# LEVEL 7®

## [OMEGA PROTOCOL]



# RULES

# LEVEL 7® [OMEGA PROTOCOL]

## OMEGA PROTOCOL HAS BEGUN

*In the 1950s the United States government made contact with a race of technologically advanced beings known as the Ghin. The Ghin leader, a brilliant scientist named Cronos, had come to earth seeking a cure for a deadly plague threatening to annihilate his race. Cronos believed the cure to the plague could be found within human DNA, which was remarkably similar to that of the Ghin.*

*Embroiled in a deadly cold war with the USSR, the United States government agreed to provide Cronos asylum and, more importantly, access to US citizens as test subjects in exchange for Ghin technology. With the bargain struck, a group of high-powered individuals known as the Majestic 12 initiated a secret government program. The project, codenamed Aquarius, saw the creation of several underground facilities classified far beyond top secret. For over fifty years, Cronos conducted his gruesome experiments on an unsuspecting population with the aid of those who were entrusted to protect them.*

*With the fall of the Soviet Union and the end of the cold war, relations between the Ghin and the US began to deteriorate. Only Cronos' threat of exposing the Faustian deal kept the US government continually supplying test subjects.*

*Less than twenty-four hours ago, several test subjects managed to escape the Subterra Bravo facility. Their actions led to a complete breakdown in relations between the human corroborators and Cronos' minions. Having planned for this eventuality, the US government has enacted Omega Protocol . . .*

## OVERVIEW

*LEVEL 7 [OMEGA PROTOCOL]* is a game of tactical combat between a fireteam of commandos sent by an unacknowledged department within the US government to pacify the situation at Subterra Bravo and the sinister swarms of inhuman creatures that have overtaken the facility. Up to five players can take on the role of commandos, while one player acts as the overseer who controls Subterra Bravo's monstrous denizens.

During the game, commandos clash with the overseer's creatures, and the results of their conflict are determined by rolling dice. In addition both the commandos and the overseer manage a resource called adrenaline. Commandos use adrenaline to perform heroic actions, and the overseer uses adrenaline to fortify his forces. Careful management of adrenaline is key to winning the game.

Before each game, select one of the missions included in the mission guide. Each mission presents the players with specific objectives they need to complete to win the game and describes the Crisis Point at which each mission becomes more difficult. The commandos will either win or lose as a team, while the overseer wins or loses individually.

The game can also be played as a campaign where players play each of the nine missions contained in the mission guide sequentially to experience the epic story of *LEVEL 7 [OMEGA PROTOCOL]*. This rulebook is written assuming that players are playing a single scenario rather than the campaign. Rules for playing a campaign are explained in the mission guide.

## COMPONENT LIST

28 MAP TILES
6 PASSAGE TILES
2 OBJECTIVE TILES
16 OVERSEER DASHBOARD PIECES
5 COMMANDO CHARACTER SHEETS
2 ROUND TRACKER PIECES

### CARDS

15 STANCE CARDS
5 DOWNED CARDS
5 INITIATIVE CARDS
60 KIT CARDS
1 SENTRY DRONE STAT CARD
7 ENEMY STAT CARDS
40 ROOM CARDS
20 INVESTIGATE CARDS

### PLASTIC FIGURES

5 HUMAN COMMANDOS
1 LAB TECH
1 SENTRY DRONE
1 CRONOS
2 HANDLERS
3 FEAR HUNTERS
2 BLASTERS
4 REJECTS
10 ROGUE CLONES
8 WARRIOR CLONES

### MARKERS

5 DOWNED COMMANDO MARKERS
1 TAUNTER DRONE MARKER
4 REJECT SWARM MARKERS
1 TRIGGERED EXPLOSIVE MARKER
1 TRIP MINE MARKER
1 NAPALM MARKER
1 ANTI-GHIN GAS MARKER
18 DOOR MARKERS
4 BOMB MARKERS
6 RUBBLE MARKERS
3 WALL MARKERS
3 PERIL MARKERS
18 CORROSIVE GAS MARKERS
4 EMI MARKERS
4 VENT MARKERS
14 INVESTIGATE MARKERS

### TOKENS

1 HOBBLER DRONE TOKEN
1 OBJECTIVE TOKEN
96 ADRENALINE TOKENS
59 WOUND TOKENS
9 POWER TOKENS
2 TIMER TOKENS
2 PASSKEY TOKENS

### DICE

10 BLACK DICE
8 RED DICE

### BOOKLETS

MISSION GUIDE
RULEBOOK

# COMPONENT DESCRIPTIONS

## PLASTIC FIGURES

These highly detailed plastic figures represent the commandos and enemies on the game map. Each figure's base is marked to indicate its front side, known as its forward facing.






## COMMANDO CHARACTER SHEETS

Each commando has a unique character sheet detailing his stats that is used to track his current vitality, adrenaline, and stance during play.




## STANCE CARDS

Commandos can assume one of three stances that impart specific strengths and weaknesses during the game. Commandos choose their stances for the round during the Commando Planning Phase.




## DOWNED CARDS

When a commando has a number of wound tokens equal to his vitality, replace his stance with a downed card.




## DOWNED MARKERS

There are five downed markers, each corresponding to a specific commando. When a commando becomes downed, he replaces his figure with his downed marker.




## INITIATIVE CARDS

These five numbered cards are used to track the order the commandos activate during the Commando Activation Phase.

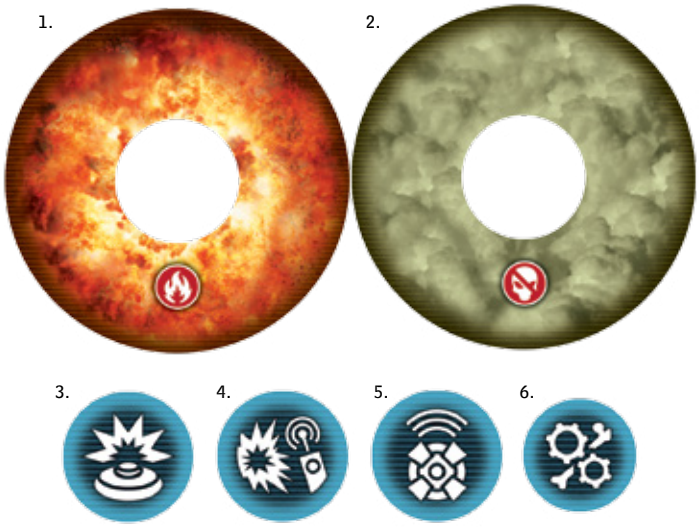



## KIT CARDS

Kit cards are divided into six separate decks. Five of these decks correspond to the five commandos and can only be used by their specific commando. The sixth is a common kit deck that is available to all commandos. Commandos use these cards to give themselves enhanced weapons, equipment, training, and skills before the start of a mission.

## COMMANDO KIT MARKERS AND TOKENS

Commando kit tokens and markers, like napalm grenades or triggered explosives, track where certain commando kit abilities are in use on the map.




1. Napalm Marker 2. Anti-Ghin Gas Marker 3. Trip Mine Marker
4. Triggered Explosive Marker 5. Taunter Drone Marker 6. Hobbler Drone Token




## STAT CARDS

Stat cards are reference cards that detail the stats, weapons, and abilities of the various drones and the enemies the overseer controls.

## OVERSEER DASHBOARD PIECES

The dashboard is the overseer's primary tool for bringing new enemies onto the map and using various abilities. It is made of puzzle-cut tile pieces that are assembled into a different configuration for each mission.







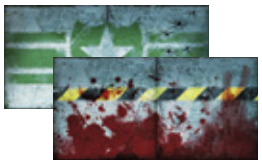
## POWER TOKENS

Power tokens track the amount of energy a blaster has built up during a round.



## MAP TILES

*LEVEL 7 [OMEGA PROTOCOL]* is played on a map made up of several map tiles that represent different locations the commandos explore during the game. Each mission has a unique layout that uses different combinations of map tiles. All map tiles are double-sided, with an A side and a B side. The mission's setup diagram shows how to arrange the tiles to form the map, including which side of each tile should be placed face up. Throughout the course of play, certain cards or abilities can cause a map tile to be flipped over to use its other side.



## PASSAGE TILES

Passage tiles represent entrances and exits on the map. The green side of the marker is the commando side, and the red side is the enemy side.




## DOOR MARKERS

Door markers separate the different rooms on the map. The overseer places door markers on the map during setup.




## INVESTIGATE CARDS

Investigate cards represent useful items that commandos might discover during a mission and are drawn when a commando performs an Investigate action.



## INVESTIGATE MARKERS

Investigate markers designate the spaces on the map where commandos can perform an Investigate action and draw cards from the Investigate deck.



## ROOM CARDS

Room cards represent the dangers in store for the commandos as they explore the map. At the start of each mission, the overseer divides the room cards into several unique stacks according to the mission guide. He places one stack in each room on the map.

## MAP ELEMENT MARKERS

Map element markers represent different terrain on the map and special rules for the tiles or spaces they occupy.




1. Rubble Marker 2. Corrosive Gas Marker 3. EMI Token 4. Vent Marker
5. Peril Marker 6. Wall Marker



## OBJECTIVE TILES

Many missions in the game have physical objectives for the commandos to achieve. These tiles indicate the locations of objectives on the map. Objective tiles have specific artwork corresponding to the mission(s) in which they are used.



## ADRENALINE TOKENS

Adrenaline tokens represent the amount of adrenaline a commando has built up during his turn. Commandos gain adrenaline tokens when they take actions. That same adrenaline also fuels the actions of the overseer, as he collects the commandos' tokens and uses them to activate enemies and dashboard abilities.



## WOUND TOKENS

Wound tokens track damage dealt to commandos, enemies, and map elements during a mission.




## ROUND TRACKER

The round tracker tracks the number of rounds played in the game. It comes in two pieces. The first piece is numbered 1–10, and the second piece is numbered 11–20.




## TIMER TOKENS

Timer tokens track the number of rounds on the round tracker. There is a primary timer token and a secondary timer token.



## DICE

Dice are used to resolve combat and challenges. Each die can roll zero, one, or two hit icons. Compare the total number of hit icons rolled to a target number to determine the success or failure of the dice roll.




## PASSKEYS

These tokens will be used in a future mission.



## REJECT SWARM MARKERS

These markers will be used in a future mission.

# BEFORE PLAY

Before playing *LEVEL 7 [OMEGA PROTOCOL]* for the first time, carefully punch out all tokens and map tiles from the cardboard frames.

## GENERAL SETUP

Before playing, set up the game as follows.

**Choose Mission:** *LEVEL 7 [OMEGA PROTOCOL]* includes nine missions with specific setup instructions and objectives for both the commandos and the overseer. When choosing which mission to play, refer to the mission guide. For your first game, we recommend "Mission 1: Knock Knock, Who's There?"

**Assemble Map:** Refer to the mission's setup diagram in the mission guide for how to assemble the map. Place all Investigate markers on the map in their appropriate spaces as shown in the setup diagram as well as placing the green commando passage tile. Do not place the red enemy passage tiles. These will be placed during play by the overseer.

**Choose Player Roles:** Decide who will play as the overseer. We recommend the most experienced player take on this role. Everyone else plays as one of the commandos. If all players do not agree, make this decision randomly (such as by rolling a die).

### NUMBER OF PLAYERS AND COMMANDOS

While one player must always take on the role of the overseer, both the total number of commandos in the game and the number of commandos played by each commando player will vary based on the overall number of players.

In a game with only **two players**, one plays as the overseer and the other plays as three or more commandos.

In a game with **three player**s, one plays as the overseer and each of the others plays as two commandos.

In a game with **four, five, or six players**, one plays as the overseer and each of the others plays as one commando.

**Prepare Tokens:** Sort all adrenaline and wound tokens into piles. Place each pile of tokens within easy reach of all players. This pile of adrenaline tokens is called the bank.

**Assemble Investigate Deck:** Shuffle all the Investigate cards together. Place the Investigate deck facedown within easy reach of the commandos.

**Prepare Round Tracker:** Place the round tracker near the bank with the primary timer token on the first space.

## OVERSEER SETUP

The overseer performs the following steps.

**Create Dashboard:** The overseer arranges his dashboard from the dashboard tiles specified in the "Setup" section of the mission. He can arrange his dashboard any way he wishes, as long as he uses all the specified tiles.

**Create Enemy Reserves:** The mission guide lists which enemies are available to the overseer during the game. Before the game, the overseer arranges the specified enemy cards and figures near his dashboard to form his reserves.

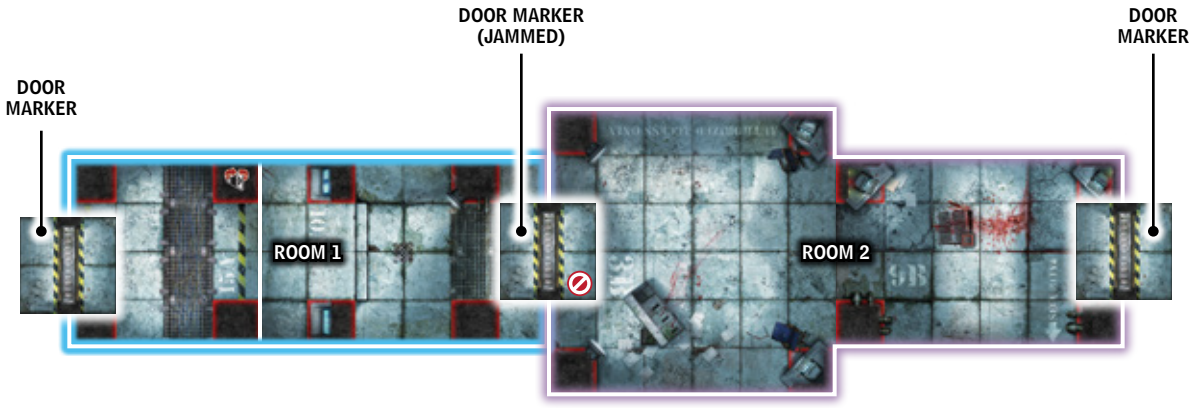
**Set Up Door Markers:** The overseer selects and places a door marker facedown on each door location indicated on the map, dividing the map into rooms. When placing door markers, the overseer has access to all door markers unless otherwise indicated by the mission's rules. The overseer always has access to all the unlocked door markers, and he can place them in any door location. Door markers with an icon, such as jammed doors, can be placed in any location as long as no room has two door markers with the same icon.

**Sort Room Cards:** Each mission uses only certain room cards for the game and specifies how those room cards should be divided into unique decks called room stacks. Set the unused room cards aside.

**Place Room Stacks:** After creating the individual room stacks following the "Setup" section of the mission, the overseer places one room stack in each room on the map. Some missions have special rules restricting the placement of room stacks.

**Create Starting Energy Pool:** The overseer takes a number of adrenaline tokens out of the bank to form his starting energy pool according to the amount specified in the "Energy Pool Minimum" section of the mission.

### DOUBLING UP DOORS




Since the door between room 1 and room 2 is jammed, no other door in rooms 1 or 2 can be jammed.

# COMMANDO SETUP

After the overseer has performed the overseer setup, the commandos set up as follows.

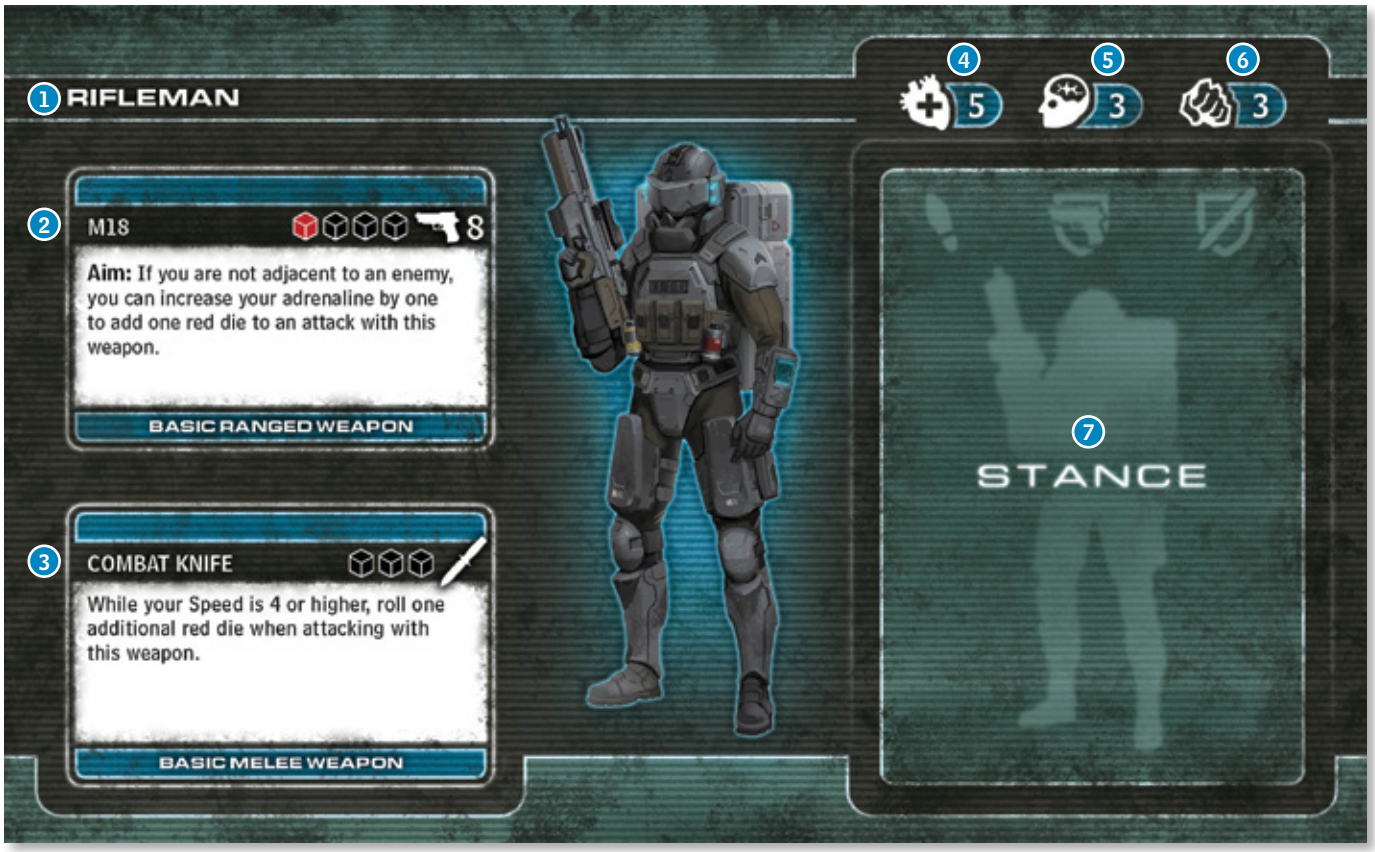
**Choose Commando:** Commando players must agree on who will play as each commando. Once that is decided, each player takes the commando figure, the character sheet, the kit deck, and the stance deck for each commando he will control in the game.

**Choose Kit:** Each commando has a custom deck of kit cards. In addition to his custom deck, there is also a common kit deck that contains kit cards available to any commando. Each kit card has a point cost located in the lower left corner of the card, and each commando can take up to six points' worth of kit cards during setup. Some kit cards must be used during a specific commando's turn, while others can be used at any time during the game. **If the text of the card does not specify the timing of its use, it can be used at any time.**

**Place Commandos:** Place commando figures on the map area indicated by the mission rules for commando setup.

## CHARACTER SHEET

Each commando is represented by a collection of game components.




1. Class Name
2. Starting Basic Ranged Weapon
3. Starting Basic Melee Weapon
4. Vitality
5. Intelligence
6. Strength
7. Current Stance Card Space

# SETUP DIAGRAM

PLAYER 1



STANCE CARD

CHARACTER CARD

KIT CARDS

PLAYER 2



STANCE CARD

CHARACTER CARD

KIT CARDS

BANK



ADRENALINE TOKENS

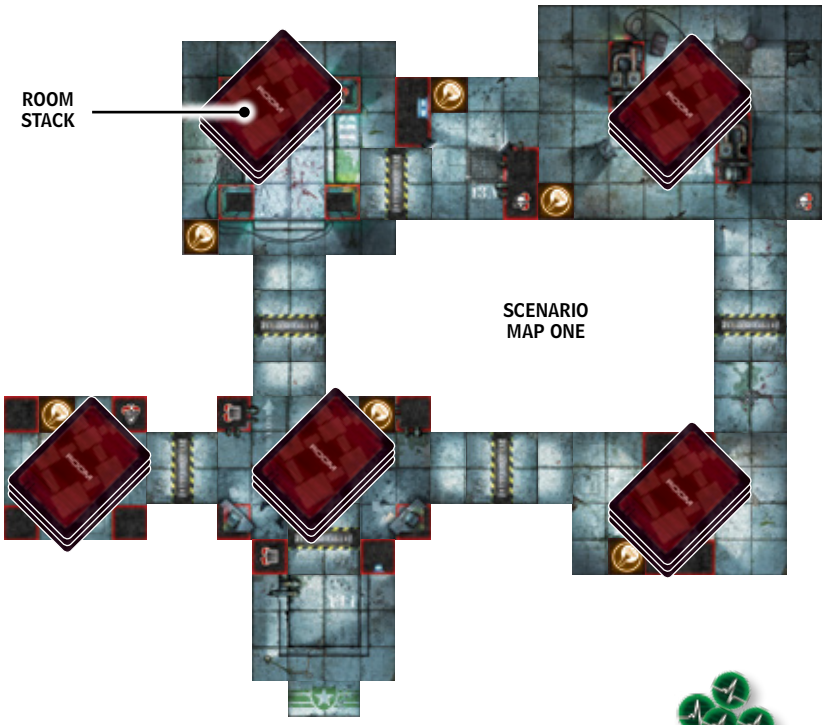


WOUND TOKENS



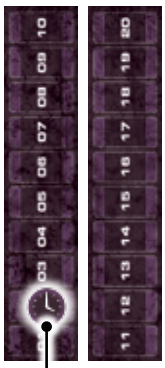

INVESTIGATE DECK

ROOM STACK



SCENARIO MAP ONE

ROUND TRACKER




PRIMARY TIMER TOKEN



ENERGY POOL



ENEMY RESERVES

PLAYER 3



KIT CARDS



CHARACTER CARD

STANCE CARD

PLAYER 4 (OVERSEER)



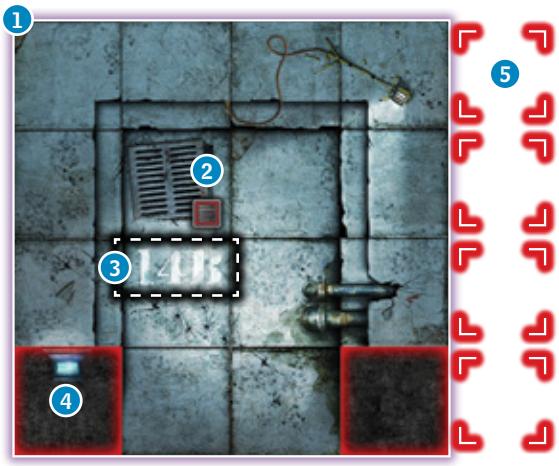
OVERSEER DASHBOARD

# THE MAP

Each mission in *LEVEL 7 [OMEGA PROTOCOL]* is played on a map constructed using map tiles, door markers, and room cards.

## ANATOMY OF A MAP TILE

### MAP TILE




1. Edge
2. Rules Icon
3. Name
4. Wall
5. Implied Wall Space

## EXPLORING A ROOM

The maps for *LEVEL 7 [OMEGA PROTOCOL]* missions are divided into rooms by the placement of door markers. Each door marker marks a border between two rooms. A room with a facedown room stack is hidden and is revealed when any one of the doors that define it is opened.

### OPENING A DOOR

A door can be opened by a commando (see p. 19), the overseer, or by a mission event. Door markers begin the game facedown. When a door is opened, turn the marker over and resolve any rules on it.

If a commando opens a door, the overseer turns the marker over to reveal what it does, and the commando resolves any rules on the marker. After a door marker's rules have been resolved or its stat challenge is successfully resolved (see p. 17), reveal and resolve the room stack, then remove the door marker from the game. If a door marker's stat challenge is failed, the marker remains on the map. Each attempt to open a door requires a separate action.

If the overseer or a mission event opens a door, remove the marker from the game without resolving any of its rules.

### ROOMS

A room is any unexplored area of the map. Rooms are divided and defined by door markers. Rooms can be either hidden or a goal. Each hidden room has a room stack. The mission setup diagram for a mission that contains a goal room indicates where that room is located. The mission rules describe any rules for a goal room, and opening the door to a goal room ends the mission.

### ROOM CARDS

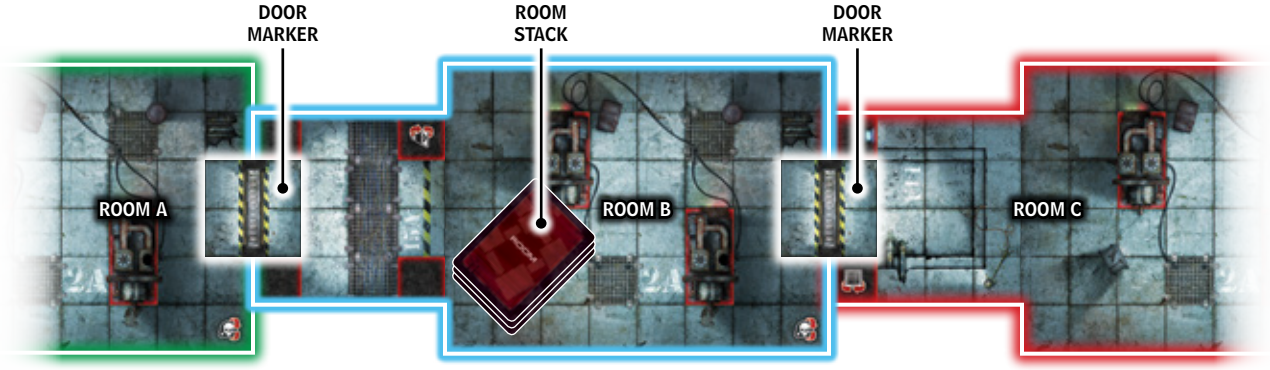
When the first door to a hidden room is opened, the overseer reveals and resolves the cards in that room's stack in their priority order. He starts with any cards in priority group 1, then group 2, and finally group 3. There are five categories of room cards: spawn, objective, trap, vent, and clear.

### ROOM CARDS




1. Category Icon
2. Card Type
3. Name
4. Special Rules
5. Reference Art
6. Priority Group

### EXPLORING A ROOM



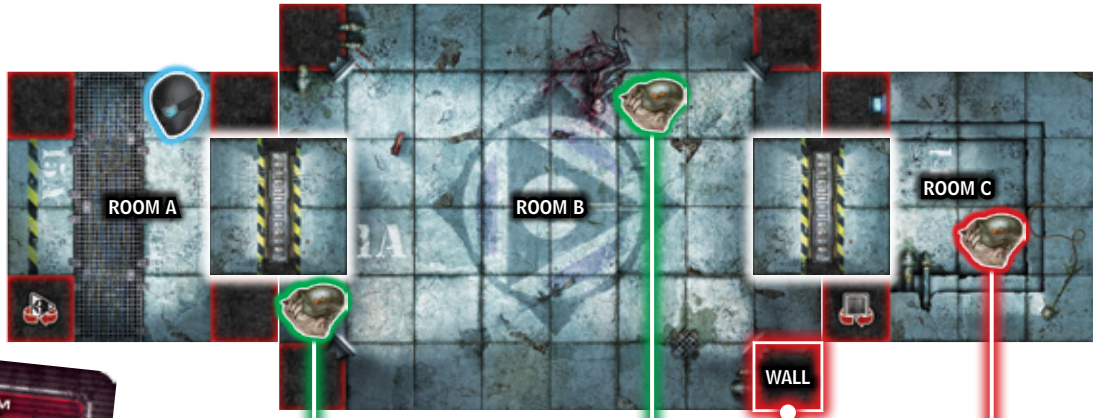
### SPAWN CARDS

A spawn card in a room stack indicates there are enemies in the room. Each spawn card allows the overseer to take a spawn action (see p. 17) to place the listed enemies on the tiles that make up the room.

These enemies can be placed on any space that is not a wall.

## SPAWNING

When the Reconnaissance Specialist opens the door between rooms A and B, the overseer reveals and resolves the cards in the room stack for room B. One of the cards is an enemy card that allows the overseer to spawn a blaster in the room. The overseer can spawn one blaster on any non-wall space in room B, but he cannot spawn it in room C.







### OBJECTIVE CARDS

Some missions use objectives. The setup diagram for a mission that uses objectives indicates the places on the map where an objective tile can appear (called objective zones), but the actual location of an objective is not revealed until the commandos explore the map. The mission guide explains in which room stacks the overseer places objective cards. When a room with an objective card is revealed, the overseer places the matching objective tile on the map in that room's objective zone.

### TRAP CARDS

A trap card in a room stack indicates there are dangers in the room in addition to enemies. These dangers might be clouds of corrosive gas or electromagnetic interference that will prevent accurate shooting. Each type of marker the overseer is allowed to place by a trap card has its own rules for how it can be placed on the tiles that make up that room (see p. 10).

### VENT CARDS

A vent card in a room stack indicates the room contains an opening to the facility's extensive ventilation system. The overseer can place vent markers in any space on the tiles that make up the room except on wall and objective spaces.

### CLEAR CARDS

In some missions the overseer adds clear room cards to certain room stacks to help hide the location of objectives from the commandos. The mission guide explains when and how to use clear room cards.

## PLACING VENTS




The overseer can place vent A on any space highlighted green on the tile since it cannot be placed on a wall or a space with objective markers.

# MAP ELEMENTS

Map elements are printed on map tiles or can be placed on a map by the overseer using room cards and dashboard abilities.

## COMBATANT AND TERRAIN MARKERS

The markers that represent downed commandos and drones are combatant markers. At the end of every move action, only one figure or combatant marker can be in a space on the map.

All other markers in *LEVEL 7 [OMEGA PROTOCOL]* are terrain markers. Figures and combatant markers can end a move in the same space as a terrain marker, and multiple terrain markers can be in the same space.



## CLONE NEST

If a tile has this icon, any time an enemy spawn dashboard ability is used on the tile, add one clone of any kind (see "Spawning Enemies," p. 17).

## DOORS

Doors are represented by small markers placed on the map. Figures and markers can move onto a door marker but cannot normally move through the line that represents a door.

Doors separate and define rooms. After a door is opened (see "Exploring a Room," p. 8), discard the door marker.

### DOORS




1. Rule Icon
2. Name
3. Special Rules



## ELECTROMAGNETIC INTERFERENCE (EMI)

Electromagnetic interference makes it more difficult for commandos to see and attack their targets. If a tile has an EMI icon on it or if the overseer places an EMI terrain marker on any space on the tile, the entire tile is filled with EMI. See p. 15 for how EMI affects line of sight when commandos make attacks.

## FAULTY INTEL

The commandos have obtained schematics for some of the Subterra Bravo facility, but much of the information is outdated. Some tiles have a faulty intel icon on them. Each faulty intel icon is made up of a red rotating arrow attached to the icon that indicates the special rule that applies to the other side of the tile.

When the overseer resolves a Faulty Intel card in a room stack, he can flip over one of the tiles in the room that has the faulty intel icon. If there are no tiles in the room with the faulty intel icon, the Faulty Intel card has no effect.

### FAULTY INTEL ICONS



Faulty Intel (Clone Nest) | Faulty Intel (EMI) | Faulty Intel (Peril) | Faulty Intel (Rubble) | Faulty Intel (Vent)

## ENVIRONMENTAL DANGERS

The monstrous denizens of Subterra Bravo are not its only threats—the facility itself can be dangerous as well.



### CORROSIVE GAS

Clouds of dangerous gases fill some sections of the facility. These clouds are represented by groups of up to nine corrosive gas terrain markers on the map. All the corrosive gas markers that are touching form one cloud. An active commando moving into or beginning a turn in a corrosive gas cloud gains one wound token.

Some room cards allow the overseer to place corrosive gas markers. He can place each of these markers anywhere on the tiles that make up the room, following three rules:

- No marker can be in a wall or objective space.
- The space for each marker must share a side with those for at least two other markers. (They cannot be diagonal.)
- The markers provided by one room card must form a single cloud.



### PERIL

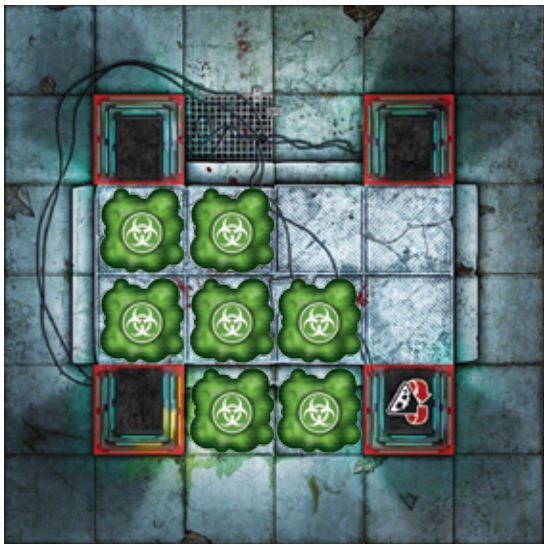
The previous fighting between the facility's guards and Ghin has damaged many areas of Subterra Bravo. This damage is represented by a space with a peril icon in it. A peril space is a hazard [1 red] (see "Hazard," p. 23).



## INVESTIGATE MARKERS

Some rooms have Investigate markers in them. The mission setup diagram shows where to place these markers during setup. Commandos can interact with these markers to draw Investigate cards (see "Investigate," p. 19), which can give them useful items and information.

## LEGAL CORROSIVE GAS PLACEMENT



In this diagram the corrosive gas markers have been placed legally, since all of them are on a space sharing a side with at least two other markers and there is no marker on the wall space.

## ILLEGAL CORROSIVE GAS PLACEMENT




In this diagram the markers have been placed illegally for three reasons. First, there is a gap between the two groups of markers from this Corrosive Gas Cloud room card, so this is not one cloud. Second, no marker can be placed on a wall space. Third, marker 1 does not share a side with at least two other markers.





### PASSAGE TILES

Passage tiles provide entrance and exit points for the commandos and enemies in a mission. Enemy passages are red. Commando passages are green. At certain points in some missions, a green passage will be flipped over to become a red passage.

The mission setup diagram for each mission shows where to place the passages. Passages in hidden rooms are not placed until the room is revealed. Both red and green passage markers can serve as exits, and the mission rules explain how and when they become exits.



### RUBBLE

Rubble is a type of terrain that makes it difficult for figures to move. Unlike EMI, rubble markers affect only the spaces they occupy, not the entire tile. Some tiles have rubble printed on them, and the overseer dashboard ability called Cave In allows the overseer to place rubble terrain markers on a tile. A figure must spend an extra point of movement to move out of a rubble space.



### VENTS

Ghin clones use the facility's massive ventilation system to travel throughout Subterra Bravo. Some tiles have a vent printed on them, and a vent card in a room stack allows the overseer to place a vent terrain marker on any space in that room except wall and objective spaces.

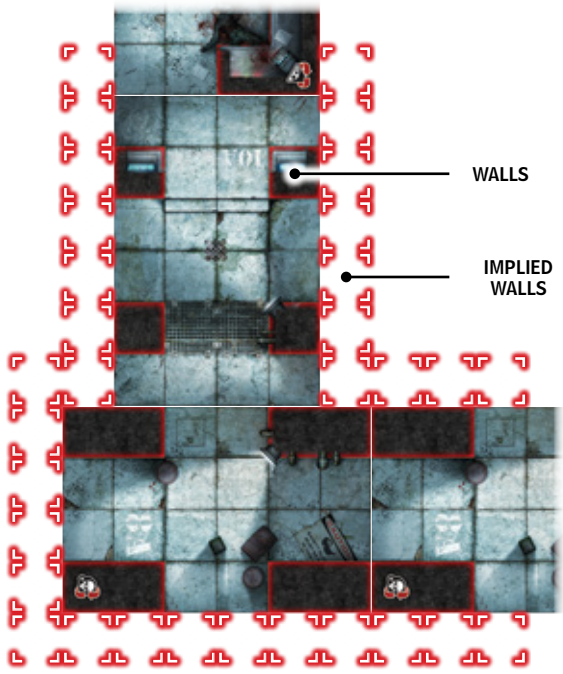
Clones can be spawned from vents and can use them to move quickly across the map (see "Clones and Vents," p. 21).

### WALLS

A wall is a space on the map that is impassable and can affect attacks (see "Line of Sight," p. 14) and the use of abilities. Wall spaces are indicated by a red glow inside the border of the space, regardless of the illustration. The edges of the map are implied wall spaces and thus considered walls.

No figure can move into a space occupied by a wall. Figures can leave the map only through a passage marker.

## WALLS



# CORE RULES

This section describes the core concepts and mechanics, including movement, combat, kit cards, downed commandos, and more.

The general *LEVEL 7 [OMEGA PROTOCOL]* rules presented here can be modified by many card abilities and by special rules presented in the mission guide. If a special rule conflicts with the rulebook's general rules, the special rule takes precedence.

## THE DICE



Many situations during game play—such as combat—require dice rolls to resolve.

Black dice are the primary dice used in *LEVEL 7 [OMEGA PROTOCOL]*. Each black die has two blank sides, three sides showing a single hit, and one side showing a double hit.

Red dice are more powerful dice that are granted by specific equipment or abilities. Each red die has one blank side, four sides showing a single hit, and one side showing a double hit.

Dice can be added or removed from a roll only before the roll is made. Any ability that affects the defense of a target must be used before dice are rolled for the attack.

You are not limited to the number of dice included in the game. If more dice are needed for a roll, simply roll all the dice you can, record the results, and reroll any other dice needed.

If an ability allows you to **reroll** some or all the dice of a particular roll, you can choose to ignore the result of those dice and roll them again. If you do this, you must use the result of the reroll. A roll can be affected by more than one reroll ability, but each reroll-granting ability can be used only once per roll.

## DIAGONALS

Various rules in *LEVEL 7 [OMEGA PROTOCOL]* use diagonals in different ways.

When moving (see p. 13), a figure or marker can use only one diagonal movement in a turn.

When measuring the distance between two spaces on the map (see below) for a ranged attack or other ability, only count up to one diagonal.

When measuring the shortest path for determining line of sight (see p. 14), you can count any number of diagonals, but they must be in the same direction. A shortest path cannot use two diagonals in a row unless it uses only diagonals.

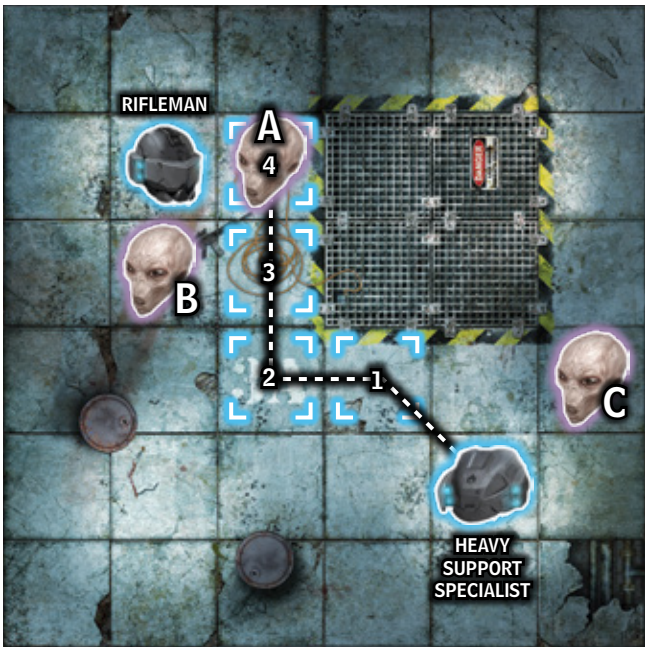
## DISTANCE AND ADJACENCY

Distance refers to the number of spaces between two squares. Any spaces that share a side or corner are considered adjacent.

When counting the distance between two figures, start with the space adjacent to one of the figures and count each space between it and the second figure as well as the space the second figure is in.

When counting the distance between two spaces, you cannot use more than one diagonal and cannot include any wall spaces or pass through a door.

### DISTANCE & ADJACENCY




The Rifleman is adjacent to clone A and clone B.
The Heavy Support Specialist is adjacent to clone C.

The distance between the Heavy Support Specialist and clone A is four spaces, since only one diagonal can be used when counting distance.

## SAME NAMED EFFECTS

Unless otherwise specified, multiple instances of the same named effect on a character are not cumulative.

***Example:*** *The Team Leader increases his adrenaline by one to use his Keep Your Head Down kit card on the Rifleman. He cannot increase his adrenaline again to use Keep Your Head Down a second time on the Rifleman during the same attack roll because he is already gaining a benefit from that card.*

Effects, benefits, and penalties from differently named sources are cumulative with each other, however, even if they happen to apply the same modifier to a character.

***Example:*** *The Rifleman is adjacent to the Taunter Drone, so his Ranged and Melee Defenses are +1. The Team Leader can use Keep Your Head Down on the Rifleman to add another +1 to his defenses because it comes from a different ability.*

## STATS

Commandos, drones, and enemies in *LEVEL 7 [OMEGA PROTOCOL]* have stats that determine what they can do during the game. The higher the number, the better the stat.

**Speed:** The distance a figure or marker can move.

**Strength:** Describes how physically powerful a commando is.

**Intelligence:** Measures a commando's mental capability.

**Ranged Defense:** The number of hits an attacker must roll in order to hit the figure or marker with ranged attacks (see p. 16).

**Melee Defense:** The number of hits an attacker must roll in order to hit the figure or marker with melee attacks (see p. 16).

**Adrenaline:** On a stance card this is the max adrenaline for a commando. Everywhere else it is a cost.

**Vitality:** The number of wounds a figure or marker can take. When a drone or enemy has as many wounds as its vitality, remove it from the map. When a commando has as many wounds as his vitality, he is downed (see p. 16).

# FRIENDLY AND NON-FRIENDLY

There are two sides to the conflict in *LEVEL 7 [OMEGA PROTOCOL]*: the commandos and the overseer. Whether a figure or marker is friendly or not depends on who is controlling it. The overseer controls all the enemies in the game, so all enemy figures are friendly to each other. The commandos, and any figures or markers they control, are friendly to each other.

***Example:*** *The Rifleman controls the Sentry Drone, so it is friendly to him and all other commandos.*

# CHANGING FACING

A figure's facing can be changed during its activation at the beginning or end of an action. Changing facing does not cost adrenaline.

If a commando is allowed to take a move action during another player's turn, he can change his facing before or after the move without increasing his adrenaline at that time.

# MOVEMENT

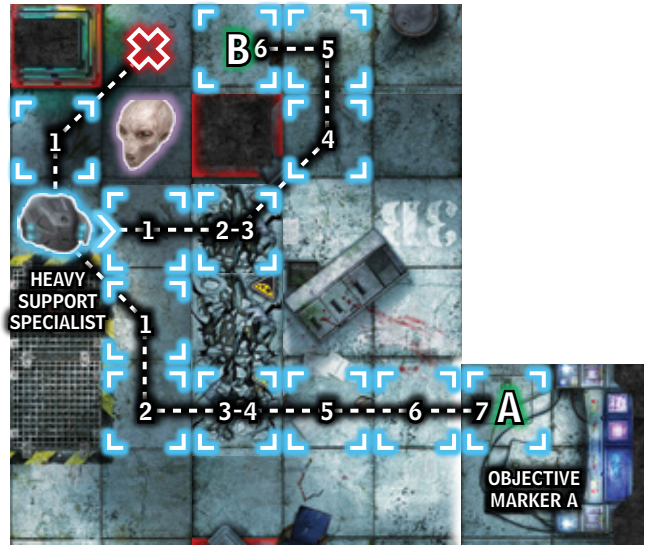
The Speed stat indicates the number of movement points a figure or marker has available each time it takes a move action. Moving into an adjacent space costs one movement point. Certain abilities and types of terrain can require the figure or marker to spend additional movement points to move out of a space. A figure must have enough movement points to move out of a space. It is not necessary for a figure or marker to use all of its movement points during a move action, but any unused movement points are lost when the figure takes another action, including another move action.

Only one diagonal movement can be used during a turn, and a figure cannot move diagonally between two spaces occupied by non-friendly figures or walls.

Commando figures and markers, the Sentry Drone, and the Lab Tech can move through spaces containing other commando figures and markers, the Sentry Drone, and/or the Lab Tech. Only commandos with special abilities can move through a space containing an enemy figure. A commando can never end a movement action in the same space as another figure or combatant marker.

Similarly, enemy figures can move through other enemy figures, but they cannot end a move in the same space as another enemy figure. Only enemies with special abilities can enter a space containing a non-friendly figure, but they cannot end a movement in the same space as a non-friendly figure. Enemies can move through spaces containing combatant markers without penalty, even if those markers are non-friendly, but they cannot *end* a movement action in the same space as a combatant marker.

### MOVEMENT




The Heavy Support Specialist is seven movement points away from space A since he can only use one diagonal during a turn and must spend an extra point to move through rubble.

He is six movement points away from space B because he cannot move between the clone and the wall diagonally.

# COMBAT

The commandos have a job to do, and the enemy forces holding the Subterra Bravo facility are not going to let them accomplish it without a fight. Below are the rules for combat that occurs when a commando, drone, or enemy makes an attack action. Follow these steps when making attacks.

## STEP 1: DECLARE WEAPON AND TARGET

The attacking player declares one non-friendly figure or marker as the target of the attack and declares which weapon his figure is using for the attack. When a commando attacks a large enemy (an enemy that occupies more than one space), it is important for him to declare which specific space he is targeting. A figure can only attack a target whose space is in his line of sight (p. 14). Each weapon lists its type, maximum range, the dice that make up the weapon's dice pool, and any special rules it may have.

### WEAPON STATS




1. Weapon Name
2. Starting Dice Pool
3. Ranged or Melee Icon
4. Weapon's Range
5. Special Rules
6. Basic Weapon Rule

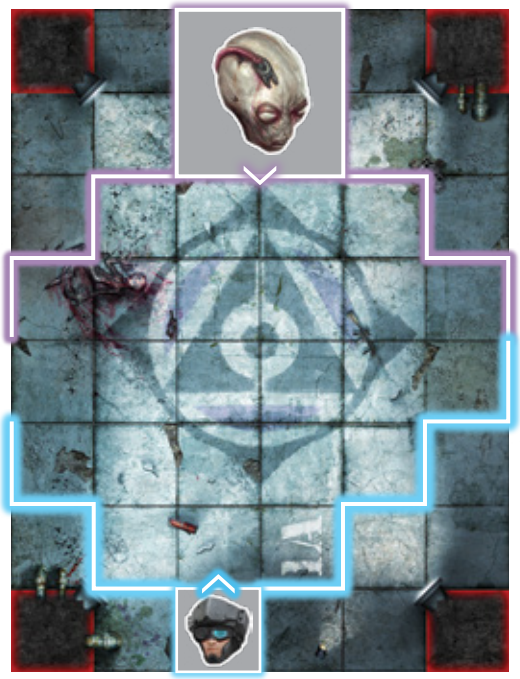
There are two types of attacks a figure can make based on its weapons: melee attacks and ranged attacks. A figure making a melee attack can only target an adjacent space. A figure can make a ranged attack against any non-friendly target within the weapon's range (see "Distance and Adjacency," p. 12) and the figure's line of sight (see step 2), including adjacent targets.

If a player wants to use an ability to increase a target's defense, he must use it after the attack has been declared but before dice are rolled.

# STEP 2: CHECK LINE OF SIGHT

Most figures have a forward facing, represented by an arrow on their bases. This is the direction of the figure's field of vision, a V-shaped field defined by diagonal spaces moving out from the front of the figure and gradually widening as distance from the figure increases. A figure's field of vision determines where that figure can draw line of sight (LOS). Melee and ranged attacks can only be made against targets within a figure's LOS, and several abilities also require it.

## FIELD OF VISION



A figure that does not have a forward facing indicated on its base has 360° vision, which means its field of vision extends in every direction.

When determining if an attacker has LOS to a target on the map, first determine if that target is within the attacker's field of vision. A target must be within the attacker's field of vision in order to be in its LOS.

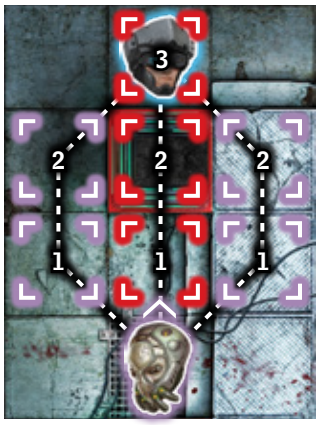
After confirming that the target is in the attacker's field of vision, count the shortest path between the attacker and the target. The shortest path is the one using the fewest number of spaces. For a figure that occupies more than one space, declare which space is being used to determine LOS. Count each space between the attacker and the target as well as the target space. When counting spaces for the shortest path, you can use any number of diagonals as long as they are all in the same direction. A shortest path cannot use two diagonals in a row unless it uses only diagonals.

If there is not a legal path or if all the shortest paths pass through a door, through a wall space, or between two adjacent wall spaces, LOS is blocked and the attacker cannot attack the target. If none of the shortest paths pass through a door, through a wall space, or between two adjacent wall spaces, the attacker has LOS to the target. Only doors and wall spaces can block LOS. Figures and combatant markers do not interfere with LOS in any way.

## SHORTEST PATH




There are two paths to the target. Since there is no path to the target that uses fewer than two spaces, both of these paths are valid shortest paths. Neither path passes through a wall space.




In this diagram there are several possible paths from the attacking clone to the target that all use three spaces. Only the red path is a valid shortest path, because the other two paths use diagonals that go in more than one direction. Since the shortest path uses a wall space, LOS from the clone to the target is blocked.



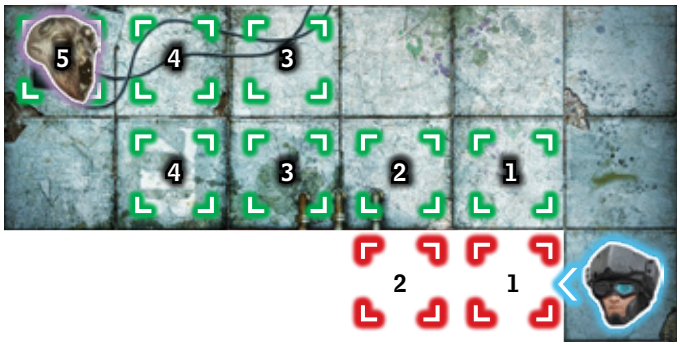

Commando A does not have a shortest path to the target that does not pass through a wall space or a door. Therefore his LOS to the target is blocked.

*Commando B does not have a shortest path to the target that does not pass between two adjacent wall spaces. Therefore his LOS to the target is blocked.*

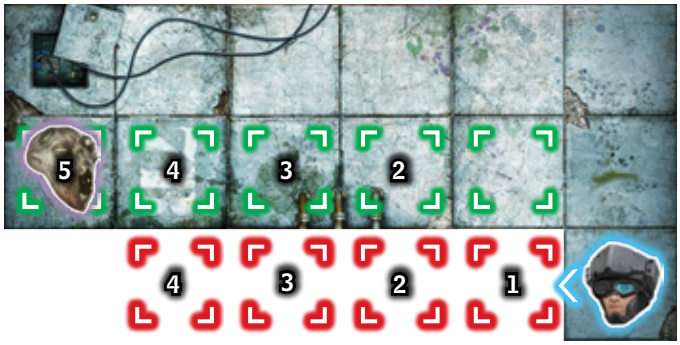
Commando C has at least one shortest path to the target that does not pass through a wall space or a door, so his LOS to the target is not blocked and he can attack it.

Only one shortest path that does not pass through a door, through a wall space, or between two adjacent wall spaces is required for the attacker to have LOS to its target. If one or more shortest paths pass through a wall space that is adjacent to the target, including implied wall spaces (see p. 11), however, the target gains a cover bonus of +1 to its Ranged Defense stat. Melee targets and figures that occupy more than one space never gain a cover bonus.

## COVER




The commando has LOS to the target because there is at least one shortest path between them that does not pass through a door, through a wall, or between two adjacent wall spaces. The target does not gain cover even though one of the shortest paths passes through a wall, because the wall space is not adjacent to the target.




If the target were adjacent to the wall instead, it would gain a cover bonus against the attack for being adjacent to a wall space that one of the shortest paths passes through.

## LINE OF SIGHT AND EMI

If a commando or his target is on an EMI tile, the commando must remove a black die from his ranged attack rolls. If there are no black dice in the roll, remove a red die instead.

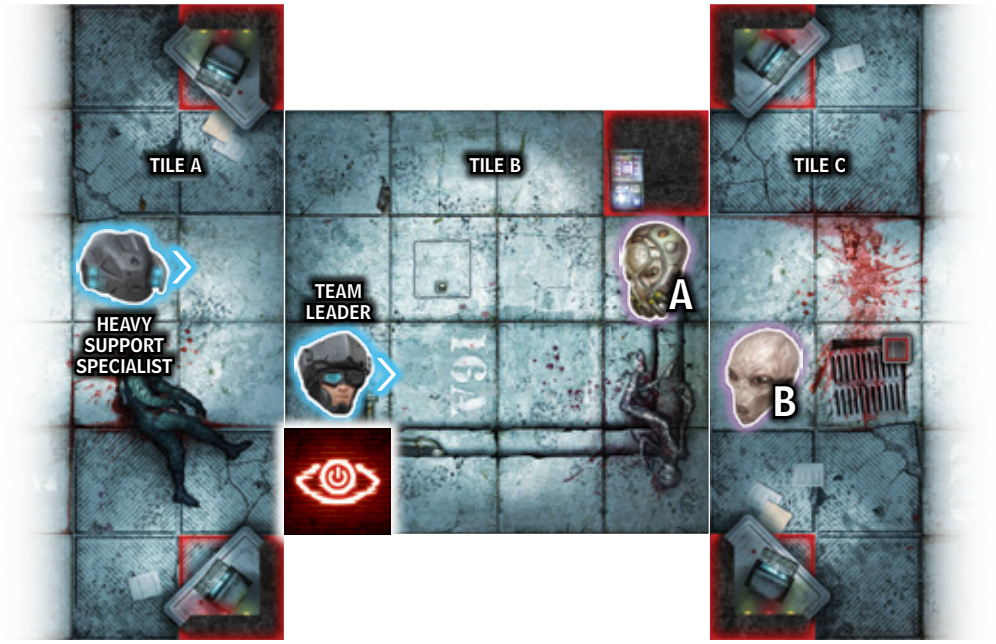
If any of the shortest paths between a commando and his target includes four or more spaces on an EMI tile, the commando's LOS is blocked.

## EMI

Tile B is an EMI tile.

The Heavy Support Specialist cannot make a ranged attack against either clone because a shortest path to each includes four or more EMI spaces.

The Team Leader, on the other hand, can draw LOS to both clones. All of his shortest paths to Clone A include spaces on an EMI tile, but they include fewer than four spaces. His shortest path to Clone B is four spaces long, but only three of them are on the EMI tile. Because the Team Leader is on an EMI tile, he must remove a black die from his attack dice pool no matter which clone he decides to attack.



## STEP 3: ROLL DICE

The attacking player creates his attack dice pool by gathering all the dice listed on his figure's weapon and then rolls them for his attack roll. If an ability allows a player to add dice to this pool, he must do so before the roll.

After the initial roll has been made, the attacking player can use any reroll abilities he has to modify the results. The defending player then has the opportunity to use his own reroll abilities. This continues until both players have finished using their reroll abilities. The attacking player then counts the number of hits showing on all the dice to determine his attack total.

## STEP 4: APPLY DAMAGE

After the attack total has been determined, compare it to the target's Ranged Defense stat if the attack was a ranged attack or to the target's Melee Defense stat if the attack was a melee attack. If the total equals or exceeds the target's Defense stat, the attack causes one wound to the target.

When a commando is wounded, place a wound token on his commando character sheet.

When an enemy is wounded, place a wound token next to the figure on the map.

Some enemies have a second number in their defense stats. For example, the blaster hybrid's Melee Defense stat is 3/6. If the attack total equals or exceeds the second number (6 in this case), the enemy figure takes two wounds instead of one.

### WOUNDS AND VITALITY

When the number of wound tokens on a commando's character sheet equals his Vitality stat, he is downed .

When an enemy figure has a number of wound tokens equal to its Vitality stat, it is destroyed. Remove its figure from the map and place it back into the overseer's reserves.




### DOWNED

When a commando becomes downed, he immediately replaces his figure on the map with his downed marker and replaces his current stance with a downed card. If a commando is downed during his turn, it immediately ends. A downed commando does not choose a stance card during the Commando Planning Phase until he has recovered. In addition, when a commando is downed, all his adrenaline is immediately moved to the overseer's energy pool, and every ability on the overseer's dashboard refreshes once.

A downed commando can be attacked only after the Crisis Point of the mission has been triggered. If a downed commando is successfully attacked, he is killed and removed from the map for the rest of the mission.

Downed commandos take a turn as normal, but they are only allowed to perform move actions.

If all the commandos are downed or killed at the same time, the overseer immediately wins.

#### RECOVERY

For a downed commando to recover, an active commando must be in an adjacent space and perform a revive action (see p. 19). The active commando performing the revive action increases his adrenaline by two. The downed commando replaces his downed marker on the map with his figure. A downed commando who recovers continues using the downed card until the next Commando Planning Phase, at which point he becomes active again, removes one wound token from his character sheet, and must select a stance from his stance deck.

# OVERSEER DASHBOARD

Each ability on the overseer's dashboard explains when it can be used or if it is a spawn ability. Spawn abilities can only be used during the overseer's phase before the Activating Enemies step.

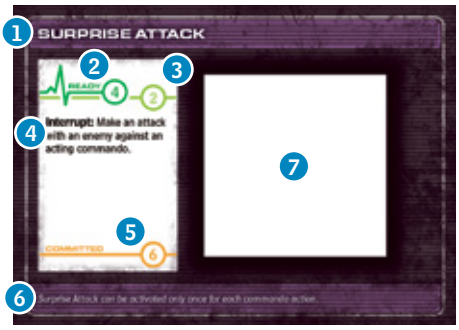
The overseer must spend adrenaline tokens out of his energy pool to activate the abilities of his dashboard.

Each dashboard ability has a ready cost, which is the number of adrenaline tokens the overseer must spend from his energy pool to activate the ability. A dashboard ability without any adrenaline tokens on it is ready and available for the overseer to use by paying its ready cost. To pay this ready cost, the overseer moves the required number of adrenaline tokens from his energy pool into the dashboard well of the ability being activated. The ready cost of a dashboard ability must be paid first and cannot be paid if there are adrenaline tokens on it.

Each turn during the Refresh the Dashboard step (see p. 20), the overseer refreshes his dashboard by removing adrenaline tokens from each ability equal to its refresh rate. After an ability has been completely refreshed (meaning it has no adrenaline tokens remaining), the overseer can once again use it by paying its ready cost.

Dashboard abilities with adrenaline tokens are committed. For the overseer to use an ability that is committed, he must pay its committed cost, which is typically more than its ready cost. To pay committed costs, he moves tokens from his energy pool directly to the bank.

### OVERSEER DASHBOARD




1. Name
2. Ready Cost
3. Refresh Value
4. Special Rules
5. Committed Cost (if any)
6. Rule Reminder (if any)
7. Well

## USING DASHBOARD ABILITIES




The overseer is moving an enemy figure and wants to use his Charge dashboard ability on it which has a ready cost of four. He first places four adrenaline tokens in the ability's well. This allows him to move the enemy a number of spaces equal to twice its Speed stat.

If he wants to use Charge again before all the tokens used to pay the ready cost have been removed, he must pay its committed cost by placing five adrenaline tokens in the bank.

# SPAWNING ENEMIES

The overseer can use spawn actions to place enemy figures on the map. Spawn actions are granted by enemy cards in a room stack and by spawn abilities on the overseer dashboard.

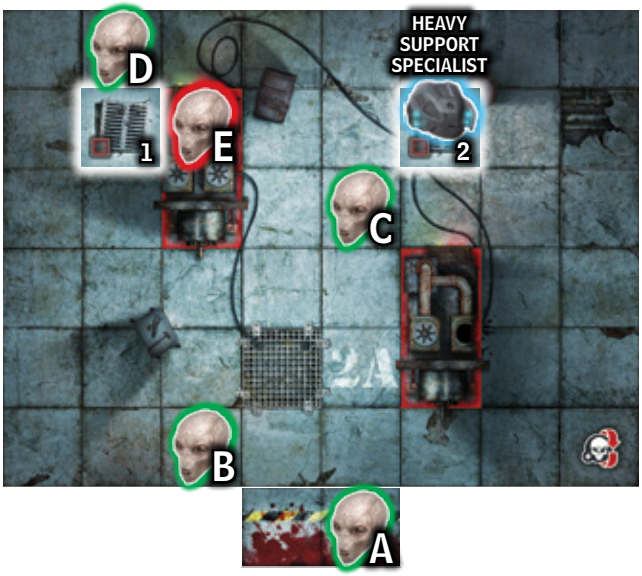
When the overseer spawns an enemy he takes the figure from the reserves and places it on a space on the map. An enemy can't be spawned unless there is a matching figure available in the reserves. Enemies can only be spawned in hidden rooms if allowed by a mission's special rules.

Spawned enemies cannot be placed in a wall space.

An enemy spawned from a room card can be placed in any space on the tiles that make up the room.

An enemy spawned from a dashboard ability must be placed following the rules listed on the ability. Since these abilities allow an enemy to be placed on or adjacent to a vent or passage, a commando figure on a marker does not prevent its use.

## SPAWNING ENEMIES




Clones A and B are legally placed on or adjacent to the enemy passage tile.

Clone C is legally placed on or adjacent to vent two, even though the Heavy Support Specialist is standing on it.

Clone D is legally placed adjacent to vent one.

Clone E is illegally placed because a spawned enemy cannot be placed on a wall space. Clone E can be legally placed on the same space as the vent marker.

# STAT CHALLENGES

During a mission the commandos will have to succeed at Intelligence and Strength stat challenges to perform actions such as forcing open a jammed door. Each stat challenge requires a commando to roll a certain number of hits to pass. When attempting a stat challenge, a commando rolls a number of black dice equal to his stat specified by the challenge. The number of hits rolled is compared to the target number. If the roll equals or exceeds the target number, the roll is successful and he passes the challenge.

***Example:*** *The Team Leader is trying to open a jammed door. This is a 3 Strength challenge, meaning he must roll a number of black dice equal to his Strength stat and get three or more hits. He has a Strength of 2, so he rolls two black dice when attempting to pass the challenge. If he rolls three or more hits, the door is opened.*

When facing a difficult stat challenge, a player might wish to boost his roll. Each stat challenge roll can be boosted once. To boost a roll, the commando increases his adrenaline by one and rolls one extra black die for the stat challenge roll.

# PLAYING THE GAME

*LEVEL 7 [OMEGA PROTOCOL]* is played in a series of rounds. Each round has four phases.

1) **Timer Phase** – The overseer moves the timer tokens up one space on the round tracker.
2) **Commando Planning Phase** – The commandos give the overseer all the adrenaline tokens gained last round, determine each commando's turn order, and choose a stance card for each commando.
3) **Commando Activation Phase** – Each commando takes a turn according to the turn order determined in the Commando Planning Phase. On his turn a commando can move, attack, and perform other actions.
4) **Overseer Phase** – The overseer refreshes his dashboard abilities, spawns new enemies, and activates enemies.

After the Overseer Phase, the current round ends and a new one begins.

## THE TIMER PHASE

At the beginning of every round except the first, the overseer moves any timer tokens on the round tracker up one space. This can trigger the Crisis Point or other events in a mission.

## THE COMMANDO PLANNING PHASE

After resolving any events triggered in the Timer Phase, there is a Commando Planning Phase. The phase is broken into three steps, which occur in order:

1) All commandos transfer their adrenaline tokens to the overseer's energy pool.
2) The commanding officer assigns the initiative order the commandos will activate in. (The commanding officer is determined by rank as described in "Assign Initiative," below.)
3) Each commando selects the stance he will use for the round. Some game effects can force a commando to use a specific stance.

### TRANSFER ADRENALINE

At the beginning of every Commando Planning Phase, the commandos move all adrenaline tokens gained during the last round from their character sheets to the overseer's energy pool (see "Commando Activation Phase," p. 19).

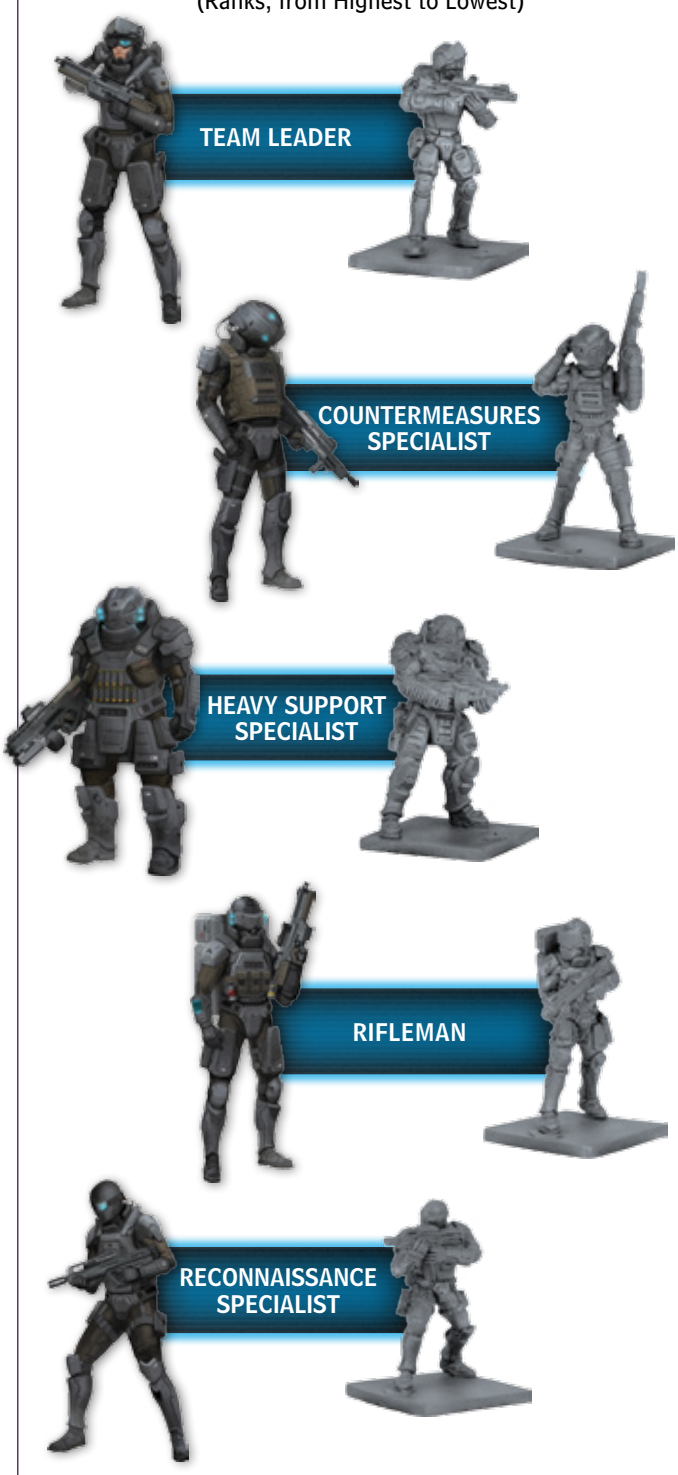
After the commandos have transferred their adrenaline tokens to the overseer's energy pool, if the pool is below the minimum number of adrenaline tokens specified by the mission's Energy Pool Minimum, the overseer takes adrenaline tokens from the bank until his energy pool size has reached the minimum listed for the mission.

### ASSIGN INITIATIVE

After the commandos have discarded their adrenaline, the commanding officer assigns each commando an Initiative card. The commanding officer is determined by rank, so the commando with the highest rank is the commanding officer.

**COMMANDOS**

(Ranks, from Highest to Lowest)



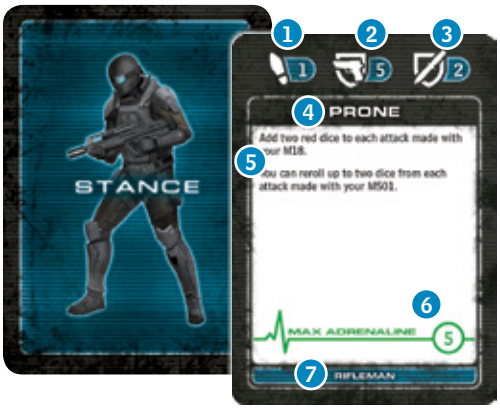

***Example:*** *The Team Leader is always the commanding officer in any game he is chosen to play in. If only the Countermeasures Specialist, the Heavy Support Specialist, the Rifleman, and the Reconnaissance Specialist are in a game, the Countermeasures Specialist is the commanding officer because he outranks the other commandos.*

## SELECT A STANCE CARD

After the commanding officer has assigned Initiative cards, each commando selects which stance to use for the round. A commando can use the same stance he used in the previous round.

A commando's stance grants him specific abilities and determines his Speed, Melee Defense, Ranged Defense, and Maximum Adrenaline for the round.

### STANCE CARD




1. Speed
2. Ranged Defense
3. Melee Defense
4. Name
5. Special Rules
6. Max Adrenaline
7. Owner

### ACTIVE AND DOWNED

A commando can be either active or downed. A commando is considered active while he is using a stance. A commando is downed as long as he has wound tokens equal to his Vitality stat. A downed commando must use the downed card in place of his stance until he has recovered (see p. 16). A commando who has died is no longer active.

# THE COMMANDO ACTIVATION PHASE

Following the Commando Planning Phase, each commando takes a turn in order of his assigned initiative.

## ACTIONS

During a commando's turn, he can perform actions by increasing his adrenaline by a set amount. The following are standard actions and their associated adrenaline costs.

| ACTION | ADRENALINE COST |
|---|---|
| INVESTIGATE | 1 |
| MOVE | 1 |
| OPEN A DOOR | 1 |
| TRADE | 1 |
| ATTACK | 2 |
| REVIVE | 2 |
| HEAL | 2 |

Some missions and abilities allow additional actions or modify the adrenaline cost of certain actions. A commando must complete an action before beginning another action. A commando does not have to perform any actions on his turn and can end his turn without increasing his adrenaline to the maximum allowed by his stat.

Downed commandos (p. 16) take a turn as normal but are only allowed to perform move actions.

### INCREASING ADRENALINE

When a commando increases his adrenaline, he takes an adrenaline token from the bank and places it on his character sheet. A commando can never increase his adrenaline with more adrenaline tokens than the Max Adrenaline stat of his stance.

### INVESTIGATE

A commando on or adjacent to an Investigate marker can increase his adrenaline by one to draw an Investigate card. After this action is resolved, the marker is removed from the map.

### MOVE

A commando can perform as many move actions on his turn as his Max Adrenaline stat allows.

### OPEN A DOOR

When a commando is on or adjacent to a door, he can increase his adrenaline by one and attempt to open it. The overseer turns over the door marker, and the commando resolves the text on it. If there is a challenge to open the door and the commando fails it, the door is not opened and the marker remains on the map.

If the door is opened, the attached room is revealed and the overseer resolves the room stack (see "Exploring a Room," p. 8). After the room stack has been resolved remove the door marker from the game.

#### THE OVERSEER AND DOORS

Some missions and dashboard abilities grant the overseer the ability to open doors to hidden rooms. When this ability is used, resolve the new room's cards following the standard rules (see "Exploring a Room Then p. 8), then remove the door marker without resolving it. If there are no hidden rooms on the map, the overseer can open any door unless it is specifically listed as a door he cannot open.

### TRADE

A commando can give a card with a trade icon on it to an adjacent active commando by increasing his adrenaline by one.

### ATTACK

When a commando performs an attack action, he increases his adrenaline by two. He then chooses what weapon he will use and the target of the attack. Next he determines if the target is within his line of sight. He then makes an attack roll with the dice granted by his weapon and any abilities, and he determines if the roll has damaged the target.

If an ability allows a commando to make a free attack, he does not increase his adrenaline by the normal cost of two for that attack. This does not affect any additional adrenaline costs, such as for aiming.

For more on attacking see "Combat," p. 13.

### REVIVE

An active commando adjacent to a downed commando can increase his adrenaline by two to perform a revive action. The downed commando immediately recovers (p. 16) and replaces his downed marker on the map with his figure. A commando who recovers keeps the Downed stance card until he chooses a new stance during the following Commando Planning Phase.

### HEAL

A commando that performs a heal action increases his adrenaline by two and discards one wound token.

### COMMANDO ACTIONS THAT PLACE MARKERS

Many actions that commandos can perform place markers on the map. Each commando action that places a marker can be performed only once per turn. If there is already a marker in play of the same type placed by the commando's action, it is removed when a new marker of that type is put into play.

## USING KIT CARDS

Each kit card specifies how it is used. Some kit cards must be used during a specific commando's turn, while others can be used at any time during the game. To use a kit card, the commando must first increase his adrenaline according to the card's adrenaline cost. If a kit card provides an action, he can perform that action only on his turn. If the text of the card does not specify the timing of its use, it can be used at any time.

Basic weapon kit cards take the place of the corresponding weapon printed on a commando's character sheet.

### KIT CARDS




1. Reference Icon
2. Card Type
3. Stats
4. Name
5. Special Rules
6. Kit Cost
7. Owner
8. Adrenaline Cost (if any)

# THE OVERSEER PHASE

The four steps of the Overseer Phase occur in order:

1) **Refresh the Dashboard** – The overseer removes adrenaline tokens from each dashboard tile according to its refresh rate.

2) **Spawn Enemies** – The overseer can use dashboard abilities that spawn enemies by spending adrenaline tokens from his energy pool.

3) **Activate Enemies** – The overseer can activate any or all enemy figures by spending adrenaline from his energy pool.

4) **Discard Adrenaline** – If the overseer has more than ten adrenaline tokens in his energy pool, he discards down to ten.

## REFRESH THE DASHBOARD

At the beginning of the Overseer Phase, the overseer refreshes his dashboard by removing adrenaline tokens from the wells on the dashboard. Each dashboard card lists its refresh rate, or how many tokens are removed from it when it refreshes. Adrenaline tokens removed from the dashboard when refreshing are returned to the bank.

## SPAWN ENEMIES

After the overseer's dashboard has been refreshed, he can spend adrenaline to spawn enemies using his available dashboard spawn abilities.

In order to spawn an enemy, the overseer activates the dashboard ability as described in "Overseer Dashboard" (p. 16). After paying the cost of the ability, the overseer takes the enemies being spawned from the reserves and places them on the map according to the ability's rules. An enemy can't be spawned unless there is a matching figure available in the reserves. Enemies can be spawned in hidden rooms only if allowed by a mission's special rules.

When spawning an enemy from a vent or passage, place that enemy on or in a space adjacent to that vent or passage. That enemy counts as having moved into that space.

***Example:*** *The Heavy Support Specialist's Cautious Advance stance allows him to make an M62 attack as an enemy moves into a space within four spaces of him. In this stance, he is able to attack a clone as it is placed on the map adjacent to a vent.*

### SPAWNING RESTRICTIONS

The number of clones that the overseer can spawn using a dashboard ability is limited by the number of commando characters being played.

***Example:*** *In a game with three commandos, the Clone Reinforcements ability can spawn up to three clones at a time. In a game with five commandos, this ability can spawn up to five clones at a time.*

### ENEMY STAT CARDS




1. Name
2. Vitality
3. Combat Activation Cost
4. Speed
5. Ranged Defense
6. Melee Defense
7. Special Rules and Keywords
8. Weapons

## ACTIVATE ENEMIES

The overseer can activate each enemy on the map once during the Activate Enemies step. The overseer must pay the enemy's activation cost before he can activate it. Adrenaline tokens paid to activate an enemy are returned to the bank. When an enemy activates, it can perform either a move action or a combat action.

**In a game with four or five commando characters, the overseer removes one wound token from each enemy at the start of the Activation phase.**

### THE OVERSEER AND ADRENALINE TOKENS

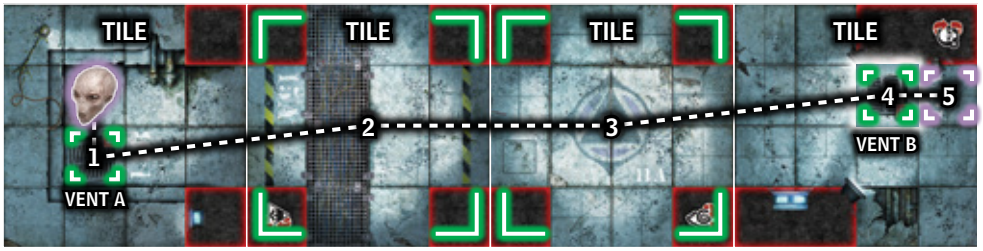
The overseer spends adrenaline to do many things in the game. Only adrenaline tokens used to pay the ready cost of a dashboard ability are put onto the dashboard. All other adrenaline tokens the overseer spends are returned to the bank.

### ENEMY MOVE ACTIONS

The overseer can spend one adrenaline token to have an enemy figure perform a move action.

## CLONES AND VENTS

The clone adjacent to vent A uses one movement point to move onto and enter the vent. The overseer then moves the clone to the next tile using one movement point. He continues moving the clone one tile for one movement until it reaches the tile with vent B. The clone is placed on this vent and can continue being moved if it has movement points remaining.




### CLONES AND VENTS

Vents allow clones to travel easily from room to room. A clone on a vent space can move to any other vent space within a number of tiles equal to its remaining movement points. After the clone has moved to another vent space it can continue moving following the normal rules.

## ENEMY COMBAT ACTIVATIONS

A combat activation allows an enemy to move *and* attack. In many cases, the amount of adrenaline the overseer must spend from his energy pool is greater than the cost to perform only a move activation.

The cost to perform a combat activation is listed on each enemy's stat card. When an enemy performs a combat activation, it can take a move action and then an attack action using one of the weapons listed on its stat card.

### ENEMY MELEE ATTACKS AND MAX ADRENALINE

When an enemy targets a commando with a melee attack who is at or above the Max Adrenaline of his stance, add a red die to that enemy's attack dice pool.

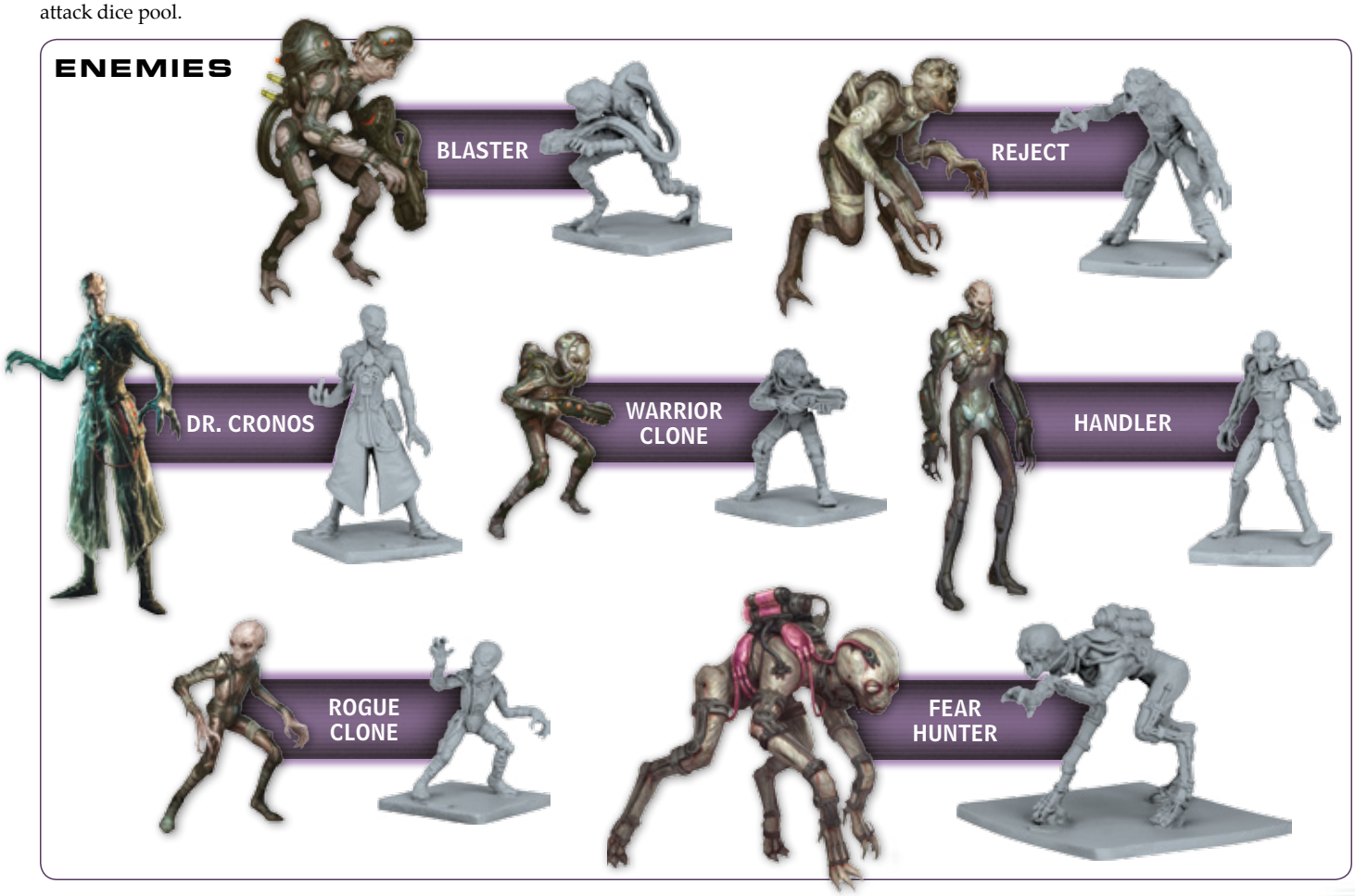
### CLONES ATTACKING THE SAME TARGET

When a clone attacks a target that was attacked by another clone of the same type during the same Activating Enemies step, the overseer rolls an additional black die during the attack roll. This bonus is not cumulative. No matter how many clones of the same type attack a commando during the Overseer Phase, the overseer adds only one black die to the attack roll due to additional attacker(s).

## DISCARD ADRENALINE

At the end of the Overseer Phase, if there are more than ten adrenaline tokens in the overseer's energy pool he returns adrenaline tokens to the bank until his energy pool has ten tokens, regardless of the energy pool minimum number for the mission.

## ENEMIES



# KEY GAME TERMS

There are several game terms in *LEVEL 7 [OMEGA PROTOCOL]* that determine how the rules interact or describe special abilities that commandos, enemies, and weapons can perform. Here they are in alphabetical order.

**active:** A commando that is not downed or dead is considered active.

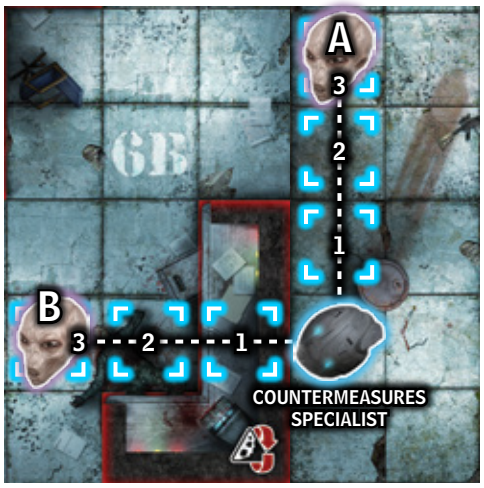
**adjacent:** Spaces that share any side or corner are considered adjacent.

**Assist:** If a clone or hybrid is within a five-space aura (see below) of a figure with this ability, the overseer can spend one adrenaline to add a black die to his attack and can spend two adrenaline to reroll the attack.

**aura:** Aura abilities ignore walls and line of sight when counting range. Include space that contain a wall when checking to see if a space is in a figure's aura.

***Example:*** *The Countermeasures Specialist kit card Disruptor affects every space within four spaces of him. If there is a wall between the Countermeasures Specialist and a clone, the enemy is still affected by Disruptor as long as it is within four spaces.*

### AURAS




Clone A is within the four-space range of the Countermeasures Specialist's Disruptor kit card ability. Because the ability is an aura, Clone B is also within its range even though there is a wall between the two figures.

**basic weapon:** Every commando has a basic ranged and basic melee weapon listed on his character sheet. If a commando gains a new basic weapon, it replaces the weapon of that type on his character sheet.

**blocked:** If an attacker's LOS to a target is blocked, it cannot attack the target.

**boost:** A commando can increase his adrenaline by one to add a black die to one of his stat challenge rolls. A roll can be boosted only once.

**clone:** A genetically engineered servant of the Ghin aliens. Clones are a type of enemy.

**commanding officer:** The highest-ranking commando is the commanding officer and assigns each commando an Initiative card.

**commando:** A member of the fireteam sent to enact Omega Protocol. Commandos are controlled by the players playing against the overseer.

**committed:** A dashboard ability is committed as long as it has adrenaline tokens. For the overseer to use a committed ability, he must pay its committed cost by moving tokens from his energy pool to the bank.

**Control:** The cost of activating a clone or hybrid within a five-space aura of a figure with this ability is reduced by one adrenaline, to a minimum of zero.

**cover:** A target has cover if at least one of the shortest paths between it and an attacker passes through a wall space adjacent to the target. A target with cover gains +1 to its Ranged Defense stat.

**Crisis Point:** Every mission has a Crisis Point event that raises its difficulty.

**dashboard:** The overseer's primary tool for bringing new enemies onto the map and using various abilities.

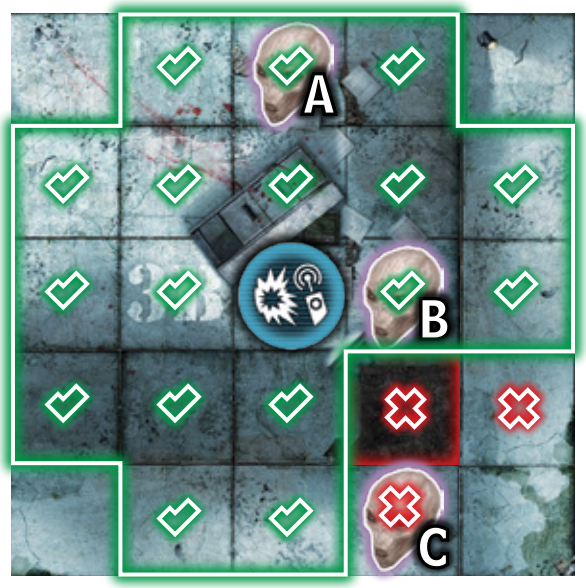
**downed:** A downed commando is close to death and can only perform move actions during his turn. Downed commandos are not considered active.

**Drive:** The cost of any dashboard ability used on an enemy within a five-space aura of a figure with this ability is reduced by one, to a minimum of one.

**enemy:** A member of the forces controlled by the overseer.

**Explosive X:** Rather than affecting a single space, an explosive attack affects a wide area within X spaces. For example, a weapon with Explosive 2 can affect all squares within two spaces. Following the rules for counting distance (see "Distance and Adjacency," p. 12) determine the size of the area affected. If a space has cover (see p. 14) from the space the explosive marker is in, it is not affected by the explosive.

### EXPLOSIVES




The Rifleman uses his Triggered Explosives kit card to plant a bomb with the keyword Explosive 2. He places the triggered explosive marker on the map and decides to set it off when some clones move near it. The explosion affects the spaces marked in green and will damage Clone A and Clone B. The spaces marked in red are not in the affected area because the wall grants them cover. Clone C is not damaged by the explosion.

The Rifleman rolls one red die for both Clone A and Clone B. The roll for Clone A is one hit, so that clone takes one wound and is returned to the reserves. The roll for Clone B is a blank, so it takes no wound.

Explosive weapons do not make a normal attack roll versus a target's Defense. Instead, make one roll using the explosive's dice pool for each figure or marker in the area affected by the explosive. An affected figure or marker takes a number of wounds equal to the number of hits rolled. If a downed commando takes a wound from an explosion, the commando is killed and removed from the map for the rest of the mission even if this damage occurs before the Crisis Point has been triggered.

**facing:** The direction a figure faces, which is important for determining its field of vision and line of sight. Most figures' bases are marked to indicate their front side, known as their forward facing. A figure without a forward facing indicated has 360° vision

**field of vision:** A V-shaped field defined by diagonal spaces moving out from the front of the figure and gradually widening as distance from the figure increases. A figure's field of vision determines where that figure can draw line of sight (LOS).

**free attack:** A free attack does not increase adrenaline as normal. This does not reduce the cost of abilities used during the attack, such as aiming.

**friendly, non-friendly:** Whether a figure or marker is friendly or not depends on who is controlling it. All enemy figures are friendly to each other. The commandos, and any figures or markers they control, are friendly to each other. Enemy figures are non-friendly to commandos and vice-versa.

**Ghin:** The species of alien now in control of the Subterra facilities, formerly collaborators with an unacknowledged department of the US government.

**Hazard [X]:** Some spaces on the map have the potential to cause damage to figures or combatant markers in those spaces. If a figure or combatant marker is in a space where a hazard is placed or moves into a space with a hazard, he rolls dice equal to the rating of that hazard. A figure or combatant marker cannot roll for hazard damage more than once a turn, even if it moves into multiple hazard spaces. The hazard rating is listed in brackets. For example, if a space has Hazard [1 red], the player would roll one red die. A figure or combatant marker suffers a number of wounds equal to the number of hits rolled on the die (See "Apply Damage," p. 16). If a downed commando takes a wound from a hazard, the commando is killed and removed from the map for the rest of the mission even if this damage occurs before the Crisis Point has been triggered.

**hidden:** A room is hidden while it has a room stack and none of its doors have been opened.

**hybrids:** Creatures that have been created by combining the genetic materials of Ghin with humans and a variety of other living organisms. Hybrids are a type of enemy.

**implied walls:** The edges of the map are implied wall spaces, which are considered walls.

**interrupt:** An ability that can be used during another player's turn. If an interrupt is being used as a response to a move action, it can be declared before or after any portion of that movement. If an interrupt is being used in response to any other action, including attacks, it must be used after the action has been declared but before it has been resolved in any way, including dice rolls. An interrupt ability can be activated only once for each action.

**knockback:** Some attacks are so powerful they can knock the target around. A target damaged by such an attack can be moved one square in any direction by the attacker.

**LOS/line of sight:** If none of the shortest paths between an attacker and a target pass through a wall space or between two adjacent wall spaces, the attacker has a clear LOS to the target.

**objective**: Some missions use objectives. When a room with an objective card is revealed, place the objective tile that matches the card on the map in the indicated objective zone.

**Reach:** A melee weapon with Reach can be used to make attacks against targets up to two spaces away in addition to attacking adjacent targets.

**ready:** A dashboard ability without any adrenaline tokens is ready and available for the overseer to use by paying its ready cost. To do this, the overseer moves the required number of adrenaline tokens from his energy pool into the dashboard well of the ability being activated.

**reroll:** If an ability allows you to reroll, you can ignore the original result of a roll and roll the dice again, but you must use the new result. A roll can be affected by more than one reroll ability, but each reroll-granting ability can be used only once per roll.

**shortest path:** A path of spaces between an attacker and its target that uses the fewest number of spaces. A shortest path can use any number of diagonals as longs as they are all in the same direction.

**spawn enemy:** The overseer can use spawn actions to take enemy figures from the reserves and place them on non-wall spaces on the map. An enemy spawned from a room card can be placed in any space on the tiles that make up the room. An enemy spawned from a dashboard ability must be placed following the rules listed on the ability.

**special rules:** Rules from the mission guide and cards, which take precedence over the core rules presented in this rulebook.

**stat challenge:** Each stat challenge specifies a number of hits the commando must roll to pass. He rolls a number of black dice equal to his stat (Intelligence or Strength) specified by the challenge. If the number of hits rolled equals or exceeds the target number, he passes the challenge.

**Stealth:** Some characters in the game are difficult to target from a distance. This might be due to their mental power to disrupt an attacker's vision, or they might just be very good at blending into their surroundings. To attack a figure with Stealth, an attacker must be within four spaces of its target or have an ability that ignores Stealth.

**Sure-footed:** A figure with this ability does not spend an extra movement point to move out of rubble.

# LEVEL 7 [OMEGA PROTOCOL]: ICONS AND TOKENS


ANTI-GHIN GAS


NAPALM


CLONE NEST


OBJECTIVE


INVESTIGATE


BOMB


TRAP


PERIL


RUBBLE


FAULTY INTEL (CLONE NEST)


FAULTY INTEL (EMI)


FAULTY INTEL (PERIL)


FAULTY INTEL (RUBBLE)


FAULTY INTEL (VENT)


VENT


EMI


TRIGGERED EXPLOSIVE


TRIP MINE


TAUNTER DRONE


HOBBLER DRONE


CORROSIVE GAS


SPAWN ENEMY


LOCKED


JAMMED


SHORTED


TRADE

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# ROUND SUMMARY

## 1. TIMER PHASE

## 2. COMMANDO PLANNING PHASE

A. TRANSFER ADRENALINE (P. 18)
B. ASSIGN INITIATIVE (P. 18)
C. SELECT STANCE (P. 18)

## 3. COMMANDO ACTIVATION PHASE

| ACTION | ADRENALINE COST |
|---|---|
| INVESTIGATE | 1 |
| MOVE | 1 |
| OPEN A DOOR | 1 |
| TRADE | 1 |
| ATTACK | 2 |
| FIRST AID | 2 |
| HEAL | 2 |

## 4. OVERSEER PHASE

A. REFRESH THE DASHBOARD (P. 20)
B. DASHBOARD ABILITIES (P. 20)
C. ACTIVATE ENEMIES (P. 20)
D. DISCARD ADRENALINE (P. 20)


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