** or **Heat Shields** Special Feature, resolve the effect of each icon on that space. Always advance the Round marker 1 position to the right (regardless of the Special Features being used, if any).

First game:

Move the Ring Border miniatures. The Ring Movement card represents the Map, with each edge corresponding to its equivalent on the Map. Move the 2 Ring Border miniatures associated with each edge, following the direction pointed by the arrow, by the number of spaces shown on the Movement card *(see example on the next page)*.

Shuffle the Ring Movement card back into the Ring Movement deck. Then, reveal the topmost Ring Movement card and place it face up on top of the deck so that the ⋀ symbol is aligned with the matching symbol on the Entrance board. The card shows the next Ring movement pattern.

c. **Diamond space** 🔶**4c** : If there are any tokens below the new Round marker position, resolve their effects.
5. Flip all the Legend Draft cards face up.
6. Advance the Initiative marker to the next squad turn space, following the arrows on the Initiative track.

Example:
Ring movement example
Move the 2 top Ring Border miniatures 2 spaces down. Move the 2 left Ring Border miniatures 2 spaces to the right. Do not move the bottom-right Ring Border miniature.
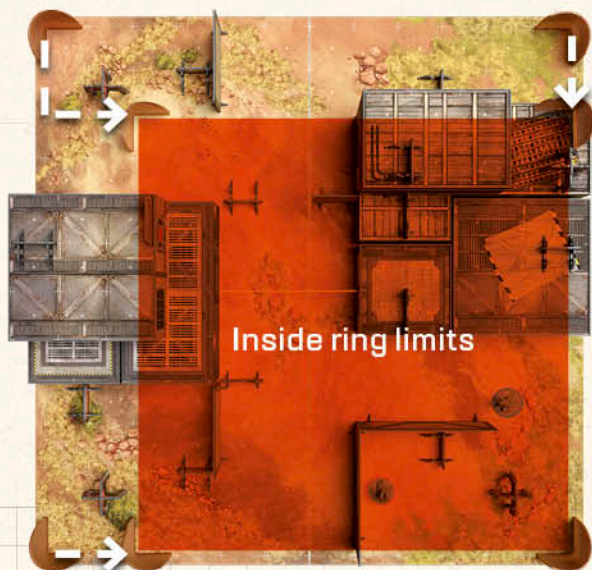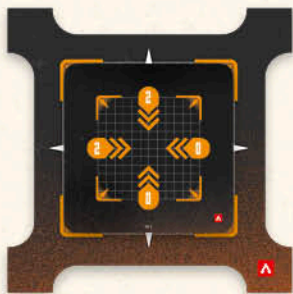
Inside ring limits

MOVE

Your ability to move across the Map is based on Movement Points (MP), which are indicated by the number after the word 'Move' (e.g., in the standalone 'Move 2' basic action, your Legend has 2 MP to spend; in the paired basic action 'Interact and Move 1', your Legend has 1 MP to spend).

You may spend all, some, or none of the available MP (you are not required to spend all the available points). MP not used during a Move action are immediately lost once the action is finished. Each Move action must be resolved individually (e.g., you cannot perform a Move 2 action by combining two Move 1 actions).

Certain special actions and free actions may enable you to perform and/or modify a basic Move action.

THE MAP

This is the arena for the match between the squads. It may contain terrain features (e.g., Buildings, Walls, Rocks, and Trees) and objects (e.g., Supply Bins and Respawn Beacons). Your Legend is represented on the Map by its corresponding Legend miniature.

The grid

The grid superimposed onto the map is used as a reference for placing objects, determining movement, evaluating Line of Sight, and measuring distances.
The rules make reference to:

Spaces: each square on the grid
Edges: the borderlines of a grid square
Intersections: the corners of a grid square
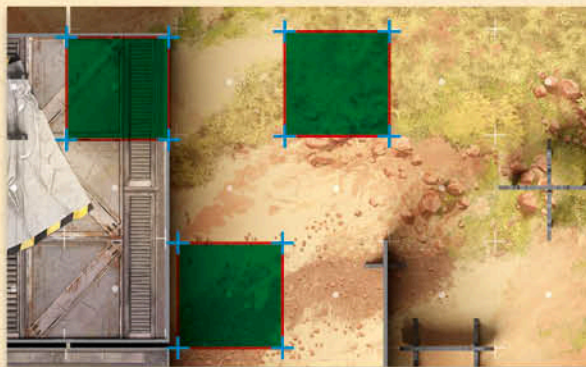
Furthermore, spaces, edges, and intersections may either be **Free** or **Occupied**, depending on the game components placed there. Occupied spaces, edges, and/or intersections may affect

the placement of other game components and the movement of Legends. For full information on each game component (including placement, effect on movement, Line of Sight, and more), refer to the Object Reference sheet or the corresponding Legend info sheet.

Levels

The vertical dimension of map features is expressed in levels, from the ground (level 0) up. Some game components are considered to be of a certain level, which determines the level of different map areas. This may impact movement and Line of Sight. Levels are added for stacked components.

For example, the Crossroads Map contains **Buildings** and **Walls**, both ‹LEVEL 1› components (all other components of this Map are considered to have no level for gameplay purposes). Two Buildings on top of each other form a Level 2 object. A Wall on top of a Level 1 Building also forms a Level 2 object.

> **Note:** The attributes of miniatures are expressed as ‹TAGS›, such as ‹LEVEL 1›. Refer to the Object Reference sheet or the corresponding Legend info sheet for full information on the attributes of each miniature.

Buildings

Each Building consists of 2 components—walls and a rooftop. Building Walls are ‹BLOCKAGES› (they may block Line of Sight) and ‹CONNECTIBLES› (they connect with other ‹CONNECTIBLES› at a shared intersection). Rooftop spaces may be used exactly the same way as any other spaces on the Map and are one level higher than the base of the Building. Their corners are treated as free intersections, distinct from the ones on lower or higher levels.

Movement basics

You move from one space to another, orthogonally or diagonally, on the same level or across levels, checking movement conditions 1 space at a time. For each space moved into, you spend MP. You may not enter a space if you do not have enough MP.

The attributes of certain objects impose movement restrictions:

- ✖ ‹IMPASSABLE› prevents movement
- ✖ ‹OBSTACLE› adds an extra cost to movement

For example, Respawn Beacons are the only ‹IMPASSABLE› objects on the Crossroads Map; Walls, Half-Walls, and Supply Bins are ‹OBSTACLES›.

| Half-Wall | Wall | Supply Bin | Respawn Beacon |

The following movement rules apply:

- ✖ **Map borders**: You cannot move out of the Map.
- ✖ **Free spaces**: You can always enter a free space. A free space may contain game components that do not ‹OCCUPY SPACE› (e.g., Loot tokens).
- ✖ **Occupied spaces**: You can enter a space with a miniature that has the ‹OCCUPY SPACE› attribute (e.g., a Legend), but you cannot end your movement there. To move across such a space, you must have enough MP to enter and exit it.
- ✖ **Impassable spaces**: Some objects are ‹IMPASSABLE›. That means you cannot enter the space they occupy.
- ✖ **Moving across levels**: You can never directly move from level 0 to level 2. You can never move across a ‹LEVEL 1› component placed one or more levels higher than the level your Legend is on. You may move down any number of levels.
- ✖ **Connected components**: Buildings and/or ‹CONNECTIBLE› objects sharing an intersection are connected (forming a 90° or 180° angle). If you move across connected components through a shared intersection, you **must consider their effect** on movement. When calculating movement cost, always consider the component which impose the lowest movement restriction. You cannot move across a shared intersection if both components prevent movement. Shared intersections of connected components that are on lower levels than the level your Legend is on do not influence movement.

Movement cost

When moving, you spend:

- ✖ 1 MP per space entered.
- ✖ +1 MP to move across an <OBSTACLE> placed on the same level or one level up. .
- ✖ +1 MP to move across an intersection of connected components on the same level or one level up.
- ✖ +1 MP to move one level up (i.e., from level 0 to level 1 or from level 1 to level 2).
- ✖ +0 MP to move down.

Moving on the same level
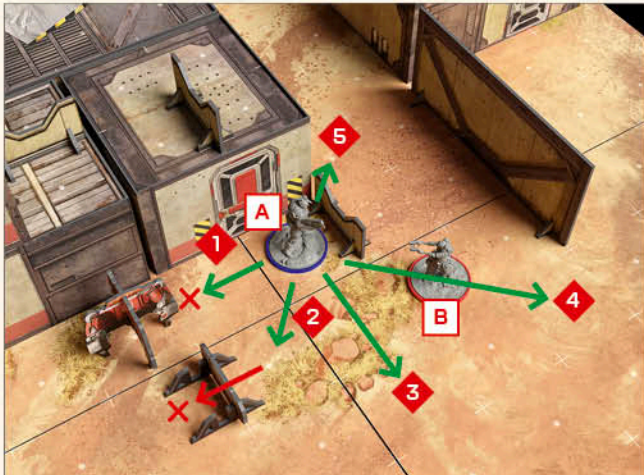
Bloodhound A *performs a* **Move 2** *action: They may spend 0, 1, or 2 MP. The image above shows some of the same-level movement possibilities:*

1️⃣ *They move 1 space only, stopping next to the Respawn Beacon, spending 1 MP. They cannot enter the space with the Respawn Beacon as it is* <IMPASSABLE>.

2️⃣ *They move 1 space only, stopping next to the Supply Bin, spending 1 MP. They cannot move across the Supply Bin as that would cost an additional 2 MP (1 for the new space, +1 for moving across the Supply Bin).*

3️⃣ *They move 2 spaces in the open.*

4️⃣ *They move across Lifeline's* B *space, spending 2 MP for the 2 spaces entered. Movement across a space with another Legend is allowed and has no additional MP cost.*

5️⃣ *They move across the intersection shared by the Building and the Half-Wall (they are connected), spending 2 MP (1 for the new space, +1 for moving across the Half-Wall).*

*The level 2 Building and the Wall are connected, as they share an intersection. Bangalore wants to move across it diagonally. The Building prevents movement, as Legends cannot move 2 levels up using a Move action. Moving across the Wall costs +1 MP. The Wall imposes a **lesser restriction** and therefore it is the object to consider for this movement. Bangalore can perform the intended movement with a cost of 2 MP (1 for the new space, +1 for moving across the Wall).*
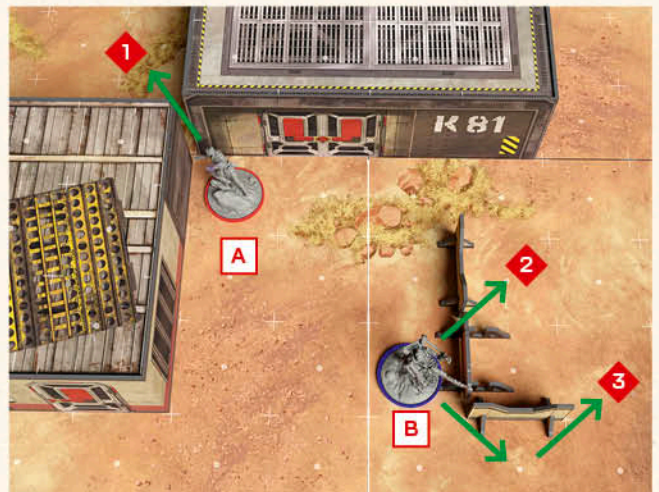
1️⃣ *The two Buildings are connected. Wraith* A *wants to move to the other side, across the level 1 shared intersection on top of the Buildings. It costs her 2 MP (1 for the new space, +1 for moving across the level 1 intersection). If both Buildings were level 2 in height, the movement would not be possible, as the intersection would be 2 levels higher than Wraith.*

2️⃣ *The Half-Wall and the Supply Bin are connected. The additional cost for moving across each of them is +1 MP. Pathfinder* B *moves across the shared intersection by spending 2 MP (1 for the new space, +1 for moving across the connected objects).*

3️⃣ *Pathfinder can also spend 2 MP to go around the connected objects at the bottom of the image. He moves across a shared intersection, but he does not move across any* <OBSTACLE>, *and hence no additional cost applies.*

Moving up and Moving down
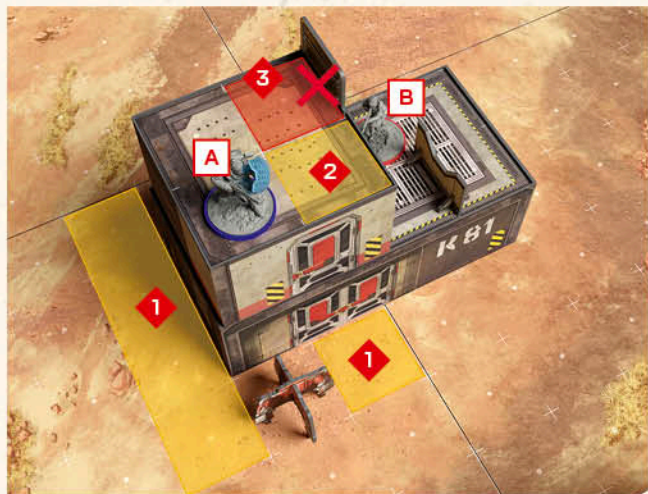
1 Gibraltar [A] can move down directly to any of the spaces marked '1', as moving down (any number of levels) has no additional MP cost. The only cost would be the 1 MP for entering a new space.

2 Bangalore [B] can move 1 level up to the space marked '2', spending 2 MP (1 for the new space, +1 for moving one level up).

3 With 2 MP, Bangalore cannot enter the space marked '3', for which she needs 3 MP (1 for the new space, +1 for moving 1 level up, +1 for moving across the Half-Wall).
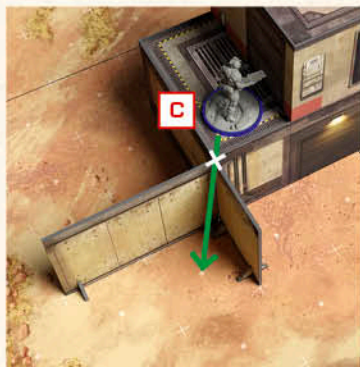
Bloodhound [C] moves down across the intersection marked with 'X'. The intersection is part of a connected object formed by the Building and the two Walls, and it is on the same level as Bloo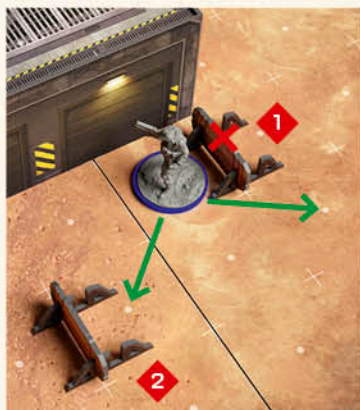dhound. As Bloodhound is moving downward, moving across the intersection does not have an extra cost. The movement cost is 1 MP only, for entering a new space.

Move action combined with another basic action

Bloodhound selects an 'Interact and Move 1' action to interact with a Supply Bin. The order in which the two actions are performed is up to the player.

1 They may Interact with the adjacent Supply Bin first and then move 1 space (they cannot move across the Supply Bin, as that would cost 2 MP).

2 To Interact with the Supply Bin that is 1 space away, they must move 1 space first to be adjacent to the Supply Bin and then Interact with it.

Move action enhanced with the Rush action
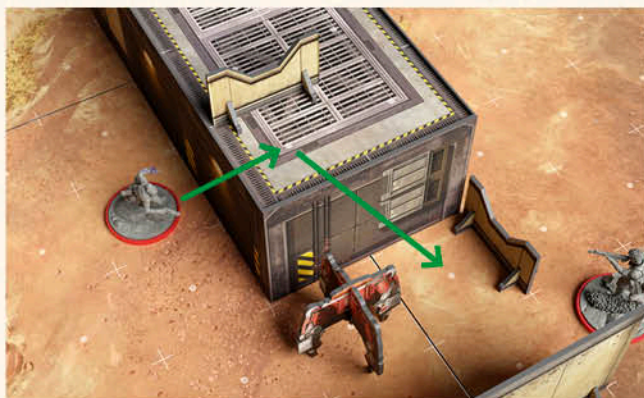
Spending their first AP, Wraith chooses a Move 2 action. As she does not want to be in the open, she decides to go for the space between the Half-Wall and the Respawn Beacon.
She performs a Rush action first, discarding a Feat card and gaining +1 MP. She now has 3 MP to spend. She moves 1 space diagonally and 1 level up, spending 2 MP. She then moves back to ground level, spending 1 MP, for a total cost of 3 MP.

CONTIGUITY

The rules use **keywords** to describe the relation between spaces located next to each other within the 3D Map setting. Consider the space marked ⊗ in the images below:

Spaces at **distance 1** from ⊗: All spaces touching ⊗ (orthogonally and diagonally), regardless of their level and any in-between obstacles.
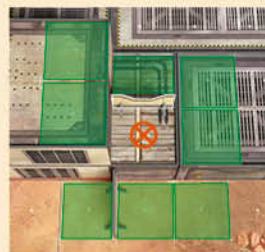
The spaces marked in green are at distance 1 from ⊗.

Spaces **adjacent** to ⊗: The spaces at distance 1, on the **same level** as ⊗, and with **no obstacles in between** (a space is **not** adjacent to itself).
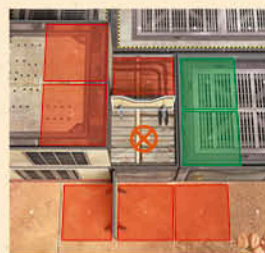
The spaces marked in green are adjacent to ⊗. The space marked in red above ⊗ is not adjacent, as there is an obstacle (Half-Wall) between that

space and ⊗. The spaces marked in red, to the left and below ⊗, are not adjacent to ⊗ as they are on a different levels.

Spaces **neighboring** ⊗: The spaces at distance 1, **on the same or lower level** as ⊗, and with **no obstacles in between.**
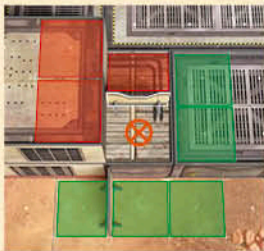
The spaces marked in green are neighboring ⊗. The space marked in red above ⊗ is not neighboring as there is an obstacle (Half-Wall) between that space and ⊗. The spaces marked in red to the left of ⊗ are not neighboring ⊗ as they are at a higher level.

> **Note:** All the objects considered obstacles have the ‹OBSTACLE› tag.

The concepts of adjacency and neighboring also apply when referring to the relative position of spaces to edges and/or intersections (for determining distances, refer to the next section):

For **edges**, consider the **2 spaces sharing the same edge.**

> **Note:** Your Legend is adjacent to a Building Wall only if they are on a space at the same level as the base of the Building Wall.

The two spaces on level 1, marked in green, are both adjacent to the Half-Wall (marked in white) placed on their common edge. The space on level 0, marked in red, is not adjacent to the level 1 Building edge (marked in blue), as they are not on the same level.
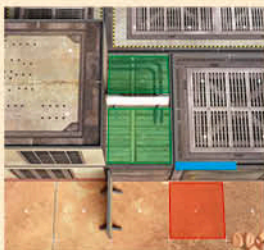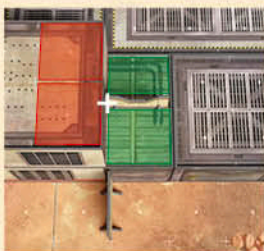
For **intersections**, consider the **4 spaces sharing the same intersection.**

The two spaces on level 1, marked in green, are adjacent to the level 1 intersection marked in white, as they are on the same level. The two spaces on level 2, marked in red, are not adjacent to the level 1 intersection marked in white, as they are on a different level. They are, however, adjacent to the level 2 intersection directly above it (as we treat intersections on different levels as separate ones).

INTERACT

The Interact action allows you to do one or more of the following, **once each** and **in any order**:

- ✖ Interact with 1 ‹INTERACTIVE› object **adjacent** to your Legend (find out which objects are ‹INTERACTIVE› on the Object Reference sheet).
- ✖ Fit any number of Attachments from your Backpack onto your Weapon.
- ✖ Return any number of weapon-fitted attachments to your Backpack.

Backpack capacity limits and conditions for fitting attachments apply (see Handling Loot, Gear, and Weapons, page 11, and Attachments, page 27).

Interact with a Supply Bin (Closed)

You Interact with an adjacent closed Supply Bin to Loot it:

1. Reveal 1 card from the Supply Bin deck.
2. Randomly draw the indicated Loot tokens from the corresponding Loot bags and place them near your Legend board.
3. Draw two Weapon cards from the Weapons deck. Then, choose one to keep and place it near your Legend board. Remove the other one from the game.
4. Keep or drop each of the Loot tokens (see Handling Loot, Gear, and Weapons, page 11), and select one of the options for the chosen Weapon card (see Weapons and Ammo, page 12):
   - ✖ Replace an existing Weapon
   - ✖ Take the Ammo from the chosen Weapon
   - ✖ Discard the new Weapon card
5. Place an opened marker on the Supply Bin (it can no longer be looted) and remove the Supply Bin card from the game.

Example:
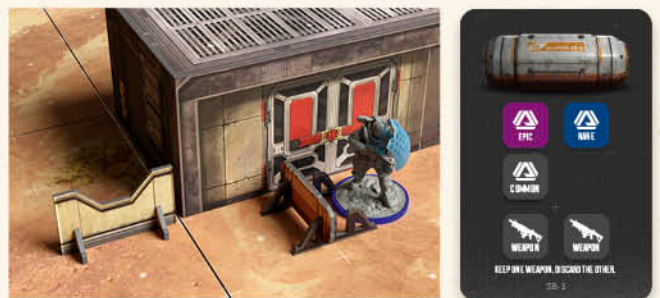
Gibraltar is adjacent to the Supply Bin and spends 1 AP to perform an 'Interact and Move 1' action, choosing to perform the Interact action first. He reveals the top card from the Supply Bin deck and takes the indicated Loot tokens (1 Epic, 1 Rare, and 1 Common) at random from the corresponding bags. Then, he draws 2 Weapon cards from the Weapons deck and chooses one of them. He must now decide what to do with that Weapon card and the Loot tokens. After that, he can still perform the Move 1 action.

Legend-specific Objects

Certain Legend abilities enable you to place new types of ‹INTERACTIVE› Objects on the Map. Refer to the respective Legend Ability card or Legend info sheet for the rules applying to such objects.

Mode-, Map-, Feature-specific Objects

Certain Game Modes, Maps, and Features add additional ‹INTERACTIVE› Objects to the Map. Refer to the Match Settings book and Object Reference sheet for the rules applying to such objects.

SHOOT

Shooting at enemy Legends is your primary way of causing damage to them. **Remember: You can perform a Shoot action only once per activation** (regardless of whether it is a basic, Free, or Special action).

Shoot procedure

The Legend performing the Shoot action is called the Shooter. The Legend being shot at is called the Target. To perform the Shoot action, follow these steps in the indicated order:

1. Aim *(page 23)*

a. Choose a Target in Line of Sight *(page 23)*.

b. Choose a weapon and spend 1 of its Ammo *(page 26)*.

c. Determine the To-Hit Difficulty *(page 27)*.

d. (Optional) Play 1 ENHANCE–SHOOT card *(page 28)*.

2. Enemy Reaction—Before Firing *(page 28)*
The Target may perform 1 REACTION BEFORE FIRING . Each target's squadmate may perform 1 REACTION SQUAD BEFORE FIRING .

3. Fire *(page 28)*

a. Reveal Aim cards *(page 28)*.

b. Determine Hits and Headshots *(page 29)*.

c. Deal Damage *(page 30)*.

4. Enemy Reaction—After Firing *(page 30)*
The Target may perform 1 REACTION AFTER FIRING . Each target's squadmate may perform 1 REACTION SQUAD AFTER FIRING .

5. Reset the Aim deck *(page 30)*
Shuffle all used Aim cards back into the Aim deck.

DISTANCE MEASUREMENT

Distance is determined using the Map grid: The distance between two points on the Map is the **smallest number of spaces** between the start point and the end point (including the space where the end point is located). Level, obstacles, and objects have no effect on distance measurement. The edges and intersections of the starting space are at zero distance from that space.

Space-to-space distance
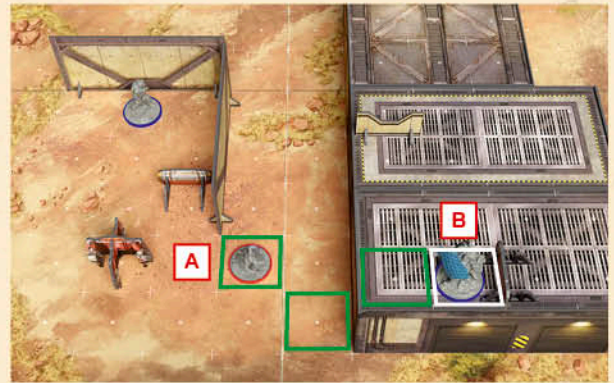
Wraith A *is at a distance of 3 spaces from Gibraltar* B *. The two Legends are on different levels, but the level difference is not considered when determining distance.*

Space-to-edge distance
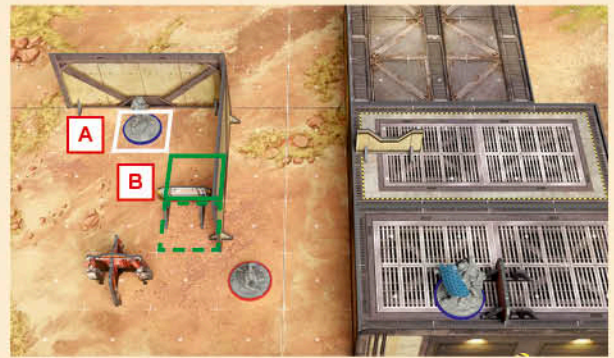
Here is how to determine the distance from Bloodhound A *to the Supply Bin* B *. The Supply Bin is placed on an edge, shared by 2 spaces. The distance is always the smallest number of spaces between 2 points, and therefore the space closest to Bloodhound is the one to consider (marked with the full green line). The distance from Bloodhound to the Supply Bin is 1 space.*

Space-to-intersection distance
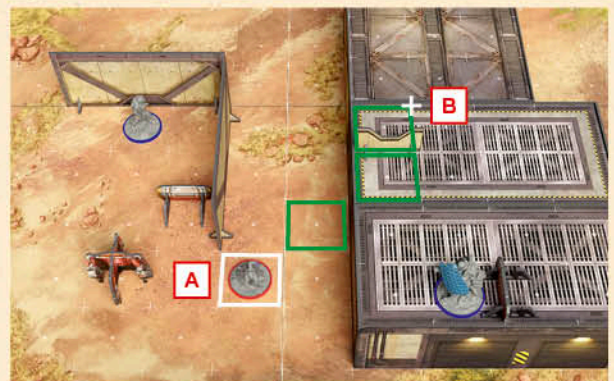
Here is how to determine the distance from Wraith A *to the intersection marked with a white cross* B *. The intersection is shared by 4 spaces. The distance is always the smallest number of spaces between 2 points, and therefore the space closest to Wraith must be considered. The distance from Wraith to that intersection is 3 spaces.*

1. Aim

1.a. Choose a Target in Line of Sight

Draw a LoS between the center of the the space with the Shooter and the space with the Target. You may only shoot at targets within an unblocked LoS.

LINE OF SIGHT (LOS, 👁)

Certain actions, such as shooting an enemy Legend or placing certain objects on the Map, may only be performed if you have Line of Sight to the intended target location. LoS means there is no effective ‹BLOCKAGE› along an imaginary line between your Legend's space (the **source**) and the **target**.

Objects with the ‹BLOCKAGE› attribute may block LoS. The effectiveness of a ‹BLOCKAGE› depends on its position and level in relation to source and target locations. An effective ‹BLOCKAGE› **blocks LoS both ways: source and target cannot see each other** (i.e., there is never a situation in which the target can see the source without being seen, or vice-versa).

Basic rules

Start by drawing an imaginary line, using a bird's-eye view, from the center of the space occupied by your Legend to the center of the target space or the target intersection. **Identify any ‹BLOCKAGES› crossed by that line and assess their effects.**

For example, the ‹BLOCKAGES› present on the Crossroads Map are **Building Walls** and stand-alone **Walls**. Certain Legends have the ability to place miniatures with the ‹BLOCKAGE› attribute. Objects providing ‹COVER›, such as Half-Walls and Supply Bins, do not block LoS (they may, however, affect the result of a Shoot action).

When assessing the effects of ‹BLOCKAGES›, apply these general rules (see examples below):

* **Connected components**: Two components sharing an intersection are connected (forming a 90° or 180° angle). If the LoS crosses the intersection and **both** are ‹BLOCKAGES›, their effect on LoS must be assessed (otherwise, they have no effect on LoS).
* **45° Rule**: A ‹BLOCKAGE› touched by the LoS on its corner only has no effect on LoS.
* ‹BLOCKAGES› **higher than the source and the target** block the LoS.

Example:
Wraith A *does not see Bloodhound* B *, as the LoS crosses the nearby Wall, which is a ‹BLOCKAGE›* ◆1 *.*
Wraith A *and Gibraltar* C *see each other, as the LoS touches only the corner of the Wall, and therefore the ‹BLOCKAGE› has no effect on LoS* ◆2 *—45° Rule.*
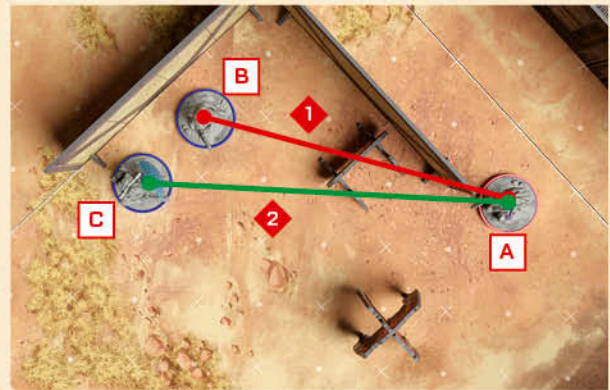
Remember: LoS between spaces is always drawn from and to the center of the space.

Example:
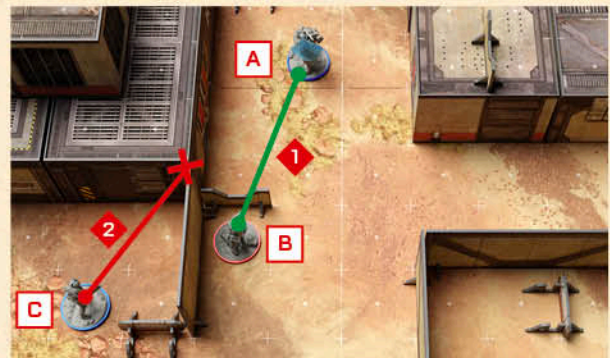
Gibraltar A *sees Bangalore* B *, as the Half-Wall is not a ‹BLOCKAGE›* ◆1 *.*

Bloodhound C *cannot see any level 0 target spaces beyond the Building and the Wall, as these form a connected ‹BLOCKAGE›, higher than the source and any target spaces on level 0* ◆2 *.*

Example:
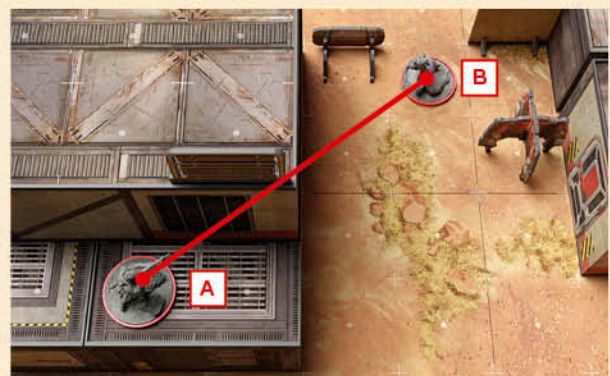
Bangalore A *stands on a level 1 Building, and Wraith* B *is on ground level.*
There is a level 2 Building along the LoS. This ‹BLOCKAGE› is higher than both the source and the target spaces, thus blocking the LoS ◆1 *.*

Specific cases

Whenever the ‹BLOCKAGE› **is not higher** than the source **and** the target, check all the specific

cases below that apply. **If none of them result in a blocked LoS, the source and target can see each other.**

From the source and target, select the one at a higher level: Their space will be the 'Upper space'; The other's will be the 'Lower space'.

Upper space and <BLOCKAGE> at the same level

To determine which spaces are blocked from LoS, follow these steps:

1. Starting from the Upper space, determine the distance to the **farthest <BLOCKAGE> edge** along the LoS that is at **that same level**. If the distance is 0 (i.e., the <BLOCKAGE> edge is an edge of the Upper space), it does not count as a <BLOCKAGE>, and there is LoS.
2. Consider an imaginary line passing along the <BLOCKAGE> edge and extending to both sides of the Map. Then, determine the shortest distance from the Upper space to that line, orthogonally. That distance is **X**.
3. Consider the level difference between the Upper and the Lower spaces:
   a. If there is a 1-level difference, LoS is blocked to all spaces between the <BLOCKAGE> and the Lower space that are within **X** of the <BLOCKAGE>.
   b. If there is a 2-level difference, LoS is blocked to all spaces between the <BLOCKAGE> and the Lower space that are within **X*2** of the <BLOCKAGE>.

Examples:
The LoS between Gibraltar A *and Wraith* B

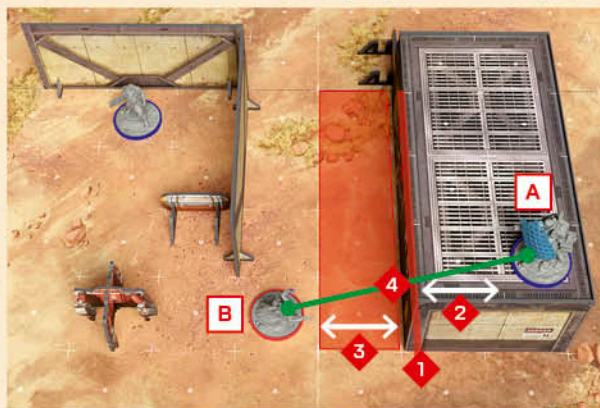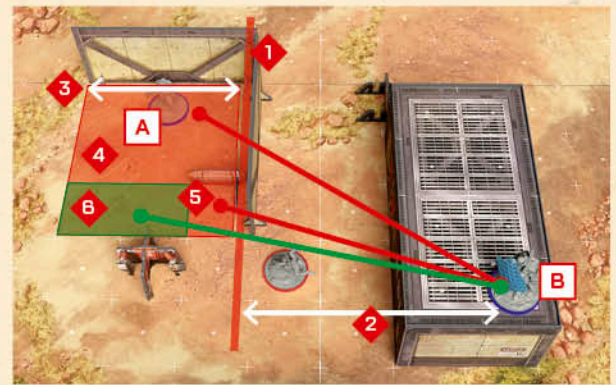*Gibraltar is on the LoS Upper space. The only <BLOCKAGE> to the LoS is the edge of the level 1 Building where Gibraltar stands. The imaginary line that passes along that Building edge is shown in red* ❶. *The shortest distance from Gibraltar to that line is 1 space* ❷. *X = 1.*

There is a 1-level height difference between Gibraltar and Wraith. Therefore, there is no LoS to the ground level spaces within 1 space of the <BLOCKAGE>, marked in red ❸. *Wraith is outside the red area, and hence the LoS is not blocked* ❹.

The LoS between Bloodhound A *and Gibraltar* B

Gibraltar is on the LoS Upper space. There are two level 1 <BLOCKAGES> along the LoS: the Building edge where Gibraltar stands and the Wall close to Bloodhound. Starting from Gibraltar, the Wall is the farthest away same-level <BLOCKAGE>. The imaginary line that passes along the wall is shown in red ❶. *The shortest distance from Gibraltar to that line is 3 spaces* ❷. *X = 3.*
There is a 1-level height difference between Gibraltar and Bloodhound. Therefore, there is no LoS to the lower spaces within distance 3 of the <BLOCKAGE>, marked in red ❸. *Bloodhound is within this area, and therefore the LoS is blocked* ❹. *The LoS from Gibraltar to the red space below the Supply Bin is also blocked by the Wall as the LoS goes through it* ❺. *However, Gibraltar has a clear LoS to the spaces marked in green, as the LoS to those spaces does not go through the Wall I, and the Building edge only blocks LoS within 1 space.* ❻.

- -

The LoS between Bangalore A *and Gibraltar* B
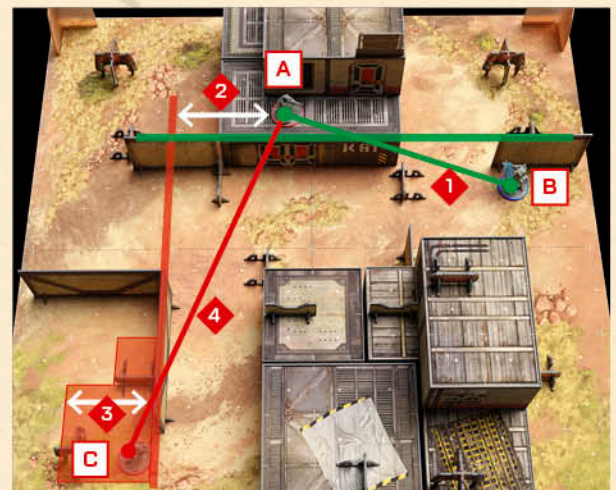
Bangalore is on the edge of the Building. As the distance to that edge is 0 and there is no other <BLOCKAGE> along the LoS, both Legends can see each other ❶.

The LoS between Bangalore A *and Wraith* C
The LoS from Bangalore to Wraith crosses the Wall close to Wraith. The distance from Bangalore to the imaginary line extending from the Wall is 2 spaces ❷. *X = 2. There is a 1-level height difference between Bangalore and Wraith there-*

fore, there is no LoS to the lower spaces within distance 2, marked in red **3**. The LoS to the area marked in red (where Wraith is) is blocked **4**.

The LoS between Wraith [A] and Gibraltar [B]
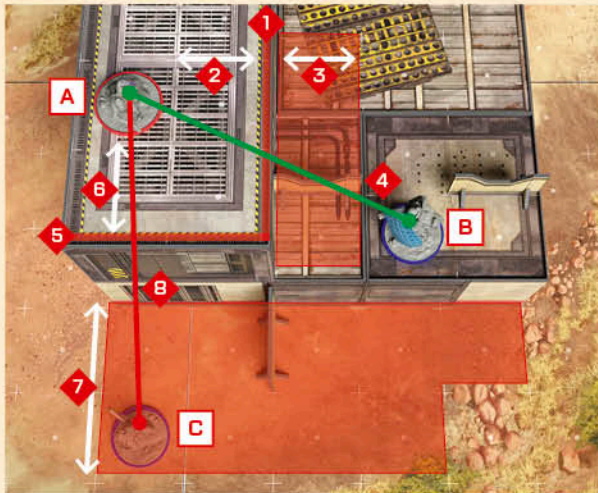
The level 2 Building edge is the only ‹BLOCKAGE› between Wraith and Gibraltar **1**. The *distance* from Wraith to that edge is 1 space **2**. X = 1. There is a **1-level difference** between Wraith and Gibraltar. The LoS to the level 1 area marked in red is **blocked** (within 1 space of the edge of the Building) **3**.
Gibraltar is outside that area: There is LoS between Wraith and Gibraltar **4**.

The LoS between Wraith [A] and Bloodhound [C]
The level 2 Building is the only ‹BLOCKAGE› between Wraith and Bloodhound **5**. The *distance* from Wraith to the edge of the Building is 1 space **6**. X = 1.
There is a **2-level difference** between Wraith and Bloodhound. The LoS to the level 0 area marked in red is blocked (within 1×2 spaces of the edge of the Building) **7**. The LoS to Bloodhound is blocked **8**.

- -

The LoS between Bangalore [A] and Gibraltar [B]
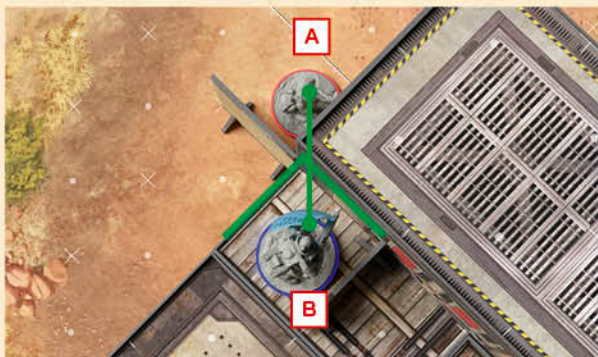
Bangalore stands on level 0, and Gibraltar on level 1. The Wall and the Buildings are **connected**, and their effect on the LoS must be assessed. The **edge** of the level 1 Building does not count as a ‹BLOCKAGE›, as the distance from the Upper space to that edge is 0.

The LoS only touches the vertice of the connected components, and thus they are not a ‹BLOCKAGE› along the LoS. Bangalore and Gibraltar can see each other.

- -

The LoS between the intersection [A] and Gibraltar [B]
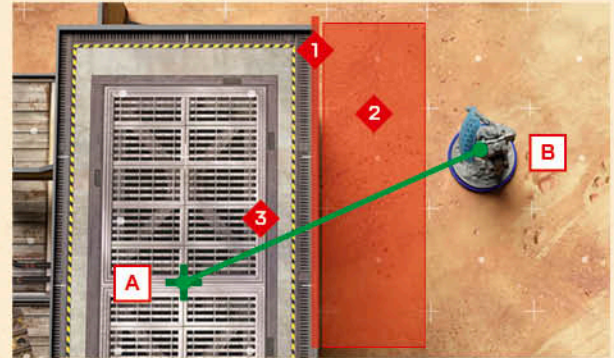
Gibraltar wants to use his Dome of Protection ability to place a Dome of Protection miniature on top of the level 1 Building. The Dome of Protection must be placed at an intersection. The LoS Upper space is the intersection [A]. The Building's edge is the ‹BLOCKAGE› to consider, and it is 1 space away from the intersection **1**. The LoS is blocked to the level 0 area within 1 space from the ‹BLOCKAGE›, marked in red **2**. Gibraltar is outside that area and therefore has LoS to the intersection **3**.

- -

The LoS between Gibraltar [A] and intersections [B] and [C]
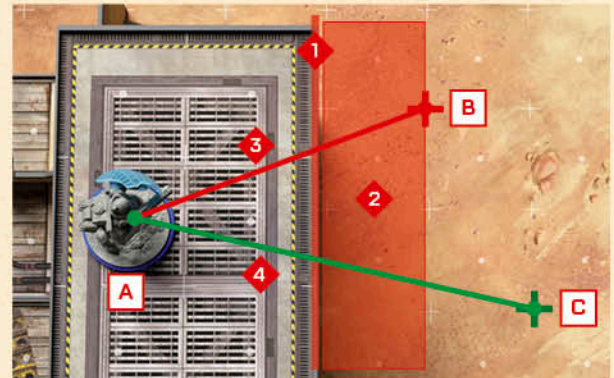
Gibraltar, on level 1, wants to target one of two intersections on level 0. Gibraltar's space is the LoS Upper space. The Building's edge is the ‹BLOCKAGE› to consider, and it is 1 space away from Gibraltar **1**. The LoS is blocked to the level 0 area within 1 space from the ‹BLOCKAGE›, marked in red **2**. The intersection B is an intersection pertaining to the area marked in red. Therefore, the LoS to B is blocked **3**. The intersection C does not pertain to the area marked in red. Therefore, the LoS to C is not blocked **4**.

- -

LoS from level 2 to ground level with a ‹BLOCKAGE› on level 1

The LoS to the ground level space immediately behind the level 1 ‹BLOCKAGE› is blocked. No other spaces are blocked from the LoS.

Note: ‹BLOCKAGE› edges at 0 distance from the Upper space do not count as ‹BLOCKAGE›.

Examples:

The LoS between Bangalore A *and Bloodhound* B

The Wall, a level 1 ‹BLOCKAGE› along the LoS from level 2 to ground level, is the farthest obstacle from Bangalore ❶*. It is not at the same level as the LoS Upper space (level 2). The Wall blocks the LoS only to the space immediately behind it. The LoS to Bloodhound is blocked* ❷.
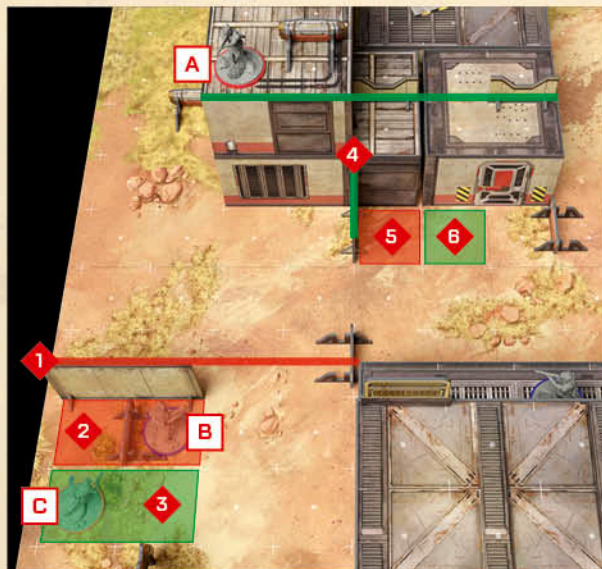
The LoS between Bangalore A *and Wraith* C
Wraith is not immediately behind the Wall. There is LoS to Wraith ❸.

The LoS between Bangalore A *and the level 0 spaces next to the Building*
The Building's edge does not count as a ‹BLOCKAGE› as it is at 0 distance. The Wall next to the Building is not a ‹BLOCKAGE› at the same level ❹*. This Wall blocks only the LoS to the space immediately behind it, marked in red* ❺*. There is LoS to this space marked in green* ❻ *as the Building's edge does not count as ‹BLOCKAGE› and it is not immediately behind a level 1 ‹BLOCKAGE›.*

The LoS between Wraith A *and Bloodhound* B
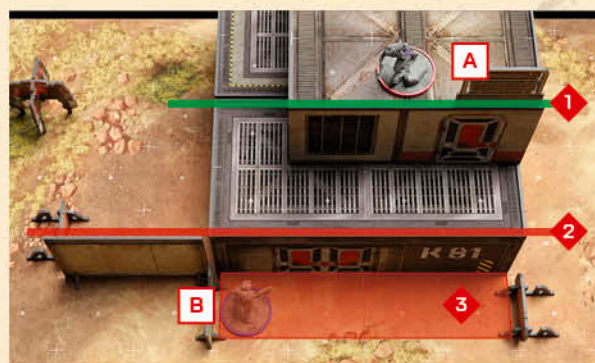
The distance from Wraith to the edge of the level 2 Building is 0, and therefore it does not count as a ‹BLOCKAGE› ❶.
The edge of the level 1 Building is not at the same level as the LoS Upper space ❷*. The level 1 Building blocks the LoS to the spaces immediately behind it, marked in red. Bloodhound is in the area marked in red, and therefore the LoS is blocked* ❸.

1.b. Choose a Weapon and spend 1 Ammo

Choose a Weapon with Ammo to shoot with (its Ammo marker cannot be on the '0' space of the Ammo track). Slide the Ammo marker for that Weapon 1 space down on its Ammo track (regardless of the weapon's Fire Rate).

WEAPONS

Equipped weapons are represented by Weapon cards placed in the Weapon slots of your Legend board. Each Weapon has specific characteristics, starting Ammo, and the possibility of fitting Attachments to improve their effectiveness.

Weapon stats
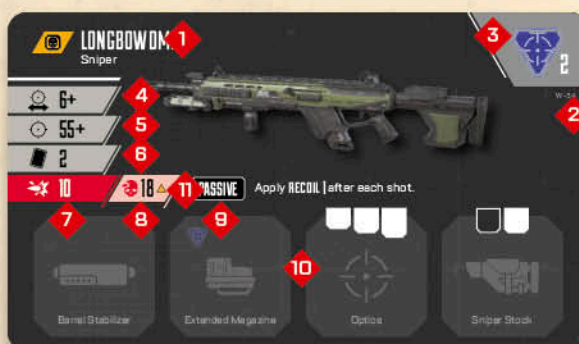
❶ *Name and Weapon type.*
❷ *Weapon ID.*
❸ *Ammo.* The icon indicates the type of Ammo. The number indicates the initial amount of Ammo in the Weapon.
❹ *Optimal Range.* The distance interval within which the weapon is the most effective.

Firing outside the Optimal Range negatively impacts the To-Hit Difficulty.

5 *To-Hit Difficulty*. How hard it is to score a Hit during a Shoot action. The higher the number, the more difficult it is to hit.

6 *Fire Rate*. The number of cards you reveal on the Aim board during the Shoot action.

7 *Regular Damage*. The amount of damage dealt to the target with each scored Hit.

8 *Headshot Damage*. The amount of additional damage dealt to the target with each scored headshot.

9 *Actions and effects*. Additional actions and/or effects granted by the weapon. Follow the instructions on the Weapon card when using them.

10 *Attachment slots*. Indicates which attachments may be equipped onto the weapon. Some Weapons may come with predefined attachments printed on the card.

11 *Preinstalled Hop-up*. Signals a modified weapon in regard to the base model. The △ denotes improvement, while the ▽ denotes downgrading. Hop-ups may also provide new passive effects for Weapons, marked with a yellow **PASSIVE** box.

Actions and effects

Some Weapon cards exhibit a Passive effect or a Special action:

✗ A **Passive effect** is usually applied whenever the Weapon is used in a Shoot action. Some of the effects must meet specific conditions to be applied. You check for the condition **only once**, before revealing any Aim cards.

✗ A **Special action** can be performed by a Legend during their activation by spending the indicated AP, as usual. Perform the Special action according to the description on the card. If the card contains two or more instructions linked with 'and', you may perform them in any order. If the Special action allows you to Shoot and you choose to do so, you must use the Weapon with that Special action.

Note: When resolving multiple cards within a Shoot action, any Passive effects of the Weapon in use are considered to have started at the beginning of the action, and any other cards as having been played subsequently.
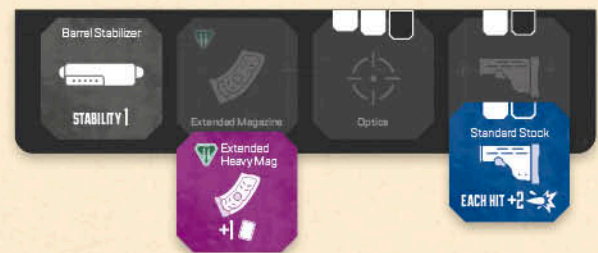
Attachments

You may improve your Weapon performance by fitting suitable **Attachments**. There are four types of Attachments, serving different purposes:

✗ *Barrel Stabilizer*s, to increase Stability and therefore make it easier to score a Hit.

✗ *Extended Magazines / Shotgun Bolts*, to increase the Fire Rate.

✗ *Optics*, to decrease the To-Hit Difficulty for specified ranges, making it easier to score a Hit.

✗ *Stocks*, to increase the Damage of scored Hits.

You can only fit an Attachment onto a Weapon if it matches the icon in the Weapon's **attachment slot**. Certain attachment slots may feature additional requirements regarding:

✗ *Ammo Type*: Only attachments with the displayed Ammo type icon may be fitted in them.

✗ *Node System*: Attachment node must match at least **one** white node on the attachment slot.

If all the requirements are met, you can place the Attachment token in the attachment slot. From now on, apply the Attachment effect when shooting with this Weapon.

Note: Certain weapons come with predefined Attachments printed on the Weapon card. The printed Attachments are active and cannot be transferred or discarded. You may place an Attachment token on top of a printed Attachment if all the fitting requirements are met. In this case, the printed Attachment is no longer active (you cannot add its effect). If you later discard the Attachment token from the slot, the printed Attachment becomes active again.

1.c. Determine the To-Hit Difficulty

Start from the To-Hit Difficulty shown on your Weapon card and modify it using all the applicable modifiers (modifier effects are cumulative):

✗ **Range modifier**. Determine the distance to the target *(see Distance Measurement, page 22)*. For **each space** outside of the weapon's optimal range (either above or below it), increase the To-Hit Difficulty by 10.

✗ **Optics modifier**. If your weapon is equipped with an Optics Attachment and the target is within the optic's range shown on the Attachment, decrease the To-Hit Difficulty by the optic's value.

✗ **Other modifiers**. Check for any other applicable effects associated with cards or other game components.

The resulting To-Hit Difficulty value is used for the next steps of the Shoot action.

1.d. (Optional) Play 1 Enhance—Shoot card

You can play 1 Enhance—Shoot card. Enhance—Shoot cards may impact different steps of the Shoot action. Apply their effects as described on the card.

Note: Instant cards with the 'Play as Enhance—Shoot' effect count toward the limit of 1 Enhance—Shoot.

2. Enemy Reaction—Before Firing

Each Legend can react to each Shoot action, provided they have the cards to do so. A Legend can thus react to multiple Shoot actions in a given round.

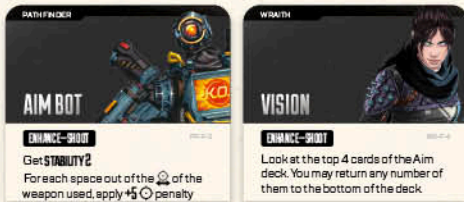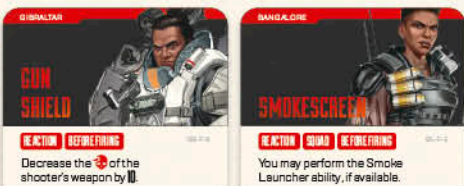The Target can react by playing **1 Reaction card** (Ability or Feat) with the keyword 'Before Firing' (it may also contain the keyword 'Squad'). Each of the Target's squadmates can react by playing **1** single card with **both** 'Before Firing' **and** 'Squad' on it.

Before proceeding with the Shoot action sequence, follow the instructions on any Reaction cards played. In case of multiple Reactions, resolve the cards in the order chosen by the targeted squad. Any Feat Reaction cards played are placed on the Feat discard pile. **Note that some effects may not be resolved immediately.** Refer to the Cards section *(page 34)* for more details.

3. Fire

3.a. Reveal Aim cards

Draw and reveal a number of Aim cards from the Aim deck, as indicated by the Fire Rate of your Weapon. Consider any additional effects, such as those from Before Firing Reaction cards.

FIRE RATE

 3×2

Fire Rate is the number of cards you reveal on the Aim board for the Shoot action.

If there is a **single number** (e.g., '2'), it represents the number of **slots** to use on the Aim board, and you place **one card in each slot**.

If there is a **pair of numbers** (e.g., '1 × 3'), the **first number** represents the number of **slots** to use on the Aim board. The **second number** represents the number of **cards you place in each slot**.

The card(s) placed in a single slot may be referred to as a '**shot**' by other game effects (e.g. Reaction card with an 'after the first shot' effect is resolved after resolving all the Aim cards placed in the first slot).

Place the Aim cards **face up** in the Aim board slots, as follows:
1. Determine the **starting slot** of the Aim board for placing Aim cards. The default starting slot is indicated by the 0. For each Stability point of your Weapon (Attachments and card effects included), move the starting position 1 slot to the left, up to a maximum of 3 slots. Stability points in excess of 3 have no effect.
2. Draw and place the **number** of cards indicated by the Fire Rate in the starting slot.
3. Repeat the previous step, up to the number of slots indicated by the Fire Rate. Each time, place the next Aim card(s) 1 slot to the right of the previous one(s). For each Recoil effect in play, shift the next Aim card(s) 1 additional slot to the right (check Weapons, Abilities, and Feats for Recoil effects).

All the Aim cards drawn must be placed in an Aim board slot. Each slot has a Stability modifier. In case any Aim cards would have to be placed beyond the rightmost slot of the Aim board, they are placed in that slot instead.
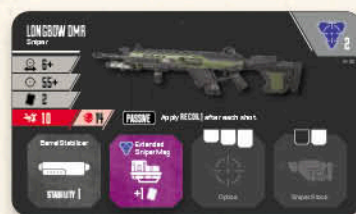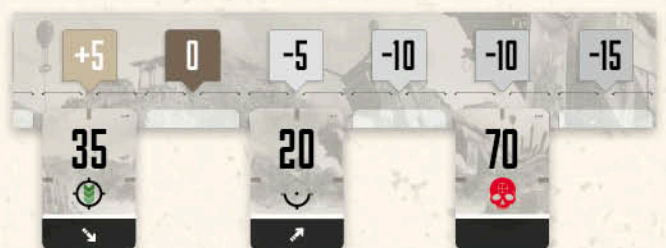
Sniper magazine. You therefore reveal a total of 3 Aim cards. Place 1 card in each slot as indicated by the Fire Rate. As there is a stabilizer attached to your Weapon, the first card is placed in the first slot to the left of the 0 value. The second card will be placed two slots to the right (and not one), as the Longbow has a Recoil 1 effect after each shot (Passive effect). The same goes for the third card.

3.b. Determine Hits and Headshots

To determine the number of Hits and Headshots, check the outcome of each revealed Aim card, **one at a time** (even when there are multiple cards in one slot), starting with the leftmost slot, and proceeding to the right. First, determine the number of **regular Hits**. Then, determine the number of **Headshots**.

Determine the number of regular Hits, as follows:

1. Count the number of Semi-Hit icons visible on all the Aim cards revealed. For every 2 Semi-Hit icons, score 1 Hit (e.g., for 3 Semi-Hit icons, score 1 Hit).

2. Check each Aim card for automatic outcome icons (Aim card values are not considered at this point):

If the Target is at a lower level than the Shooter, this card scores a Hit.

If the Target is at a higher level than the Shooter, this card is a Miss.

If the Target is behind cover, this card is a Miss.

3. If there is no automatic outcome, add the value of the Aim card to the Stability modifier of its slot. If the result is equal to or greater than the modified To-Hit Difficulty, you score a Hit.

To easily keep track of total Hits, **slide down** the Aim cards which **missed**.

> **Note:** Certain Feat cards and Ability cards will instruct you to treat Aim cards with a certain icon as not having that icon. This means that all effects associated with that icon are ignored.

COVER

Objects with the ‹COVER› attribute provide cover. For example, objects with this attribute on the Crossroads Map are Half-Walls, Respawn Beacons, and Supply Bins. (*See the Object Reference sheet for objects which provide* ‹COVER›.)

The target is behind cover in the following situations:
- ✖ The LoS crosses a ‹COVER› Object **and** the target is adjacent to the Object.
- ✖ The LoS crosses an intersection of **connected Objects**, **at least one** of the Objects provides ‹COVER›, **and** the target is adjacent to that Object.
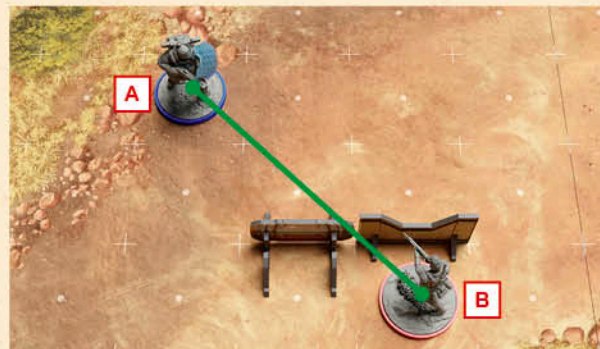
Gibraltar [A] *targets Bangalore* [B].
The LoS crosses an intersection of the connected Supply Bin and Half-Wall. The Half-Wall has the ‹COVER› attribute and Bangalore is adjacent to it. Therefore, Bangalore benefits from the ‹COVER› effect.

Next, **determine the number of scored Headshots**.
Consider the Aim cards that **scored a Hit and which have a headshot** icon. For each of these cards, compare its value (ignoring any modifiers) to the protection provided by the Target's Helmet:
- ✖ If the Target's Helmet token has an Aim card value, the helmet provides protection against Aim cards up to that value. Those cards do not score headshots.
- ✖ The protection provided by a helmet is limited to the number of cards shown on its token (e.g., the helmet above provides protection against 2 Aim cards of a value of up to 60). Any additional cards score a headshot, regardless of their value.
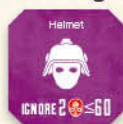
> **Note:** When evaluating helmet protection, consider only the Aim card value. Ignore the Stability modifier on the Aim board.

You have now determined the number of Hits and Headshots.

Example
Continuing from the previous example, where the modified To-Hit difficulty is 55. Determine the outcome of each Aim card separately. The first card is an Automatic Hit, as you are firing at a lower level (otherwise it would be a Miss, 35 + 5 = 40). The second totals 20 − 5 = 15, missing. The third totals 70 − 10 = 60, higher than the To-Hit Difficulty, thus scoring a Hit. In addition, it has a Headshot icon, therefore scoring a Headshot. As a result, you score 2 Hits and a Headshot. Your target is equipped with an Epic Helmet: They ignore up to 2 Headshots from Aim cards of value lower or equal to 60. The Headshot icon is

featured on an Aim card of value 70, and therefore the helmet does not prevent the headshot (note that only the Aim card value is considered when evaluating helmet protection). Therefore, you still score 2 Hits and a Headshot. If the value of the Aim card was lower or equal to 60, the protection provided by the helmet would have prevented the headshot. In that case, you would have only scored 2 Hits and no Headshot.

3.c. Deal Damage

Determine the total damage inflicted to the target by adding, for each:

- ✖ **Hit**: the Regular Damage points shown on the Weapon card.
- ✖ **Headshot**: the additional Headshot Damage points shown on the Weapon card.

Consider any additional effects on the amount of damage dealt, such as those from equipped Attachments, Enhance-Shoot cards, and Before Firing Reaction cards.
The target takes damage by subtracting the damage value on their Shield and Health points dial (see *Life and Death, page 30*).

Consider the example above, where you scored 2 Hits and a Headshot. The damage inflicted by the Longbow is 10 + 10 regular damage for the 2 Hits, and an additional 14 headshot damage for the Headshot. The total damage is therefore 10 + 10 + 14 = 34. The target Legend's Shield is at 15 points and their Health is at 30. First, deal damage to the Shield, reducing it from 15 to 0. The remaining 19 damage points are deducted from the Legend's Health, which decreases to 30 − 19 = 11 points.

4. Enemy Reaction—After Firing
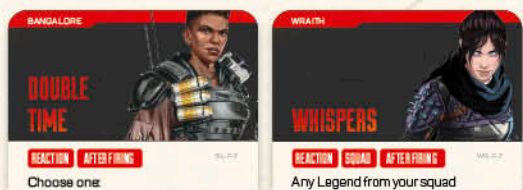
Each Legend can react to each Shoot action, provided they have the cards to do so. A single Legend can thus react to multiple Shoot actions in a given

round. If the Target was not eliminated, they can react by playing **1 Reaction card** (Ability or Feat) with the keyword 'After Firing' (it may also contain the keyword 'Squad'). Each of the Target's squadmates can react by playing **1** card with **both** 'After Firing' **and** 'Squad' on it. They can react even if the Target is eliminated during the Shoot action.

Resolve the effects of any Reaction cards immediately. In case of multiple Reactions, resolve the cards in the order chosen by the targeted squad. Any Feat Reaction cards played are placed on the Feat discard pile.

Refer to the Cards section *(page 34)* for more details.

5. Reset the Aim deck

Shuffle all used Aim cards back into the Aim deck, and place it face down next to the Aim board.

LIFE AND DEATH

Shield and Health status are tracked on a double dial, one for each trait. Gains and losses incurred are immediately adjusted on these dials by increasing or decreasing the corresponding values. Certain effects enable you to restore Shield or Health points. However, you may never exceed the Health or Shield limits, and any excess points are lost.

Shield 🛡️

- ✖ The starting Shield value is 20 points, representing the protection provided by the starting gear. This is the initial Shield limit. Any damage sustained by your Legend will usually first impact their Shield.
- ✖ Whenever you equip a new Body Shield, the value on the new Gear token becomes the new Shield limit.
- ✖ Whenever you take damage, deduct the corresponding amount of points on the Shield dial.
- ✖ Once Shield points reach 0, the Shield no longer provides protection and any remaining or future damage directly reduces Health points.

Health 🔧

- ✖ The starting Health value is 40 points, which is always the Health limit.
- ✖ Whenever you take damage without being equipped with a Shield, or your Shield status is 0, or the damage bypasses the Shield, deduct the corresponding amount of points on the Health dial.
- ✖ Whenever you take damage that would reduce your Health points to 0 and your Knockdown Shield is active (Deathbox icon face up), it automatically prevents the amount of damage shown on the Knockdown

Shield token. Apply the remaining damage, if any. Then, flip the Knockdown Shield token to its 'Exhausted' side (it no longer provides protection), as indicated by the ↰ on the token.
✖ Once your Health points reach 0, your Legend is eliminated.

> **Note:** ‹TAGS› on damage instructions provide additional information related to damage enforcement:
>
> > ‹SHIELD› indicates that the inflicted damage impacts only the Shield (with no effect on Health, even if the Shield is destroyed).
> > ‹HEALTH› indicates that the inflicted damage bypasses the Legend's Shield, directly impacting Health.

Elimination

Whenever your Legend is eliminated, immediately perform the following steps:
1. Remove the Legend miniature from the Map and place it in your supply.
2. If their Knockdown Shield is 'Exhausted', flip it (so that it becomes active again).
3. Set Shield points to 20 and Health points to 40.

Next, the enemy squad takes your Deathbox token, flips it to the Victory Point side, and places it next to their Legend boards. Each Victory Point token is worth 1 Victory Point.
You cannot perform any action or use any card while your Legend is not on the Map. You may still return to action by performing a Respawn action .

USE

This action enables you to benefit from the Items in your Backpack. You can:
✖ Use a Grenade
✖ Use a Consumable

> **Note:** Whenever a card instructs you to 'Use an Item', you may use either a Grenade **or** a Consumable.

Use a Grenade

To use a Grenade from your Backpack, perform the following steps in the indicated order:
1. Indicate the intended landing space
2. Determine the actual landing space
3. Deal damage

Intended landing space

Take a Grenade token from your Backpack, **flip it**, and place it on a space of your choice, within the range shown on the token and facing the direction you choose.

The chosen space may be on a different level, and it may be occupied by another Legend or any other game component. **LoS to that space is not required.**

Actual landing space

To determine the Grenade's actual landing space, follow these steps in order:

1. Draw the number of Aim cards indicated on the Grenade token, one by one, placing them face up in drawing order next to the Aim board (**do not rotate the cards!**).
2. Starting with the first Aim card drawn, relocate the Grenade token by one space on the Map in the direction indicated by the arrow on the card. If there is no arrow, do not relocate the Grenade token.
   Grenade token relocation is not restricted by Buildings, Walls, or any other game components (this is not the Grenade actually moving: You are just assessing the accuracy of your aiming). If the Grenade token is relocated out of the Map, consider an imaginary extension of the Map and proceed with any remaining relocation steps.
3. Repeat the step above for all the drawn Aim cards. The final space is the Grenade's landing space.
   If the Grenade ends up on top of an object, it is considered to be at the object's level (e.g., a Grenade on top of a Supply Drop—a Level 1 object—on the ground level is considered to be at Level 1). If the Grenade ends up outside the Map, it is considered at ground level for damage dealing purposes.
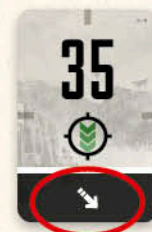
> **Note:** When using a Grenade, consider only the bottom section of the Aim cards.

Example:
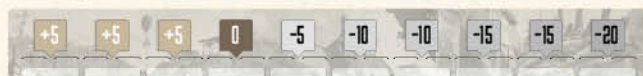
The LoS between Gibraltar [A] *and Bangalore* [B] *is obstructed by the Wall. Not being able to shoot,*

Gibraltar opts for throwing a Frag Grenade at a distance of 5 spaces (the maximum for this Grenade), aiming to make it land adjacent to Bangalore 🔴**1**. *The Frag Grenade requires **2 Aim cards** to be drawn* 🔴**2**. *The Grenade token is relocated in the **direction indicated by the arrows** at the bottom of the cards, in drawing order (*🔴**3** *–* 🔴**4***). The Grenade lands one space to the left of Bangalore.*

Dealing damage

The Grenade token indicates the size and shape of the Area of Effect and the damage inflicted on Legends within that area (*see Area of Effect below*). If the Grenade token ends up outside the Map, consider an imaginary extension of the Map.

The amount of damage may be different for different spaces within that area, as indicated on the token. Reduce the Shield and/or Health values of all Legends affected accordingly (*see Life and Death, page 30*).
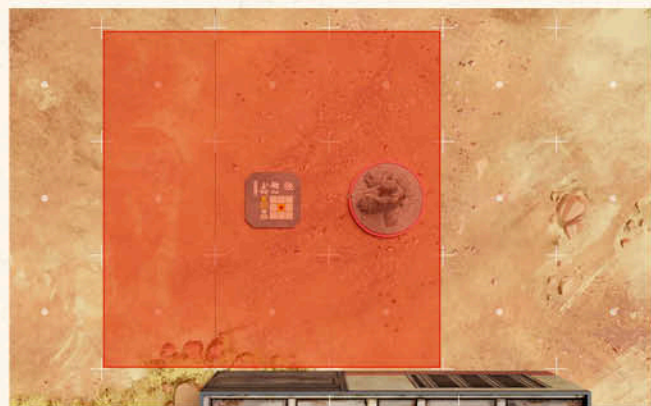
Then, remove the Grenade token from the game and shuffle all used Aim cards back into the Aim card deck.

Example:

The Area of Effect depicted on the Grenade token is marked in red. Any Legend in the center of this area (marked with the red diamond) takes 20 damage. Any Legend in the adjacent spaces takes 10 damage. Therefore, Bangalore takes 10 damage.

AREA OF EFFECT (AOE, 💥)

Grenades and certain effects have an Area of Effect, depicted on the corresponding token or card. The Area of Effect image shows a **source space** marked by a red diamond. It also shows a grid indicating all the **target** spaces **potentially affected**, including the source space. An AoE may exhibit different damage values for different spaces.

If the marker generating the AoE has an ‹AERIAL› tag, the full area shown on the token or card is affected, regardless of ‹BLOCKAGES› and ‹LEVELS›. Otherwise, the AoE does not extend beyond

‹BLOCKAGES› or to ‹LEVELS› higher or lower than that of the source of the AoE (*see LoS rules, page 23*). The rules regarding connected components apply.

Example:

Rolling Thunder 🔴**1** *has an AoE of 5 × 4 spaces (the red diamond indicates the position of the Rolling Thunder miniature). It has the ‹AERIAL› attribute, and thus it affects spaces behind Walls and on different levels. Its AoE includes the spaces marked in red.*

With no ‹AERIAL› attribute, the AoE would not extend to the spaces marked in green, as they are behind a ‹BLOCKAGE› (the Wall in the bottom-right corner) or on a level heigher than source of the AoE (spaces on level 1 Buildings).

Use a Consumable

Take a Consumable from your Backpack, immediately resolve its effect and remove the token from the game. The effect is described on the Loot token (*you may also refer to the Database, page 39*).

For Consumables impacting Shield or Health, adjust the dials by the indicated values. When restoring Shield and/or Health, you may never exceed the Health limit (40 points) or the Shield limit (it depends on the Body Shield equipped). Any excess points are lost.

MELEE ATTACK

This is your hand-to-hand attack option, enabling you to deal damage to an enemy and to push them away. Your Legend may only target one enemy Legend located in an **adjacent** space.

To perform this action:

1. Choose 1 adjacent enemy Legend.
2. Reveal 1 Aim card.
3. If the value on the card is 40+, deal 4 damage points to that enemy (see *Life and Death, page 30*), and **Push** them **1 space away.** Otherwise, the attack fails. If the Push effect results in a **Collision**, deal 4 additional damage points to the enemy *(see Push rules below.)*
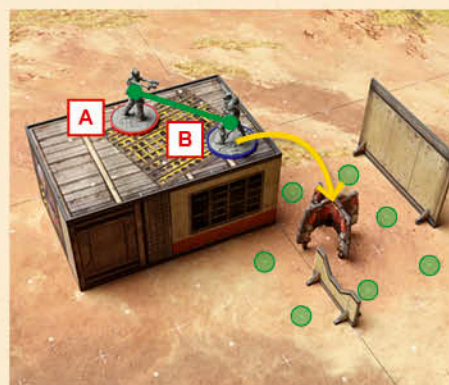4. Shuffle the Aim card back into the Aim deck.

PUSH

Resolve the Push effect by applying the following rules:

✖ The Push effect indicates the maximum number of spaces your enemy can be pushed away.
✖ Relocate your enemy away from you in a straight line, one space at a time, and check for Collision. If there is no Collision, proceed to the next space and repeat the process up to the maximum number of spaces indicated on the Push effect.
✖ A Collision occurs when the enemy:
– Would be pushed out of the Map, onto a higher level, onto an occupied space on the same level (e.g., with a Legend), across occupied edges (e.g., with a Supply Bin) or across intersections from connected components on the same level. Do not relocate the enemy onto that space.
– Would be pushed onto an occupied space on a lower level. The player controlling the Legend being pushed back places them on a free space neighboring the landing space.
✖ When a Collision occurs, the enemy Legend takes additional damage: 4 if it is a Melee Attack, or the specific damage described on the card triggering the Push effect. The Push effect ends immediately, and no further spaces are checked.
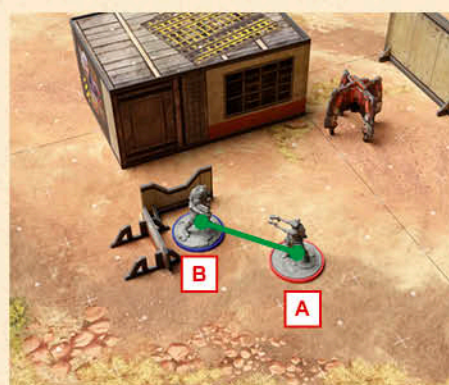
Example:
Lifeline A *spends 1 AP to perform a Melee Attack on Bloodhound* B *, who is in an adjacent space, and reveals an Aim card with a value of 50. Bloodhound takes 4 damage for the Melee Attack (card value 40+) and is pushed back 1 space in a straight line. The space they land on is on a lower level and is occupied by a Respawn Beacon, triggering a Collision. Bloodhound takes 4 additional damage and must choose a free space neighboring the Respawn Beacon (available*

spaces marked in green). The Push effect ends immediately, and the Aim card is shuffled back into the Aim deck.

Example:

Lifeline A *spends 1 AP to perform a Melee Attack on Bloodhound* B *, who is in an adjacent space, and reveals an Aim card with a value of 75. Bloodhound takes 4 damage for the Melee Attack (card value 40+) and is pushed back 1 space in a straight line across the intersection of connected* ‹OBSTACLES› *(Half-Wall and Supply Bin). This triggers a Collision: Bloodhound stays in the same space and takes 4 additional damage. The Push effect ends immediately, and the Aim card is shuffled back into the Aim deck.*

DESTROY

You may Destroy miniatures with the ‹DESTROYABLE› tag. The maximum number of miniatures that can be destroyed with a single action is specified by the number after Destroy (e.g., Destroy 2).

To resolve the action, follow these steps:

1. Choose between using a **weapon with ammo** or a **hand-to-hand** attack. In case of multiple targets, you must use the **same attack for all targets.**
2. Choose a number of ‹DESTROYABLE› miniatures as targets, up to the maximum number indicated:
   ✖ When using a weapon, all targets must be in **LoS** and within the **optimal range** of the weapon (**you do not spend Ammo**).
   ✖ When using hand-to-hand attack, all targets must be **adjacent to your Legend or on your Legend's space.**

3. Resolve any effects associated with the target's destruction.
4. Return the miniatures of the destroyed targets to their owners' supplies.
5. If there are Ability tokens corresponding to the destroyed miniatures under the Initiative track, immediately place them in the Cooldown track *(see Cooldown, page 38)*.

RESPAWN

Once your Legend is eliminated, they may spend 1 AP to perform a Respawn action and return to the Map.. They cannot perform any other action (including any card actions) before respawning.

If you are eliminated during your activation and have some AP left, you can immediately spend 1 AP to perform a Respawn action. Otherwise, in your next activation, you **must** perform the Respawn action first.

The following rules apply:

✖ Place your Legend miniature on a free space on the Map **adjacent** to the Respawn Beacon closest to a squadmate. If there is more than one Respawn Beacon at the same distance, choose one. If there is no squadmate on the Map, choose any Respawn Beacon.
✖ Upon respawning, you may spend any remaining AP as usual.

CARDS

All Legends have unique feats and abilities. These can only be performed by **Legends that are on the Map**.
Feats and abilities are described on Feat cards and Ability cards respectively, and are further explained on Legend info sheets. These cards may contain one or more of the labels below, further detailing how to use them.

> **Note:** Certain Card actions allow you to perform a Shoot action. **Remember: You can perform a Shoot action only once per activation** (regardless of whether it is a basic, Free, or Special action).

FREE, SPECIAL, AND ENHANCE—SHOOT ACTIONS

These are identified by a `black` label.
A Legend can perform Free, Special, and Enhance—Shoot actions **during their activation** only.

`FREE ACTION`   Does not require AP. Resolve the card's effects.

`SPECIAL ACTION: 1 AP`   Spend the action cost shown on the card (1 or 2 AP) and resolve the card's effects.

`ENHANCE—SHOOT`   Cards with 'Enhance' can only be played **in addition** to the effect specified after the keyword (e.g., Shoot action). You can only play 1 single 'Enhance' card to boost an action.

REACTIONS

These are identified by the `REACTION` label.

A Legend can only perform Reactions to **react to an enemy Shoot action**. A Reaction is always optional.

Cards with Reaction effects may contain one or more of the following keywords: 'Squad', 'Before Firing', and 'After Firing', with the following effects:

`SQUAD`   The Reaction card is played when either you **or** a squadmate is targeted. If 'Squad' is not on the card, you may only perform that Reaction when **you** are the target.

`BEFORE FIRING`   The Reaction card is played in the Enemy Reaction—Before Firing step of the Shoot procedure *(see page 28)*.

`AFTER FIRING`   The Reaction card is played in the Enemy Reaction—After Firing step of the Shoot procedure *(see page 30)*.

Each Legend can only perform **one Before Firing and/or** one **After Firing** Reaction, **in response to each Shoot action** (e.g., if you perform a Before Firing Reaction from an Ability card, you cannot perform another Before Firing Reaction from a Feat card in Reaction to the same Shoot action).

INSTANTS

These are identified by the `INSTANT` label.

A Legend can perform Instants **during any activation, as long as the condition described on the card is met.**

Example:
Lifeline's squadmate is performing a Respawn action. Lifeline can thus play Guardian Angel, an Instant Feat card, which allows the squadmate to Respawn without spending AP. After use, the Feat card is placed on the Feat discard pile.

LIFELINE

GUARDIAN ANGEL

`INSTANT`
When any Legend from your squad performs a **RESPAWN** action: They perform it without spending **AP**. If your squadmate performs this action, they may **RESPAWN** on a free space adjacent to you.

FEAT CARDS

Each Legend has a unique deck of Feat cards. Feat cards contain the following information:

1. Legend name
2. Feat name
3. Type and/or Cost
4. Feat description
5. Rush action
6. Flavor text

Performing feats

To perform a feat, select a Feat card from your hand and resolve the action as instructed on the card. Then, place that card face up on the Feat discard pile next to your Legend board.

Rush

You may discard a Feat card from your hand, **once per activation** and with no AP cost, to:

- ✘ Perform a Move 1 action.
- ✘ Increase the movement allowance of **one** Move action by 1 MP (e.g., you will have 2 MP when performing a Move 1 action, 3 MP when performing a Move 2, and so on).

After performing the Rush action, place the Feat card on the Feat discard pile.

ABILITY CARDS

Each Legend has 2 unique Legend ability cards: 1 Tactical and 1 Ultimate. Abilities may include additional markers and miniatures (these are allocated to the players during Legend draft).
Ability cards contain the following information:

1. Legend name
2. Ability name and type (Tactical or Ultimate)
3. Type and/or Cost
4. Ability description
5. Ability token image
6. Ability cooldown time (in rounds)

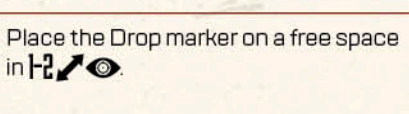## Performing abilities

To perform an Ability you must have **at least one of its Ability tokens in your supply** (Ability tokens below the Initiative track, or on the Cooldown track are not available).

Placing ability miniatures and markers on the Map

Certain abilities instruct you to place miniatures and/or markers on the Map. You must comply with **all** the conditions described on the corresponding Ability card. Otherwise, you cannot perform that ability. If you need to place a miniature that has the ‹PERSISTENT› attribute, and you do not have it in your supply, take the miniature from the Map instead. Follow the placement instructions on the card, which may include one or more of the following keywords and icons:

Instruction	Description	Example
Place on a space/intersection	Place on **any** space/intersection, regardless of its occupation.	Place the Rolling Thunder on a space in 0-5 ↗.
Place on a free space/free intersection	Place on a space/intersection that is **not occupied**.	Place the Dome of Protection on a free intersection in 0-2 ↗. It creates a zone. *The Dome of Protection occupies the central intersection, whereas all the other intersections are free.*
	For connected components forming a 180° angle, only the outer intersections are free.	*The Wall and Half-Wall are connected. The middle intersection is occupied, whereas the two outer intersections are free.*
	For connected components forming a 90° angle, the shared intersection may only be used to place miniatures outside of the angle, as shown in the rightmost figure.	

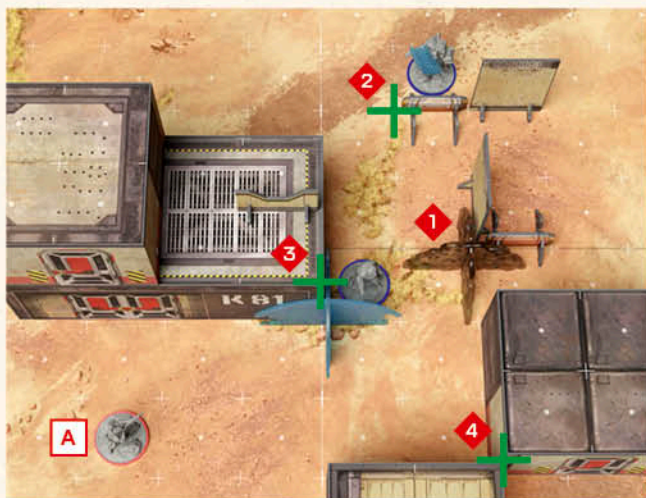| Instruction	Description	Example
Attach to	Place the miniature on a **space occupied by the target of the effect.** That miniature is now connected to that target, and both target and miniature are always displaced together (using Move actions, when relocating the Legend, etc.). Miniatures stay with targets upon elimination and return to the Map with them.	**ATTACH** a Raven to up to 3 enemies in **1-3** ↗.
↗ **In range**	The target space or intersection must be **at the indicated distance** (e.g., 3), **or within the indicated range** (e.g., 0-2) from your Legend.	Place the Defensive Bombardment on a space in **0-5** ↗.
👁 **In Line of Sight**	Your Legend must have **unblocked LoS** to the target.	Place the Drop marker on a free space in **1-2** ↗ 👁.

For information on the effect of each component on spaces and intersections, refer to the Object Reference sheet and/or Legend info sheets.

Example: Bangalore [A] wants to place a Smoke miniature using their Smoke Launcher Tactical ability. This is a free action (it does not cost any AP). The smoke miniature must be placed at a free intersection, in a range of 0 to 5 spaces from your Legend, and with no level restrictions. The LoS to the target intersection is not required.

③ The corner of the Building on level 1 is free. Bangalore can place a Smoke miniature there, even if two of its edges are not on the Building. Furthermore, while the Smoke miniature is directly above the ground-level Dome of Protection, it is not placed on top of it.

④ The level 1 intersection shared by the two Buildings is free.

① The Supply Bin and the Wall are connected forming a 90° angle. The shared intersection is free and the Smoke miniature must be placed in a way so as not to cut across the connected object.

② The Supply Bin and the Wall are connected, forming a 180° angle. The Smoke miniature can be placed at the outer intersection of the connected object.

⑤ The intersection is considered to be occupied as part of the connected Supply Bin and Wall.

⑥ The Smoke miniature cannot be placed 'inside' the 90° angle, as it would cut across the connected Wall and Supply Bin.

⑦ The level 0 intersection is occupied by the Dome of Protection.

⑧ The ground-level intersection connecting the two Buildings is not free. A Smoke miniature cannot be placed there without cutting across the connected Buildings.

ZONES

Certain abilities create a Zone on the Map around their corresponding miniatures (e.g., Smoke Launcher and Dome of Protection). The Zone has a **diamond shape**, with its edges connecting all four vertices of the ability miniature, and is **at the same level** as the miniature (the Zone does not extend to different levels).

All Legends or Objects that are on **spaces** crossed by the edge of the Zone are considered to be in the Zone (intersections are not affected by the Zone). A space can be simultaneously affected by more than one Zone.

A Zone alters the rules within its area, as detailed on the corresponding Ability card. The effects associated with certain Zones apply **only if**:

- ✖ At least one Legend is in the Zone, **or**
- ✖ LoS crosses one of the Zone's edges and LoS Upper space is at the same level as the Zone—in this case, the action is performed 'through the zone'. *(For LoS Upper space, see p. 24).*

The above description uses the term 'Legends' to streamline the rules, but they also apply to Objects.

Example:
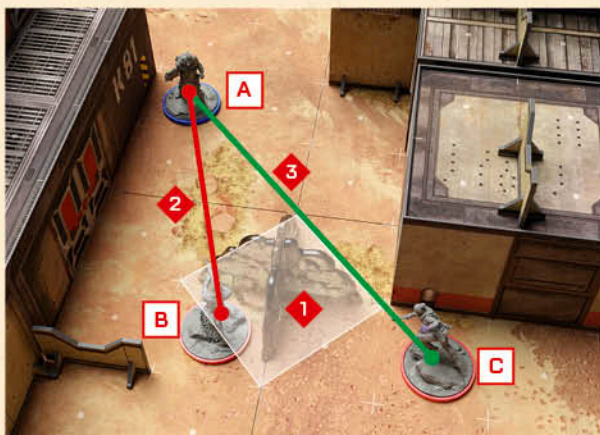
1 *Bangalore* B *has previously placed a Smoke miniature, using her Smoke Launcher ability. This creates a diamond-shaped Zone around the miniature.*

2 *The LoS between Bloodhound* A *and Bangalore* B *crosses the edge of the Zone, and therefore the Smoke effect applies: any Shoot action by Bloodhound targeting Bangalore (or vice-versa) will have a +10 To-Hit Difficulty penalty.*

3 *The LoS between Bloodhound* A *and Wraith* C *does not cross the edge (only follows along it). Therefore no penalty applies.*

Example:
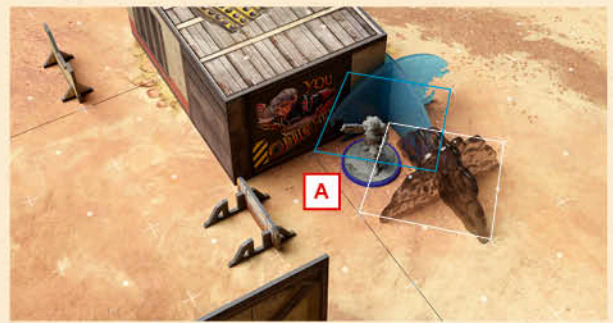
Bloodhound A *is both in the Zone of the Smoke miniature and in the Zone of the Dome of Protection miniature. Apply the effects of both Zones when targeting Bloodhound.*

Example:
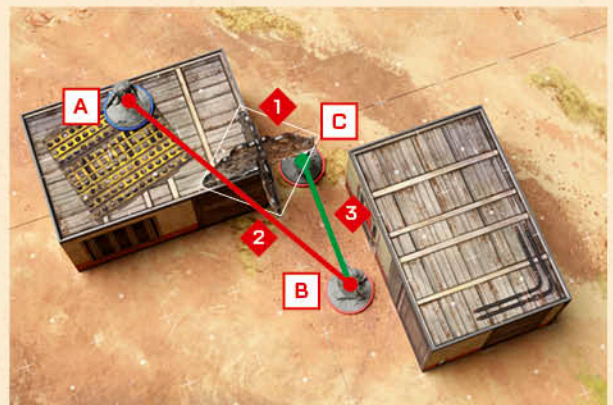
Bloodhound A *wants to Shoot at Bangalore* B *, but there is a Smoke miniature on top of the level 1 Building* **1** *.*
The Smoke miniature is on the same level as Bloodhound **2** *, and the LoS crosses its edge—this means that the effect of the Smoke applies.*
Bangalore B *has an unblocked LoS to* C *Pathfinder* **3** *, and the Smoke effect does not apply, as Zones do not extend to upper or lower levels.*

Example:
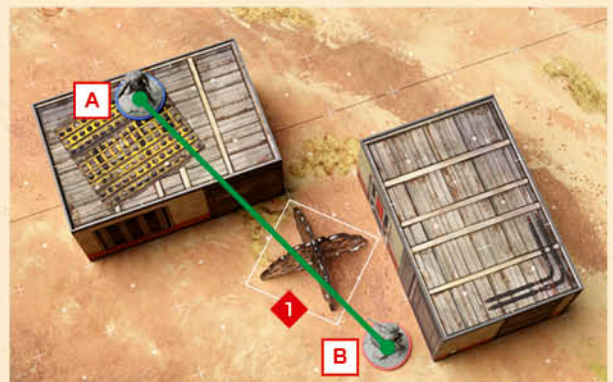
Bloodhound A *targets Bangalore* B *.*
There is a Smoke miniature on level 0, creating a Zone **1** *.*
The Zone is on a lower level than the LoS Upper space and Bangalore is not in the Zone. Therefore the Zone effect does not apply.

Time properties

Ability effects may be triggered at different points in time, and have different durations. This is specified by one or more green labels. An effect with **no such labels is resolved immediately**.

DURATION: 3

Duration 'X'. The effect described below the 'Duration' label becomes active immediately and is active for X turns.

Place the ability token below the Initiative track, X turns ahead of the Initiative marker, and below any token(s) already placed there. The Ability remains active during that many turns. When the Initiative marker is above the Ability token—in the 'Resolve Initiative marker' phase of a turn—that effect ceases.

Example:

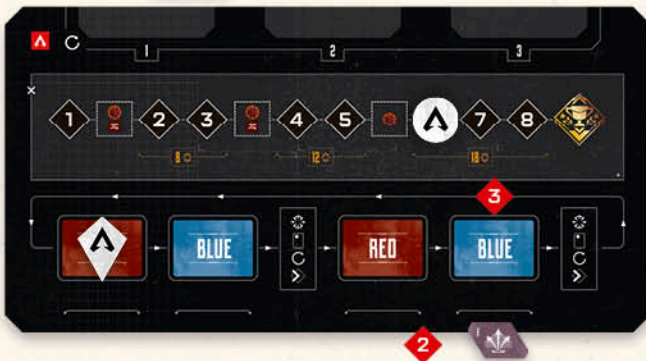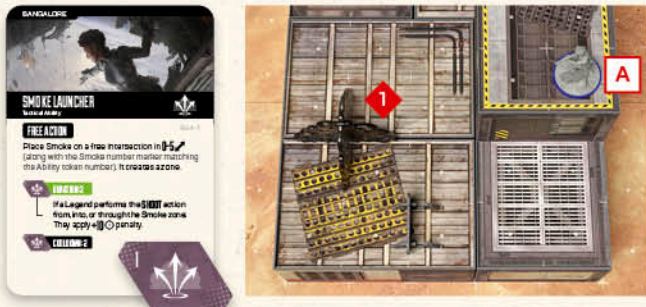*Bangalore* A *decides to use her Smoke Launcher ability.*

1. *She places the corresponding miniature at an intersection within the indicated range. This creates a Zone.*
2. *This is an ability with Duration 3. Therefore, the Ability token is placed in the slot below the Initiative track, 3 turns ahead of the Initiative marker.*
3. *3 turns later, the Initiative marker is above the Ability token and the Smoke Launcher effect ceases in the 'Resolve Initiative Marker Effects' step. The Smoke miniature is returned to Bangalore, and the Ability token is placed on the Cooldown track.*

DELAY: 2

Delay 'X'. The effect described below the 'Delay' label is resolved X turns after the ability is performed.

Place the ability token below the Initiative track, X turns ahead of the Initiative marker, and below any token(s) already there. Whenever the Initiative marker is above the Ability token, the effect is triggered in the 'Resolve Initiative Marker Effects' phase of a turn.

Example:

Gibraltar A *decides to use his Defensive Bombardment ability.*

1. *He places the corresponding miniature in a space within the indicated range (0–5).*
2. *This ability has a Delay of 2. Therefore, the Ability token is placed in the slot below the Initiative track, 2 turns ahead of the Initiative marker.*
3. *2 turns later, the Initiative marker is above the Ability token and the Defensive Bombardment is triggered in the 'Resolve Initiative Marker Effects' step, dealing damage to all Legends within its AoE. After that, the Defensive Bombardment miniature is returned to Gibraltar, and the Ability token is placed on the Cooldown track.*

Cooldown

The Ability token used to perform an Ability undergoes a cooldown period before it can be used again. The Ability card indicates when to start the cooldown period and its duration. The Cooldown track is used to track the cooldown for all Ability tokens. At the end of the cooldown period, place your Ability token in your supply. You may then use it again.

Use the following procedure for cooldown:

1. Return any corresponding ability-related markers or miniatures from the Map to your supply, unless the miniature is ‹PERSISTENT› (in that case, it remains on the Map).
2. Place the corresponding Ability token on the Cooldown track position indicated on the Ability card.
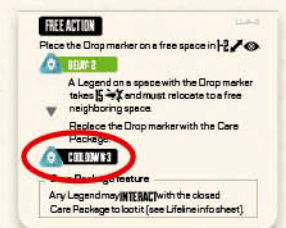
3. In each Transition phase, move all the Ability tokens on the Cooldown track 1 space to the left.
4. When the Ability token moves out of the Cooldown track, the cooldown is complete. Place the Ability token on the corresponding Ability card. You may now use it again.

Example:
*When the Smoke Launcher effect ceases, the Ability token is removed from below the Initiative track and placed on the Cooldown track above the Round board. The Smoke Launcher Cooldown period is 2 rounds, therefore it is placed on the position marked 2. In each Transition phase, the token will be moved 1 position to the left on the Cooldown track.*
When it moves out of the track, it is placed near the corresponding Ability card, and may be used again.
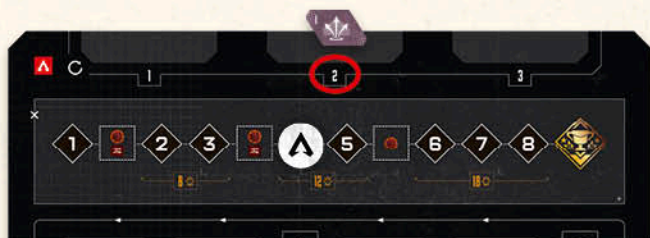
TERMINOLOGY

Any Legend from your squad
Refers to a single Legend from your Squad, including yours.

Each Legend from your squad
Refers to all Legends from your Squad, including yours.

Place a miniature on a free space/edge/intersection
A miniature with the <OCCUPY SPACE>/<OCCUPY EDGE>/<OCCUPY INTERSECTION> attribute occupies the indicated grid feature, meaning that it is no longer free.

In the zone
Miniatures with the <ZONE> attribute generate a diamond-shaped Zone, with its edges connecting all four vertices of the space where the miniature is placed. All Legends or Objects that are on spaces crossed by the edge of the Zone are considered to be in the Zone (intersections are not affected by the Zone). A space can be simultaneously affected by more than one Zone.

Shooter
The Legend who performs a Shoot action.

Target
The Legend whom the Shoot action or the Melee Attack is performed against, or the Object designated as the subject of a Destroy action.

Fire Rate
The number of cards you reveal on the Aim board for the Shoot action. It may be represented by:

- ✖ A single number (e.g., '2'): This indicates the number of slots to use on the Aim board. Place one Aim card in each slot.
- ✖ A pair of numbers (e.g., '1 × 3'): The first number indicates the number of slots to use on the Aim board; The second number represents the number of Aim cards to place in each slot.

Shot/First shot
A Shot comprises all the Aim cards placed in a single slot of the Aim board when resolving a Shoot action. The first shot comprises all the Aim cards placed in the first slot of the Aim board when resolving a Shoot action.

Recoil X
During a Shoot action, place the Aim cards for the first shot as usual. Then, for each Recoil effect in play, shift the next Aim card(s) 1 additional slot to the right (e.g. Recoil 2 means that Aim card(s) are shifted 2 additional slots to the right).

Each Aim card with [icon] counts as not having that icon

Treat the corresponding Aim cards as if they did not contain the icon (i.e., any effects triggered by that icon are not applied).

Each Aim card with [icon] is a Hit/Miss

Treat the corresponding Aim cards as an automatic Hit/Miss. If there is an effect in play that disregards the icon effect, the automatic Hit/Miss effect does not apply.

After the Deal Damage step

The effect activates immediately after the 'Deal Damage' step of the Shoot action procedure. If multiple effects are to be activated simultaneously, always activate them in the order of play—Passive effects first, and then any other effects..

Eliminate an enemy

An enemy is eliminated when their Health reaches 0.

When a Legend enters a space

The effect is activated when a Legend enters a space. It may occur during a Move action, when they relocate to a space, or whenever they are placed there due to an effect (Push, Respawn, etc.). During a Move action, the effect is immediately activated when the Legend enters the space, even if the space is occupied and they cannot finish their movement there.

Cards

The Ability cards, Feat cards, and Weapon cards contain concise descriptions of their use, including labels, keywords, and short sentences. Below is an overview of the most common ones.

FREE ACTION   **SPECIAL ACTION: 1 AP**   **SPECIAL ACTION: 2 AP**

Indicates the number of Action Points you must spend during your activation to perform the action:

* Free action: 0 AP
* Special action: 1 or 2 AP

ENHANCE—SHOOT

This card can be played during a Shoot action to enhance its effect (e.g., by increasing the damage points dealt by each Hit). You can play only 1 Enhance—Shoot card to boost a Shoot action.

Note: Instant cards with the 'Play as Enhance—Shoot' effect count toward the limit of 1 Enhance—Shoot.

RUSH   **MOVE 1 / +1 MP**

Once per activation, you may discard a Feat card from your hand at no AP cost to perform a Move 1 action **or** to have 1 extra Movement Point when performing a Move action. When performing a Rush action, the main effect of the Feat card is disregarded.

REACTION   **AFTER FIRING**   **BEFORE FIRING**   **SQUAD**

You may only perform Reactions to react to an enemy Shoot action. A reaction is always optional. Reaction cards may contain one or more of the following keywords:

* Squad: The card is played when **either you or a squadmate is targeted.** If 'Squad' is not present on the card, you may only perform that reaction when you are the Target.
* Before Firing: The card is played in the 'Enemy Reaction—Before Firing' step of the Shoot action procedure.
* After Firing: The card is played in the 'Enemy Reaction—After Firing' step of the Shoot action procedure.

Note: Each Legend can only perform **one Before Firing and/or one After Firing** Reaction, **in response to each Shoot action** (e.g., if you perform a Before Firing Reaction from an Ability card, you cannot perform another Before Firing reaction from a Feat card in Reaction to the same Shoot action).

INSTANT

This card can only be played if the condition described on the card is met. You can use an Instant card during the activation of **any** Legend (i.e., your Legend, an allied Legend, or an enemy Legend).

DURATION: 3   **DELAY: 2**

Specifies when the effect of an ability starts and ends in relation to the turn in which the ability is performed. Certain Ability cards have multiple labels and a sequence in which they are resolved.

* Duration 'X': The effect described below the 'Duration' label becomes active immediately and is active for X turns.
* Delay 'X': The effect described below the 'Delay' label is resolved X turns after the ability is performed.

Note: The timing of the effects is tracked by placing the Ability token below the Initiative track, X turns ahead of the current turn.

COOLDOWN: 3

Indicates the space on the Cooldown track where an Ability token is placed once the effect of its Ability card is fully resolved.

PASSIVE

Only present on Weapon cards. It describes a permanent effect of a Weapon that you may use when you perform a Shoot action with that Weapon. When resolving multiple cards within a Shoot action, Passive effects are are resolved first.

LOOT TOKENS

Gear

Helmet

Starting: No effect.

Rare: Ignore 1 headshot on an Aim card of a value ≤ 50.

Epic: Ignore up to 2 headshots on Aim cards of values ≤ 60.

Legendary: Ignore up to 2 headshots on Aim cards of values ≤ 60. You have a new SPECIAL ACTION available: Interact and Use.

Consider only the value on the Aim cards, without any modifier.

Body Shield

Starting: The Body Shield limit is 20 Shield points.

Rare: The Body Shield limit is 30 Shield points. When you equip a non-exhausted Body Shield, restore 10 Shield points immediately, and flip it to the 'Exhausted' side.

Epic: The Body Shield limit is 40 Shield points. When you equip a non-exhausted Body Shield, restore 10 Shield points immediately. and flip it to the 'Exhausted' side.

Legendary: The Body Shield limit is 40 Shield points. When you equip a non-exhausted Body Shield, restore 20 Shield points immediately. and flip it to the 'Exhausted' side.

When dropping a Body Shield, do not flip the token and place it on the Map as it is.

Knockdown Shield

Starting: No effect.

Rare: Whenever you take damage that would eliminate you, the Knockdown Shield is activated instead: prevent up to 10 Damage points and flip the token to its 'Exhausted' side.

Epic: Whenever you take damage that would eliminate you, the Knockdown Shield is activated instead: prevent up to 15 Damage points and flip the token to its 'Exhausted' side.

Legendary: Whenever you take damage that would eliminate you, the Knockdown Shield is activated instead: prevent up to 15 Damage points and flip the token to its 'Exhausted' side. Whenever you take damage from the Ring, reduce it to 8.

Consumables

Syringe (Common): Restore up to 12 Health points.
Medical Kit (Rare): Restore up to 20 Health points.
Any points in excess of 40 Health points are lost.

Shield Cell (Common): Restore up to 12 Shield points.
Shield Battery (Rare): Restore up to 20 Shield points.
Any points in excess of your shield limit are lost.

Phoenix Kit (Epic): Restore up to 15 Health points and up to 15 Shield points.
Any points in excess of your Health and Shield limits are lost.

Accelerant (Rare): Reduce each of your ability cooldown by 2. If the cooldown ends, retrieve the corresponding Ability token *(see Cooldown, page 38)*.

Grenades

Thermite Grenade (Common): Choose a target landing space in range 2-5. Draw 1 Aim card and relocate the Grenade token accordingly. The AoE is 5×1 spaces. Legends within the AoE take 15 Damage points.

Frag Grenade (Common): Choose a target landing space in range 2-5. Draw 2 Aim cards and relocate the Grenade token accordingly. The AoE is 3×3 spaces. It deals 20 Damage points to Legends on the central space of the AoE, and 10 Damage points to Legends on the other spaces of the AoE.

Attachments

Barrel Stabilizer

Common: When shooting, move the starting position on the Aim board 1 slot to the left.

Rare: When shooting, move the starting position on the Aim board 2 slots to the left.

Epic: When shooting, move the starting position on the Aim board 3 slots to the left.

Extended Mag

Rare and Epic: Increase the Weapon's Fire Rate by 1.

Shotgun Bolt

Epic: Increase the first number of the Weapon's Fire Rate by 1. Do not modify the second number of the Weapon's Fire Rate.

Optics

1xHCOG "Classic" (Common): If the Target is within range 1-2, apply a -5 modifier to the To-Hit Difficulty.

* 1x Holo (Common): If the Target is within range 1-2, apply a -5 modifier to the To-Hit Difficulty.

2xHCOG "Bruiser" (Rare): If the Target is within range 2-3, apply a -10 modifier to the To-Hit Difficulty.

1x-2x Variable Holo (Rare): If the Target is within range 1-4, apply a -5 modifier to the To-Hit Difficulty.

6x Sniper (Rare): If the Target is at range 5 or more, apply a -5 modifier to the To-Hit Difficulty.

3x HCOG "Ranger" (Epic): If the Target is within range 4-5, apply a -15 modifier to the To-Hit Difficulty.

2x-4x Variable AOG (Epic): If the Target is within range 2-5, apply a -10 modifier to the To-Hit Difficulty.

4x-8x Variable Sniper (Epic): If the Target is at range 4 or more, apply a -10 modifier to the To-Hit Difficulty.

* 1x Digital Threat (Legendary): If the Target is within range 1-2, apply a -15 modifier to the To-Hit Difficulty.
* 6x-10x Digital Sniper Threat (Legendary): If the Target is at range 5 or more, apply a -15 modifier to the To-Hit Difficulty.

Standard Stock

Common: Each Hit deals 1 extra damage point.
Rare: Each Hit deals 2 extra damage points.
Epic: Each Hit deals 3 extra damage points.

Sniper Stock

* Common: The first Hit deals 3 extra damage points.
Rare: The first Hit deals 6 extra damage points.
Epic: The first Hit deals 9 extra damage points.

* These tokens are only displayed on cards and are not physically represented in the game as tokens.
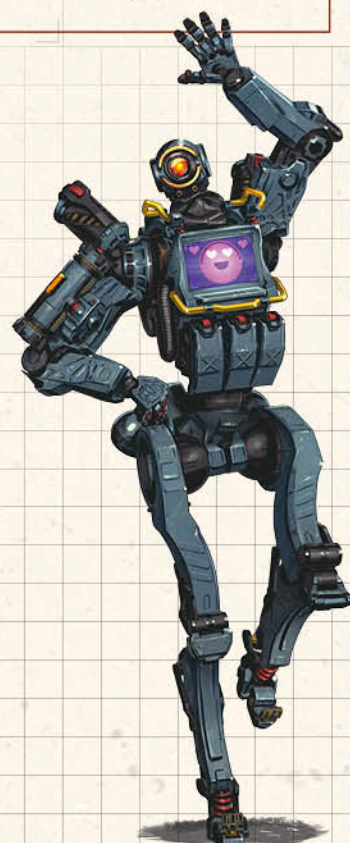
ICONS

Draw a Loot token from the Common bag.

Draw a Loot token from the Rare bag.

Draw a Loot token from the Epic bag.

Draw a Weapon card from the Weapons deck.

Ammo. The icon indicates the type of Ammo. The number indicates the initial amount of Ammo in the Weapon.

Energy Ammo

Light Rounds

Heavy Rounds

Shotgun Shells

Sniper Ammo

Mythic Ammo

Any Ammo

Optimal Range. The distance interval within which the Weapon is the most effective. For each space outside of the Optimal Range, apply +10 To-Hit Difficulty penalty.

To-Hit Difficulty. The higher the number, the harder it is to score a Hit.

Fire Rate. The number of cards you reveal on the Aim board during the Shoot action.

Regular Damage. The amount of damage dealt to the target with each scored Hit.

Headshot Damage. Additional Damage that you deal for each Headshot you scored.

Automatic Hit, when the target is on a lower level than you,

Automatic Miss, when the target is on a higher level than you.

Automatic Miss, when the target is behind cover.

Additional Hit, for every 2 of these icons on the revealed Aim cards.

Headshot. Score a Headshot if the card is a Hit and the Target does not have a Helmet that prevents it.

Range. Describes the valid range.

Line of Sight. The effect requires you to have LoS to the target/target space.

Shield points.

Health points.

Area of Effect. The effect is applied in the designated spaces.

Hop-Up. The Weapon card with this icon has a preinstalled Hop-Up that modifies its stats or adds a passive effect.

△ Denotes stat upgrade.
▽ Denotes stat downgrade.

Ring miniature.

Arrows used for Ring movement and spawning objects.

Boss icon. Determines that this side of the Equipment board is used only in Boss Game Mode.

When the Round marker moves onto a space with this icon, Ring movement is resolved (only when playing with the Ring Special Feature). May trigger different effects depending on the Game Mode you play and/or added Special Features.

When the Round marker moves onto a space with this icon, take all Ring Movement cards and shuffle them back into deck. Then, reveal a new Ring Movement card (only when playing with the Ring Special Feature).

The value of Ring damage taken during the Transition phase (only when playing with the Ring Special Feature). May be used for different effects depending on the Game Mode you play and/or added Special Features.

The effect is applied when your Health points drop to 0.

Flip the token after its effect is resolved.

Cooldown slot (on the Round board).

When the Round marker moves onto a diamond space, resolve all the effects on tokens below the Round marker.

When the Round marker moves onto a dotted square space, resolve all the effects on icons below the Round marker. Then, advance the Round marker 1 space.

When the Round marker moves onto a space with a Trophy, the game ends.

RED → BLUE

Turn space (on the Round board).

Transition phase space. Resolve the following effects from top to bottom:

Deal <HEALTH> damage to each Legend outside the Ring limits.

Each Legend draws 1 Feat card from their Feat deck into their hand.

Move all the Ability tokens on the Cooldown track 1 position to the left.

Advance the Round marker 1 position to the right.

Back of the Starting Gear tokens.

Victory Point / Deathbox token. Each Victory Point token on the side with the Trophy counts as 1 Victory Point.

The area of effect (in spaces). The red diamond marks the space with the object that triggered the effect.

Arrows on Aim cards. May be used for different game effects.

Crafting Materials (used for Replicator Special Feature).

Legendary Loot token. Take the Legendary Loot token of the indicated type (used for Supply Drops Special Feature).

Unique Weapon. Draw one Unique Weapon from the Unique Weapons deck (used for Supply Drops Special Feature).

Solo and Co-Op expansion:

The card with this icon belongs to an Automa.

Charge tokens. Used for activating different effects on Automa Feat, Ability, and Weapon cards.

Each Move action is described using a pair of icons separated by a '/':

✖ The icon to the left applies if the Automa has **not performed** a Shoot action in the current round.

✖ The icon to the right applies if the Automa has **already performed** a Shoot action in the current round.
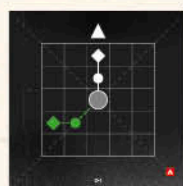
The meaning of the different icons is as follows:

⇨ The Automa moves along the white path indicated on the Pattern card.

➡ The Automa moves along the green path indicated on the Pattern card.

✖ The Automa does not move.

Each Pattern card includes the following icons:

● The initial position of the Automa's Legend miniature.

△ The direction in which the card points.

○—◇ The white path.

○ A space on the white path.

◇ The final space of the white path.

●--◆ The green path.

● A space on the green path.

◆ The final space of the green path.

QUICK RECAP

LEGEND LOADOUT

Equip your Legends following the instructions for the chosen Game Mode.

MAP DROP

Enter the Map following the instructions for the chosen Game Mode.

FINAL ENCOUNTER

Each **ROUND** consists of
- ✖ Red squad's Turn
- ✖ Blue squad's Turn
- ✖ Transition phase

Each **TURN** consists of:

- ✖ 'Resolve Initiative Marker Effects' step: resolve any effects below the Initiative marker.

- ✖ 'Legend Activation' step: each Legend from the squad (in any order) performs its activation.
- ✖ 'Advance the Initiative marker' step: advance the Initiative marker on the Initiative track 1 position to the right. If it lands on the Transition phase, resolve it.

Transition phase

✳ Deal ‹HEALTH› **damage to each Legend outside the Ring limits**. The amount of Damage points depends on the Round marker's position, and is indicated below the Round track.

◆ **Each Legend draws 1 Feat card** from their Feat deck into their hand.

↻ **Move all the Ability tokens on the Cooldown track 1 position to the left**. If the Cooldown is complete, return the token to its owner.
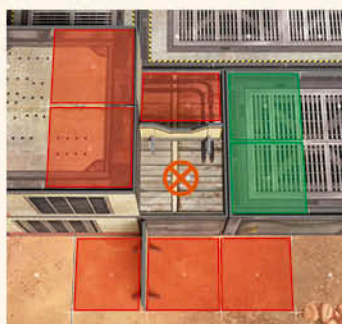
❯❯ **Advance the Round marker** 1 position to the right and resolve the effects corresponding to the new Round marker position:
- ✖ Flip all the Legend Draft cards face up.
- ✖ Advance the Initiative marker to the next squad turn, following the arrows on the Initiative track.
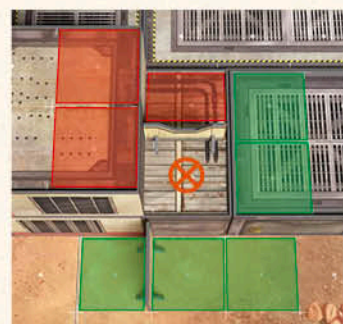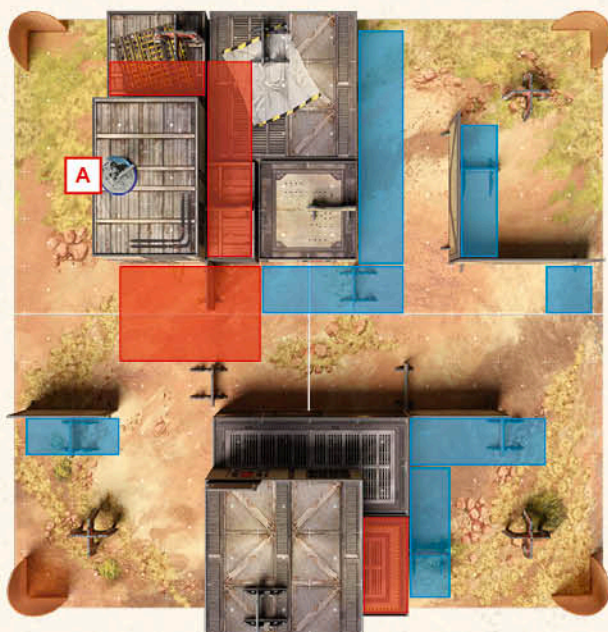
CONTIGUITY
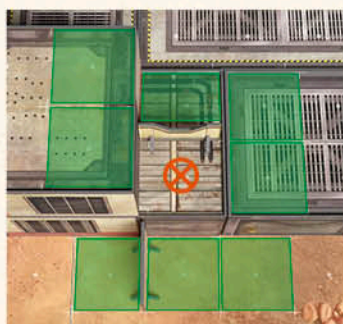
Spaces at Distance 1

Adjacent spaces

Neighboring spaces

LINE OF SIGHT

The image exemplifies common LoS situations:

Gibraltar [A] stands on a level 2 Building.

The spaces marked in red are blocked from Gibraltar's LoS due to the their distance from the edge of the Building (which is a ‹BLOCKAGE›).

The spaces marked in blue are blocked from Gibraltar's LoS due to the level 2 to level 0 ‹BLOCKAGE› rules.

Remember: If you are standing on a space on level 2, the LoS is only blocked to the spaces immediately behind a level 1 ‹BLOCKAGE› crossed by the LoS.

CREDITS

Game Publisher: **Glass Cannon Unplugged**

Game Design: **Thanos Argyris**, **Michalis Nikolaou**

Game Development: **Rafał Pieczyński**, **Grzegorz Przytarski**

Content Creation: **Rafał Pieczyński**, **Grzegorz Przytarski**,
Krzysztof Politowski, **Maciej Drewing** and **Joanna Kijanka**

Project Management: **Michał Ozon**

Graphic Design: **Krzysztof 'Klema' Klemiński**, **Rafał Pieczyński**

Illustrations: **Respawn Entertainment**, **Electronic Arts**,
Agnieszka Dąbrowiecka, **Natalia Albecka-Eikmann**

Rulebook: **Miguel Conceição**

Proofreading: **Ryszard Chytrowski**, **Derek Allgire**, **Łukasz Potoczny**

3D Sculpts: **ORZOL Studio**, **Agnieszka Pogan**

Marketing: **Dawid Tadel**, **Natalia Albecka-Eikmann**, **Marek Spychalski**

Pledge Manager, Customer Support and Logistics:
Kamil Stępień, **Maciej Kurzawa**, **Karolina Pietluch**

Playtesters: Krzysztof Politowski, Maciej Drewing, Marek Spychalski,
Joanna Kijanka, Marcin Żełubowski, Bartosz Tomala, Przemysław Zub,
Dawid Anioł, Michał Duda, GCU Discord Community

Special Thanks to: Joe LeFavi, Sebastien Lemay, Evia Beqiraj, Liesa Dornan,
Christy Oh, Sam Billinghurst Brown, Thomas Dimech, Audrey Wojtowick,
Paul Grogan, Michał Zwierzyński, Tomasz Bar, Fabien Delarue, Maciej
Topolnicki, Maria Włodarz, Mariusz Sztrąf, Adam Zielonka, Krzysztof Kobalczyk,
Màrius Colomer, Łukasz Włodarczyk, Jasiek Łuszczki, Robert Plesowicz,
Łukasz 'Kleryk' Jankowski, Bolter Hobby store, Awaria Prądu, Ludiversum

Thanos and Michalis especially thank: Maria Georgiou, Yoma, Giorgo Egglezos,
Christos Zannetos, and our Apex squad (Vlasis, Teo, Lampros,
Kostas, Distervios)

All our Kickstarter backers, without whom this game would never see the light
of day, all the people who tested it in person and on Tabletop Simulator,
and everyone else who contributed: We can't thank you enough!

respawn ENTERTAINMENT

Electronic Arts

GLASS CANNON UNPLUGGED