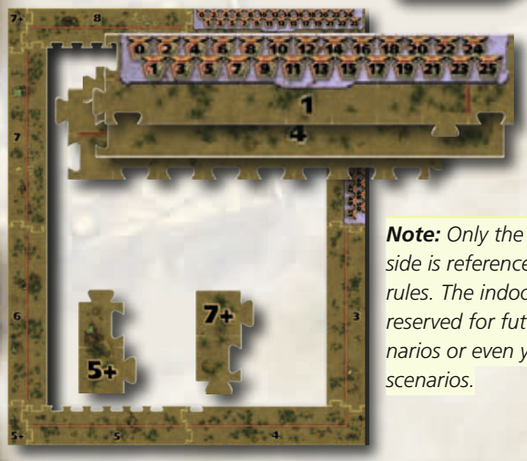

EARTH
REBORN
RULES OF PLAY
A GAME BY CHRISTOPHE BŒLINGER

GAME COMPONENTS



Note: *Only the outdoor side is referenced in these rules. The indoor side is reserved for future scenarios or even your own scenarios.*

1 double-sided board frame with score track, made of 8 puzzle pieces and 2 corner pieces



91 double-sided Floor tiles, ranging from 1 to 16 squares in size



12 finely-sculpted miniatures with color-coded bases, undercoated with their faction colors (NORAD, Salemite, Traitor)



12 double-sided Character cards



31 double-sided Equipment cards



36 Mission cards (18 NORAD, 18 Salemite)



12 Character markers:
4 NORAD
8 Salemite



8 Decoy markers:
4 NORAD
4 Salemite

69 double-sided Command Point/ Wound counters:



Command Point (CP)



Wound

8 Large Door markers (double-sided)

16 Small Door markers (double-sided)



front side

back side



48 Order tiles, and a cloth bag from which to draw them



6 Combat dice



6 Search dice



6 long Broken Wall markers



8 short Broken Wall markers



1 Turn marker, used on the score track

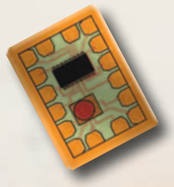
Note: *the score track also serves as a turn track.*



6 double-sided Smoke Grenade markers



2 double-sided Time Bomb markers



4 Magnetic Card markers



3 Prisoner markers



3 On/Off markers



12 Radio Scrambling markers:

6 NORAD
6 Salemite

back side front side

14 double-sided multi-purpose markers:

front side



6 Mine markers

front side



1 Plastic Explosive marker

front side



5 Empty Grave markers

front side



2 Deadly Virus markers

back side



14 Floor Element Destroyed markers



2 Line of Sight (LoS) check markers



1 Initiative marker

1 finely-customized storage tray, particularly handy to sort through all the floor tiles.

Note: *Figuring out where everything goes is a little game in itself. If you give up and need help, visit the Earth Reborn web site for the solution (earthreborn.ludically.com).*



4 Player Aid screens

1 Rule book

1 Background & Scenario book

Plastic storage bags



4 Mission Point (MP) markers, used on the score track



Earth Reborn is a highly realistic, scenario-based simulation game which is rich in depth and possibilities. Although it may seem complex at first glance, it is in fact quite simple and intuitive once you have learned the basics. This book guides you step-by-step through the process of mastering all of Earth Reborn's secrets. It serves as a rulebook, a tutorial and a scenario book all at once.

First, read the Core Rules common to all scenarios. Then put these rules into practice with the first scenario. Move on to the next set of rules and then to the second scenario, and so on to progressively unleash Earth Reborn's full potential.

The rules are designed in a modular fashion: each scenario selectively puts new rules into play and allows you to practice with them before moving on to the next level. Do not worry if you see icons or game elements that you do not understand or that have not been explained yet: it just means that you do not need them at this point. The corresponding explanations will come later and be put to use in future scenarios. When you reach the final scenario of this book, all that Earth Reborn is will have been revealed to you!





Core Components

The following section describes the three most fundamental components in *Earth Reborn*: **Scenarios**, **Character cards**, and **Order tiles**.

Scenarios

Earth Reborn is played exclusively through the use of scenarios. Each scenario describes how to set up the game, build the map, and assemble the forces on each side. It then defines the starting positions, the victory conditions, the game length, and any other relevant effects.



Each scenario specifies the set of rules necessary to play it, as identified by Rule icons.

Example: this icon refers to the "Core Rules."

For any given rule, if the scenario text is in contradiction with the rule, the scenario text takes precedence.

Character Cards

Each **Character card** is double-sided and includes many icons and characteristics. However, only some of them will be needed in the initial scenarios. The other characteristics and their corresponding rules are introduced progressively in later scenarios as indicated below:



Example: Scenario 1 only uses the characteristics indicated above. The **Shooting value** characteristic is introduced in Scenario 3.

A **Character** has three possible states: **Healthy**, **Wounded** or **Dead**. When you start a scenario, the **Characters** you control, unless otherwise specified by the scenario, always start on their **Healthy** side.

When a **Character** has received a number of **Wounds** equal to or higher than the number shown in his heart icon (**Life Points**), the card is flipped over to its **Wounded** side. If the **Character** then suffers **Wounds** equal to or higher than the number shown in the new heart icon, the **Character** is **Dead**. When the **Character** is **Dead**, the miniature is removed from the board. The matching **Character** marker is positioned in its place on the board, with the **Character**'s face showing.

Order Tiles

Players give orders to **Characters** by assigning **Order tiles** to their **Character cards** and spending **Command Points** (CP) to execute the orders.

- **Order tiles contain multiple orders.** They are divided in four sections, as shown in the example below, representing different order types that can be used together to perform complex actions.



The icon in each section refers to one of five possible order types: **Move**, **Close Combat**, **Shoot**, **Search**, **Interact**.

The number on each section indicates the maximum number of CP that can be spent on that section (between one and four).

Note: *The first scenario only uses the* **Move** *and* **Close Combat order** *types. All other order types are to be ignored.*

Note: *The icon colors are also ignored in the initial scenarios. They will become relevant with later scenarios.*

- **Characters can execute multiple orders from an order tile** in a single round of Activation.

Example: Using the **Order tile** above, a **Character** could **Shoot**, **Move** towards an enemy, and then perform **Close Combat** against him, all within a single round of **Activation**.

- **Characters can execute multiple orders from multiple order tiles** to execute a series of orders not available together on any single tile, all still within a single round.



Example: Executing the orders from the tiles above, a **Character** could move with 3 CP, perform a 2 CP **Close Combat**, then move again for 1 CP, and again for 1 CP.



Setup

To prepare a game of *Earth Reborn*, carefully follow the steps below, referring to the Setup section of the scenario as needed:

- **Choose a scenario**: generally, playing the scenarios in sequential order is the best option, starting with Scenario #1.
- **Build the map** as shown in the Map section of the scenario, using the board frame, appropriate floor tiles, and doors.
- **Decide who will play which faction** and place a Player Aid screen directly in front of each player.
- **Find the Character cards** corresponding to the **Characters** in play for each faction, as specified in the scenario, and place them in front of each player's screen, with their **Healthy** side facing up (see Picture #2).
- Take the miniatures matching the **Characters** in play and position them on the map according to the scenario's description and the map.
- **Put all the Order tiles** in the cloth bag.
- **Pile together all Command Point (CP) / Wound double-sided counters** in an area within reach of all players. This constitutes the **Bank** (see Picture #2).
- **Follow any other setup steps** listed in the scenario.

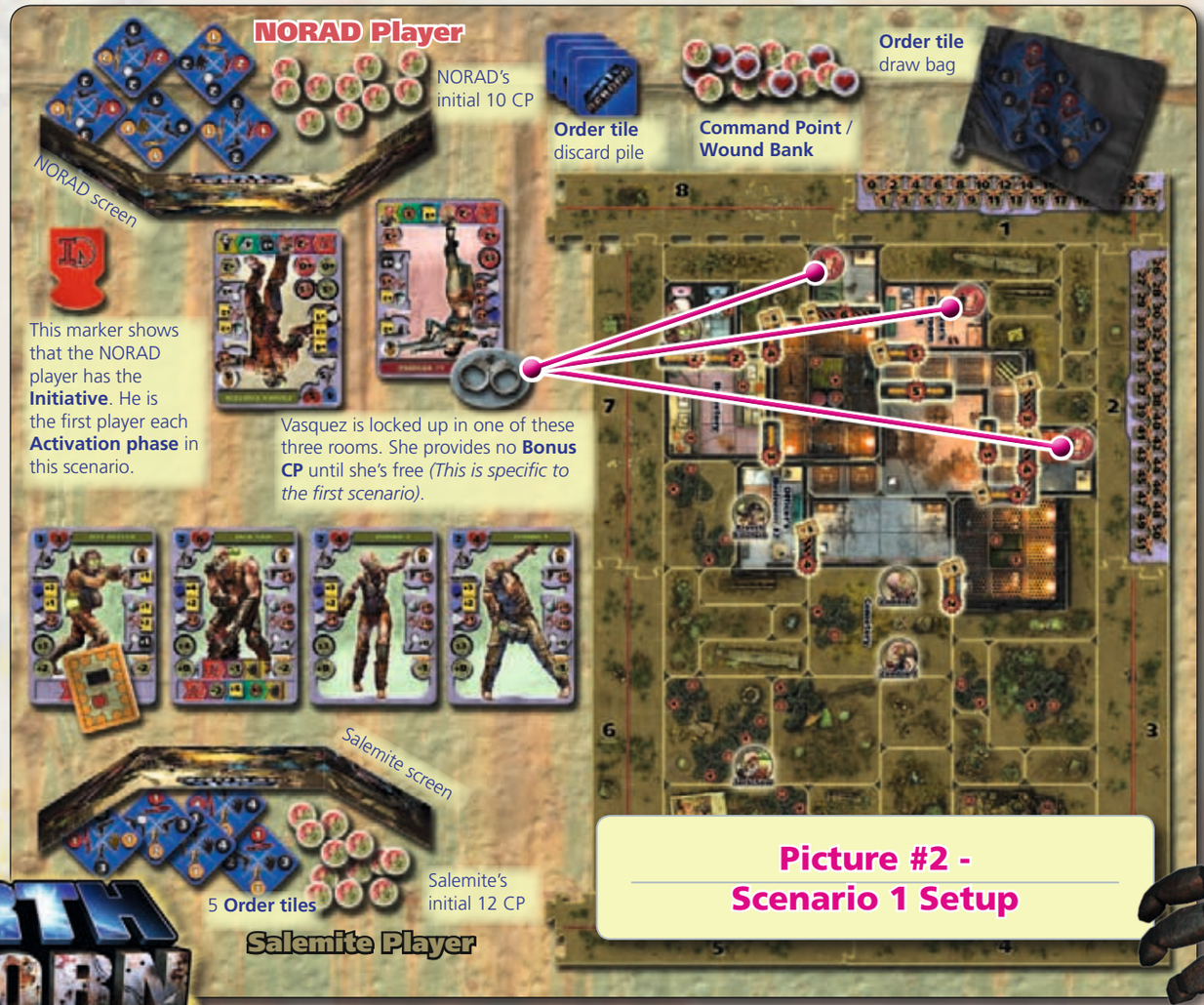
The game can now begin.

Turn Sequence

Each *Earth Reborn* scenario is played in a series of turns as specified in the scenario itself. Each turn is divided into three distinct phases:

- The **Initiative phase**
- The **Activation phase**
- The **Final phase**

Each phase must be fully completed before moving on to the next one.



Picture #2 - Scenario 1 Setup

The Initiative phase

Drawing Order Tiles

Each player secretly draws **Order tiles** from the cloth bag and lays them face up behind his screen until he has a total of five (5) **Order tiles**. The player currently in possession of the **Initiative** marker draws first, followed by the other players in clockwise order. If the bag becomes empty, return all **Order tiles** from the discard pile to the bag and resume drawing.

For the first turn only, if a player is not satisfied with the **Order tiles** he drew, he can set them aside, draw five new tiles from the bag, and put the five tiles he initially drew back in the bag.

Note: *If a player has kept some* **Order tiles** *from the previous turn, he only draws the number of tiles required to reach five* **Order tiles** *in total (including the ones he kept).*

Obtaining Command Points (CP)

Each player receives a number of CP counters from the **Bank**, determined by:

- The player's base CP allowance specified in the scenario
- **Bonus CP**, if any, for each **Character card** under control of the player at the beginning of the **Initiative phase**, as indicated by the **Bonus CP** icon on the card (see Picture #1)

Note: *Only certain* **Character cards** *provide* **Bonus CP** *to their controlling player.*

Place the CP counters behind the player screen.

Determining Initiative

The scenario determines which player receives the **Initiative**. The player who has the **Initiative** takes the **Initiative** marker and places it in front of his screen. That player will play first in the next **Activation phase**.

Note: *Each scenario determines* **Initiative** *differently. Some give the* **Initiative** *to the same player each* **Initiative phase**, *whereas others allow players to ask for the* **Initiative**.

Other Effects

Other game elements may be triggered in this phase. You will discover them as new rules are introduced in later scenarios.

The Activation phase now begins with the Initiative player playing first.

The Activation phase

The **Activation phase** consists of a series of **rounds**. A **round** is one action chosen from the list below performed by one player. The **Initiative player** plays the first **round**. Actions generally require spending CP; their **cost** is indicated where applicable. The player currently performing an action is called the **Active player**.



Activate a Character (cost: variable)

Choose a **Character card** under the player's control and engage it (rotate it clockwise 90°), then assign an **Order tile** to it and spend **Command Points** as described in the "**Activating a Character**" section below.



Reactivate a Previously Activated Character (cost: variable)

Once every **Character** under the player's control has been **activated** (all **Character cards** engaged), the player can **reactivate** a previously **activated Character**. The **Character card** stays engaged, and then the player may assign an **Order tile** to it and spend **Command Points,** just as during the **Character**'s initial **Activation**.



Draw one Order Tile from the Bag (cost: 1 CP)

Take 1 CP from behind the player's screen and return it to the **Bank**. Then draw one **Order tile** from the cloth bag and place it behind the screen. If there are no more **Order tiles** in the bag, return all **Order tiles** from the discard pile back to the bag, then draw your tile.

Note: *During the* **Activation phase**, *there are no limits to the number of* **Order tiles** *a player may have behind his screen. However, no more than five tiles may remain by the end of the turn (see Final phase section).*



Choose one Order Tile from the Order Discard Pile (cost: 2 CP)

Take 2 CP from behind the player's screen and return them to the **Bank**. Then search through the tiles in the order discard pile, secretly choose one, and place it behind the screen.

Note: *This action cannot be performed if the order discard pile is empty.*

Example: The NORAD player has been lusting after a particularly useful **Order tile** in the discard pile and intends to purchase it in his next **round of Activation**. However, the Salemite player plays first and chooses to draw the last **Order tile** from the bag. The bag becomes empty, and all **Order tiles** from the discard pile are returned to the bag, leaving the discard pile empty, and the NORAD player unable to purchase the coveted **Order tile**.

Pass

Do nothing for this round. If all players pass in succession, the **Activation phase** concludes, and players proceed to the **Final phase**.

Note: *a player who chose the Pass action in a previous round may still decide to act again in the next round. Passing is not permanent.*

Possible reasons for wanting to pass:

- A player may be out of **Order tiles** or CP
- A player may first want to see what actions other players will perform before deciding on his own course of action. The risk, of course, is that the other players also choose the Pass action, which will conclude the **Activation phase** before the player could play his actions.

End of Round

When the **Active player** has performed one of the above actions, it is the end of his **round of Activation**. Close all **Sliding doors** that have been opened this **Activation round** (see Doors section).

The opponent becomes the **Active player**, and it's now his turn to play a **round** with one of the actions above.

Activating a Character

The **Active player** can give orders to the **activated Character** by **Assigning an Order tile** to its **Character card** and spending **Command Points** (CP) on the tile(s) assigned to the **Character** to **Execute Orders**.

If this is a **Character**'s first **Activation** this turn, engage its **Character card** (rotate the card 90° clockwise).

Note: *After all* **Characters** *are engaged, there is no restriction on who can get* **reactivated**, *how many times, and in what order; although other game elements will naturally set a limit.*

Then perform either or both of the following options:

1. Assigning an Order Tile

Choose an **Order tile** from behind the Player Aid screen and position it below the **Character card** (**Picture #3**).

Only one new **Order tile** can be assigned per **round of Activation**. However, at any given time, a **Character** may have any number of **Order tiles** assigned to it.

Example: Vasquez was assigned an **Order tile** during her first **Activation** this turn. All the other **Characters** in her faction have since been **activated** at least once. So now, the NORAD player can **activate** her again and assign her a second **Order tile**, giving him more choices on which to spend **Command Points**.

Note: **Order tiles** *stay assigned until the* **Final phase**, *at which point they get discarded (see Final phase section).*

Waiting for Orders

The **Active player** may decide to forgo the option of assigning an **Order tile** when first activating a **Character**. In this case, the **activated Character** is said to be **waiting for orders** (see Jack Saw on **Picture #3**). An **Order tile** may still be assigned to it in a later **Activation round**.

Example: The Salemite player is eager to **reactivate** Jeff Deeler, but he cannot because Zombie 2 has not been **activated** yet this turn. He has no useful orders to give to Zombie 2 at this point, so he **activates** Zombie 2 without assigning him an **Order tile**. In the next **round of Activation**, the Salemite player will be able to **reactivate** Jeff Deeler.

2. Executing an Order

- Choose an order section from the assigned **Order tiles**.
- Take CP counters from behind your Player Aid screen and position them next to the order section.
- Execute the order as described in the appropriate Rule section for that order and obeying any restrictions.

Executing Multiple Orders

In a single **round of Activation**, you can:

- execute multiple orders from the same **Order tile.**
- execute multiple orders from different assigned **Order tiles.**

The orders can be of the same type or of different types, but they need to be executed in sequence.

Example: in a single **round of Activation**, you could **Move**, then **Shoot**, then perform **Close Combat**, then **Move** again, etc.

Note: *Don't place the CP on all order sections all at once, place the CP on each order as you execute that order. It will keep your opponent guessing, which is particularly important when playing with the Duel rule (see Duel section)*

Waiting for Deployment

The **Active player** may decide to attach an **Order tile** to a **Character**, yet spend no CP on it or any other **Order tiles** assigned to the **Character**, saving those orders for a future **Activation round** (see Franck Einstein on **Picture #3**). CP may still be spent on it in a later **Activation round**.



Command Point Constraints

- CP may only be spent on empty order sections (order sections that have not previously received CP counters).
- The number of CP counters in an individual section may not exceed the number shown on that order section.
- 

The total number of CP spent on the **Character** since the beginning of the turn may not exceed his **Maximum CP per turn** (as shown on this icon, also displayed on the **Character card** in Picture #1).
- It is possible to spend less CP on an order section than the maximum allowed for that section. The remaining available CP on that order section are lost.

Example: On Picture #3, Zombie 2 has executed one **Move order** using 2 CP and one **Close Combat order** using 1 CP, using two different order sections of the same **Order tile**. A total of 3 CP was spent on Zombie 2. This is his **Maximum CP per turn**, so Zombie 2 won't be able to execute any other order for the remainder of this turn.

Order Execution Constraints

- An order section containing more than one CP must be executed as a single order. It cannot be split into several orders of fewer CP.



Example: The **Search** order section on this **Order tile** can be used to execute a single **Search order** of 3 CP, but it cannot be used to execute three **Search orders** of 1 CP each. It can also be used to execute a single **Search order** of 2 CP, but then the last available CP on the section is lost.

- Separate order sections must be executed as separate orders, even if they are of the same order type. They cannot be merged together into a single order.



Example: The **Close Combat** order sections in these two **Order tiles** cannot be merged into a single **Close Combat order** of 5 CP. They must be executed as two distinct **Close Combat orders** of 2 CP and 3 CP.

Exception: The **Move order** is not subject to some of these constraints (see Move section).



Picture #3
Activation

To play Scenario #1, read:

- **Move**
- **Close Combat**

The Final phase

When all players have passed in succession in the **Activation phase**, players proceed to the **Final phase**.

Perform the following clean-up steps during this phase:

- **Check for victory conditions.** Some scenarios play in a predetermined number of turns, whereas others successfully complete when one player has achieved his own specific objectives. Refer to the scenario for the applicable victory conditions.
- 
Disengage Character and Equipment cards (by rotating them counterclockwise 90°).
- **Move** all **Order tiles** assigned to **Character cards** to the order discard pile, face down (in case there are too many **Order tiles** you can create more than one discard pile, but all discard piles must remain face down).
- Return all CP counters from anywhere in the play area back to the **Bank**, including all unused CP counters remaining behind the player screens. **Warning**: be careful to leave **Wound** counters on **Character cards** when performing this step!
- Players must discard **Order tiles** in excess of five **Order tiles** from behind their screen. In addition, they may discard all or part of their remaining **Order tiles** (for example, in the hope of drawing better tiles next turn). At this point, players announce and show to the other players how many tiles they are keeping behind their screen (turn them face down to keep their contents secret).
- **Other effects**: additional game elements may be triggered during this phase, such as removing time counters, etc. These effects will be described in future scenarios.
- Proceed to a new turn, starting with the **Initiative phase**.



MOVE

Executing a Move Order

For every CP spent on a **Move order**, the **Character** gains as many **Movement points** as are indicated by the **Movement value** on its **Character card**.

Example: Vasquez gains 6 **Movement points** for each CP spent on a **Move order** (see **Picture #7**). If Vasquez spends 4 CP, she can use 24 **Movement points**.

A **Character** does not have to use all its **Movement points**. However, all unused points are lost at the end of the order.

The Move Order Exception

Unlike with other orders, it is possible with the **Move order** to accomplish the following:

- CP may be spent on **Move** order sections that already contain CP counters.
- **Split Move order**: A **Move** order section containing more than one CP may be split into individual **Move orders**.



Example: With the **Order tile** and CP shown, the **activated Character** could execute a **Move order** for 1 CP. Then he could execute the **Close Combat order** of 1 CP. Finally, he could execute another **Move order** of 2 CP, using the remaining CP on the **Move** order section.

- **Merged Move order**: Separate **Move** order sections coming from one or more **Order tiles** may be merged together to execute a single **Move order**.



Example: With the **Order tiles** and CP shown, Vasquez could merge all three **Move orders**, executing a single **Merged Move order** of 5 CP providing up to 30 **Movement points**.



Movement Restrictions

- Moving from one square to an **adjacent** square costs one **Movement point**.

Definition: Two squares are considered **adjacent** if they touch on one side, and if they are not separated by a wall or a closed door. Squares sharing only a corner are **not adjacent**.

✔ **Characters** may pass through friendly or **Dead Characters**. Such squares still cost one **Movement point**.

✗ **Characters** cannot pass through enemy **Characters**, walls, or closed doors.

✗ **Characters** cannot enter squares outlined with a yellow dotted line, unless the **Floor Element** has been previously destroyed (see Destroying Floor Elements section).

✗ There can never be two miniatures in the same square at the end of a **round**.

✗ Diagonals are never used for **Movement**.

Choosing the Miniature Facing at the End of the Move

A miniature may change its facing at will during its **Movement** without using **Movement points**, as long as it always faces the side of a square and never faces diagonally (see **Picture #4**).

Important: The facing of the miniature is determined by the direction in which the knife on the base of the miniature is pointing.

At the end of its **Movement**, the player must choose a final facing for the **Character** miniature. It will stay in this position until the next **Move order**. Pay proper attention to the miniature facing as it can have significant tactical implications.

Picture #4
Facing



Example: On **Picture #4**, Vasquez and Jack Saw have valid facings. Jeff Deeler and Franck Einstein have invalid facings.

Doors

Doors are placed on the map during the Setup phase.

There are two different types of doors: **Sliding** and **Wooden**. Both types can be opened using one **Movement point** as long as the miniature is **immediately facing** the door, meaning **adjacent** to the door and **facing** towards it. To indicate that a **Wooden door** is open, turn its marker over. To indicate that a **Sliding door** is open, slide the marker to the side.



Sliding door Wooden door

Example: On **Picture #5**, Vasquez, Jack Saw, Jessica and Nick Bolter cannot open any door. Franck Einstein, Cherokee Bill and Jeff Deeler can each open the door in front of them.

Picture #5
Opening Doors



Characters cannot close **Sliding doors**. **Sliding doors** close automatically at the end of the **Activation round**. Once open, **Wooden doors** stay open unless closed by a **Character**. To close a **Wooden door**, the **Character** must be **immediately facing** it and must spend one **Movement point**.

Small doors are one square wide, whereas large doors are two squares wide:



Certain doors (whether **Sliding** or **Wooden**) show a **Magnetic card** icon. This means that a **Character** needs to carry a **Magnetic card** to be able to open such a door. If he doesn't have one, he cannot open the door *(that is why Nick Bolter cannot open the door on* **Picture #5***)*. If he wants to pass through it, he will need to destroy it (see Destroying Floor Elements section).



Magnetic card



Door requiring a **Magnetic card**

Any **Character** can close a **Wooden** Magnetic door even if he is not carrying a **Magnetic card**.

The scenario determines which **Characters** carry a **Magnetic card** at the beginning of the game (if any). Place a **Magnetic card** marker on the corresponding **Character card**.

When a **Character** moves through a friendly **Character**, the player controlling them can transfer a **Magnetic card** from one **Character** to the other without spending **Movement points**. When a **Character** moves through a **Dead Character** marker, he can pick up a **Magnetic card** if this **Dead Character** was carrying one. In either case, move the **Magnetic card** marker to the card of the **Character** now carrying it.

Building the Map: Door Placement

A door can never cover a double wall, although in certain scenarios, it is possible for a door to cover a single wall. In this case, treat the intersection as a door, and act as if the wall underneath does not exist.

Picture #6 shows the situation before the doors are placed and afterwards, when valid doors have been placed. The X indicates that you cannot place doors on these double walls when building the map.

Exiting the Map

Except when forbidden by the scenario restrictions, **Characters** can always exit the map. This is done by reaching any "virtual" square outside the frame during **Movement**. When a **Character** exits the map he is safe but he can never come back in the game. Any **Equipment cards** or **Equipment** markers he was carrying are **removed from the game**.



There are two special one-square tiles in the basic *Earth Reborn* game called "Sewers Exit" (see Floor Tile Glossary). In some scenarios, **Characters** may also exit the map through these squares.

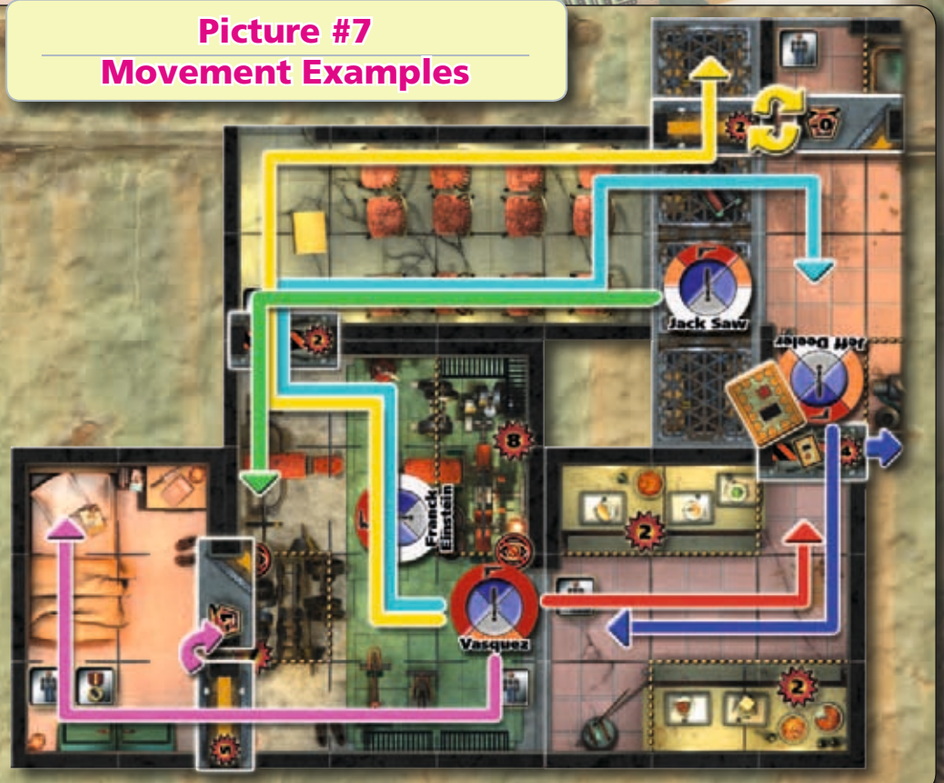
Picture #6
Door Placement







Picture #7
Movement Examples



Assuming Vasquez and Franck Einstein are controlled by the same player (e.g. Scenario #1), Vasquez can follow the light blue line and reach the light blue triangle in 13 **Movement points** (including opening the **Sliding door** on her way), meaning she will have to spend a minimum of 3 CP on **Move orders** to gain 18 **Movement points**. 2 CP would only provide her with 12 **Movement points**. Other options for Vasquez:

- She can reach the pink triangle in 8 **Movement points** (2 CP on **Move orders**).
- She can reach the yellow triangle and close the door behind her in 14 **Movement points** (3 CP on **Move orders**).
- She can reach the red triangle in 4 **Movement points** (1 CP on **Move order**), but she cannot open the door at the end since she is not carrying a **Magnetic card**.
- Franck Einstein can reach the light-blue triangle in 11 **Movement points**. This means he will have to spend 3 CP on **Move orders** to gain 15 **Movement points**. 2 CP would only provide him with 10 **Movement points**.
- Jeff Deeler can reach the dark-blue triangle in 5 **Movement points**, since he is carrying a **Magnetic card**. This means he will have to spend 2 CP on **Move orders** to gain 8 **Movement points**. 1 CP would only provide him with 4 **Movement points**.
- The weights in the gym, the tables in the refectory, and the furniture in the kitchen are all outlined with a yellow dotted line, which means that no miniature can enter these squares unless the corresponding **Floor Element** has been destroyed first.
- The bed, the chair, and the desk in the Officer's Bedroom (lower-left corner of the map) are not outlined with a yellow dotted line, so miniatures can enter these squares directly.

Executing a Close Combat Order

Close Combat orders can be used to attack **adjacent** enemy **Characters** or to destroy **adjacent Floor Elements** (see Destroying Floor Elements section).

To perform **Close Combat** against an enemy **Character,** follow these steps:

- Spend 1 CP or more on a **Close Combat** order section of a tile assigned to the **activated Character.**
- The **activated Character** is the designated **Attacker.**
- The **Active player** selects an **adjacent** enemy miniature to attack. That enemy is the designated **Defender**.
- Check that the combat meets the **Close Combat** Restrictions below.
- Determine each miniature's **Combat Strength.**
- Roll dice to Resolve the Combat

Close Combat Restrictions

- The **Attacker** must be **adjacent** to an enemy miniature to perform **Close Combat**. The **Attacker** may therefore attack any of four squares orthogonally **adjacent** to its miniature (see **Picture #8**), except if doors or walls are in the way.



Picture #8

Example: See **Picture #10** for examples of legal and illegal **Close Combat** situations.

- **One-on-one combat only!** If the Attacking **Character** is **adjacent** to more than one enemy, the **Active player** must choose which one to attack. That enemy becomes the **Defender**.

Note: *It is not possible to attack more than one enemy with a single* **Close Combat order**. *However, it is possible, in a single* **round of Activation**, *to perform* **Close Combat** *against two* **adjacent** *enemies, by spending CP on two different* **Close Combat** *order sections, resulting in the execution of two different* **Close Combat orders**.

✗ Reminder: Split orders and Merged orders are not allowed with the **Close Combat order** type (see Executing an Order section).

Determining Combat Strength

In *Earth Reborn*, **Attackers** and **Defenders** have different **Combat Strengths** depending on whether their enemy is in front of them, at their side, or behind them.

To determine each miniature's **Combat Strength,** first examine the inside circle on each miniature base:

- The **dark-blue arc** corresponds to the miniature's highest **Combat Strength.**
- The **light-blue arc** corresponds to the miniature's standard **Combat Strength.**
- The **grey arc** represents the miniature's "weak" spot (usually its back), and therefore its lowest **Combat Strength.**

The position of the enemy in relation to the miniature determines which arc to use.



Picture #9

Example: on **Picture #9**, if the enemy is positioned to the right of Jack Saw, the corresponding arc color for Jack Saw to use is **light-blue**.

The color of the arc then determines the **Combat Strength,** using the **Close Combat** chart located on the **Character card** (see **Picture #9**). The **Close Combat** Chart indicates how many **Combat dice** to use based on the arc color. In some cases, no **Combat dice** are allowed; instead, the miniature is given a number of **automatic hits**.

Example: on **Picture #9**, Jack Saw gets:

- four **Combat dice** when attacking or defending on his front side
- four **Combat dice** also when attacking or defending on the left side (that's where his circular saw is!!!)
- two **Combat dice** when attacking or defending on the right side
- zero **Combat dice**, but two **automatic hits** when attacking or defending from the back

Striking Hard

If more than 1 CP is spent on the **Close Combat order**, the **Attacker** is said to be **Striking Hard**. Every CP in excess of 1 CP gives one additional Combat die to the **Attacker**.

Example: If 3 CP are spent on a **Close Combat order**, the **Attacker** gets two additional **Combat dice**. In the event that the **Attacker** was given no **Combat dice** but only two **automatic hits** (Vasquez's **dark-blue arc** for example), he now gets two **Combat dice**, plus two **automatic hits**.

Note: *Since it is necessary to be able to spend more than 1 CP,* **Striking Hard** *requires a* **Close Combat** *order section showing a number greater than 1.*

Resolving Close Combat

Each player rolls the number of **Combat dice,** if any, corresponding to their **Combat Strength**.

Dice Result Chart



one **critical hit**	zero **normal hit**	one **normal hit**	two **normal hits** *(ignore ammo symbol, not used in* **Close Combat***)*

Critical Hits

For each **Combat die** showing a **critical hit**, the miniature automatically inflicts one **Wound** to the opponent's **Character**. Take a **Wound** counter from the **Bank** and place it on the corresponding **Character card**.

Important: The **Defender** can inflict **Wounds** on the **Attacker** with **critical hits**, but not with **normal hits**.

Note: **critical hits** *always get applied first. If they inflict sufficient* **Wounds**, *the player may have to flip the* **Character card** *over to the* **Wounded** *side (see Wounded Characters section), thus resulting in a possibly lower* **Armor value**, **before** *checking for* **normal hits**.

Normal Hits

The **Defender** counts all the **normal hits** he obtained on his **Combat dice**, plus any **automatic hits**, and adds them to his **Armor value** (shown on the **Character card**). The total represents his **Defensive value**.

The **Attacker** counts all the **normal hits** he obtained on his **Combat dice**, plus any **automatic hits**, and compares his total number of hits against the **Defensive value**.

If the total hits **exceed** the **Defensive value**, the **Defender** receives one **Wound** counter for each hit exceeding the **Defensive value** (**Picture #11**). If it is equal to or less than the **Defensive value**, then nothing happens.



Picture #10 - Close Combat

Various examples of legal and illegal **Close Combat** situations are shown:

Illegal Close Combat Situations

✗ Vasquez cannot attack Jack Saw since she is not **adjacent** to him (diagonals aren't used for **Close Combat**).

✗ Jeff Deeler cannot attack Franck Einstein because a door separates them. If Jeff Deeler wants to attack Franck Einstein, he must first open the door with his **Magnetic card**, using a **Move order** of 1 CP, and then attack Franck Einstein by spending CP on a **Close Combat order**, all in the same round, before the **Sliding door** closes at the end of the round.

✗ For the same reason, Franck Einstein cannot attack Jeff Deeler. Franck Einstein would have to attack and destroy the door first since he does not have a **Magnetic card** (using CP on a **Close Combat** order section). If the door is destroyed, then Franck Einstein would become **adjacent** to Jeff Deeler so he would be able to attack him by spending CP on another **Close Combat** order section from any assigned **Order tile**.

Legal Close Combat Situations

Three examples of legal **Close Combat** situations are represented here:



✔ Nick Bolter attacks Jeff Deeler (see **Picture #11**)



✔ Jessica attacks James Woo (see **Picture #12**)



✔ Jack Saw attacks Nick Bolter (see **Picture #13**)

Wounded Characters

When a **Character card** on its **Healthy** side has received as many **Wounds** as its **Life Point** value (indicated in the heart icon - see **Picture #1**), remove all **Wound** counters from the card and flip it over to its **Wounded** side. The **Character** is said to be **Wounded**.

Important: If additional hits remain to be applied, place the corresponding **Wound** counters on the **Wounded** side of the card.

Dead Characters



When a **Character card** on its **Wounded** side has received as many **Wounds** as its **Life Point** value on its **Wounded** side, the **Character** is **Dead**. Remove the miniature from the board and position the matching **Character** marker in its place, with its face side showing (as shown here). Place the miniature on the corresponding **Character card** to indicate that this **Character** is **Dead** and can no longer be **activated**. The **Character card** stays in front of its owner.

- **Dead Characters** block neither **Movement** nor **Line of Sight** (see Line of Sight section). A miniature can enter, pass through or stay on a square containing one or more **Dead Character** markers.

- When a **Character** is **Dead**, if he was carrying a **Magnetic card**, the enemy **Character** who eliminated him can take the **Magnetic card** marker and place it on his own **Character card** for free.



3 Nick rolls a **critical hit** on the first die.

4 The **critical hit** is directly applied: Jeff Deeler receives one **Wound** counter.

2 Jeff Deeler is in Nick Bolter's **dark-blue arc**, so Nick gets to roll 2 **Combat dice**.



1 Nick Bolter spends 1 CP on his assigned **Order tile**. He cannot spend more since this **Order tile** only presents a **Close Combat** section with a value of "1".

5 Nick rolls two **normal hits** on the second die *(ignore the ammo icon, not used in* **Close Combat***)*.

6 Jeff Deeler is attacked from the back, in his **grey arc**, so he only gets +2 **automatic hits** (no dice to roll) which he adds to his **Armor value** of 3, giving him a **Defensive value** of 5.

7 The two **normal hits** do not exceed the **Defensive value** of 5, so nothing more happens.

Picture #11
Nick Bolter Attacks Jeff Deeler



4 Woo defends with 1 **Combat die** (since Jessica is standing in his **dark-blue arc** also) and rolls one **critical hit**, inflicting one **Wound** on Jessica *(a* **critical hit** *is the only way a* **Defender** *can inflict* **Wounds** *on his* **Attacker***). Note: The* **Defender** *does not get the option to spend extra CP to* **Strike Hard**.

2 James Woo is in her **dark-blue arc** so she gets 1 **Combat die**.



1 Jessica Hollister spends 4 CP on her assigned **Order tile**:

- 1 CP to perform a **Close Combat order**
- 3 CP to **Strike Hard**

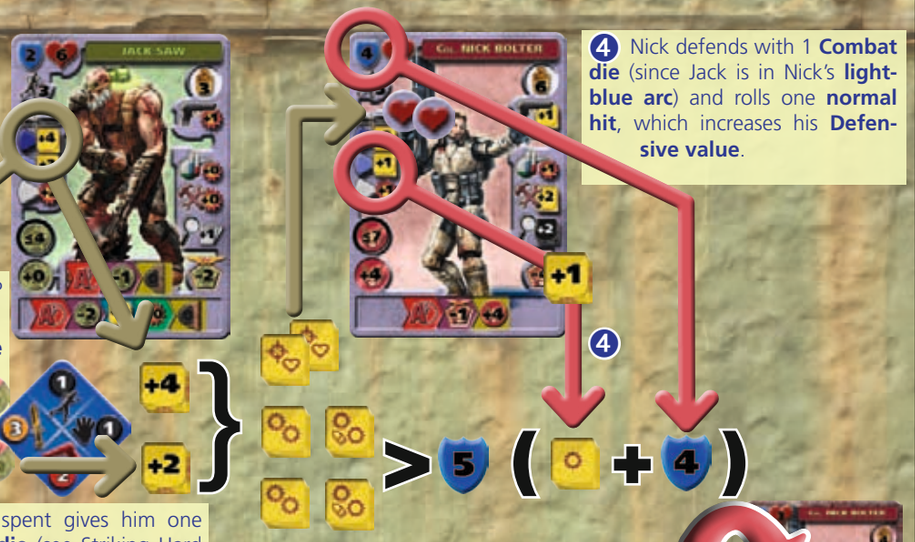
3 Each extra CP spent gives her one additional **Combat die** (see **Striking Hard** section).

5 Jessica rolls 7 **normal hits**, exceeding Woo's **Defensive value** by 4 hits. Woo receives 4 **Wounds**, exhausting the **Life Points** on his **Healthy** side, and is turned over to his **Wounded** side.

Picture #12
Jessica Attacks James Woo

Picture #13 - Jack Saw attacks Nick Bolter

2 Nick Bolter is in Jack's **dark-blue arc** so Jack gets 4 **Combat dice**.



4 Nick defends with 1 **Combat die** (since Jack is in Nick's **light-blue arc**) and rolls one **normal hit**, which increases his **Defensive value**.

1 Jack Saw spends 3 CP on his assigned **Order tile**:

- 1 CP to perform a **Close Combat order**
- 2 CP to **Strike Hard**

3 Each extra CP spent gives him one additional **Combat die** (see Striking Hard section), so 6 **Combat dice** in total!

5 Jack rolls 2 **critical hits** which are directly applied as **Wounds**, and 8 **normal hits**, exceeding Nick's **Defensive value** by 3 hits. Nick receives another 3 **Wounds**, exhausting the **Life Points** on his **Healthy** side, and is turned over to his **Wounded** side, where he receives the remaining **Wound**.



Healthy one Minute, Dead the Next!

A **Character** may go from **Healthy** directly to **Dead** if it sustains **Wounds** equal to or higher than the total number of **Life Points** on both sides of the card.

Example: It's the beginning of the scenario and Vasquez has received no **Wounds**. Her **Character card** shows three **Life Points** on its **Healthy** side, and three **Life Points** on its **Wounded** side. If Vasquez receives six **Wounds** as a result of one **Close Combat**, she is instantly **Killed**!

Destroying Floor Elements, Doors, and Walls



Any **Floor Element** on floor tiles may be destroyed as long as it has a **Defensive value** icon as shown on the left. Doors and wall sections may also be destroyed.

Exception: An open door cannot be destroyed.

The **Active player** can attempt to destroy a **Floor Element**, door, or wall by executing a **Close Combat order** against it. In the case of a **Floor Element** that spans multiple squares (e.g. outlined with a yellow dotted line), a successful attack against one of its squares destroys the entire **Floor Element**. The combat is resolved in the same way as it would be against an enemy **Character**, with the following distinctions:

- The **Floor Element**, door, or wall is the **Defender.**
- It does not roll any dice. It has no **Combat Strength**, **Armor value**, or **Life Points**.
- Its **Defensive value** is fixed:
  - 

    For doors and **Floor Elements**, the **Defensive value** is shown on a **Defensive value** icon on the element itself.
  - 

    For single or double walls, the **Defensive value** is 10 (see **Picture #6** for an explanation of single vs. double walls).
- 

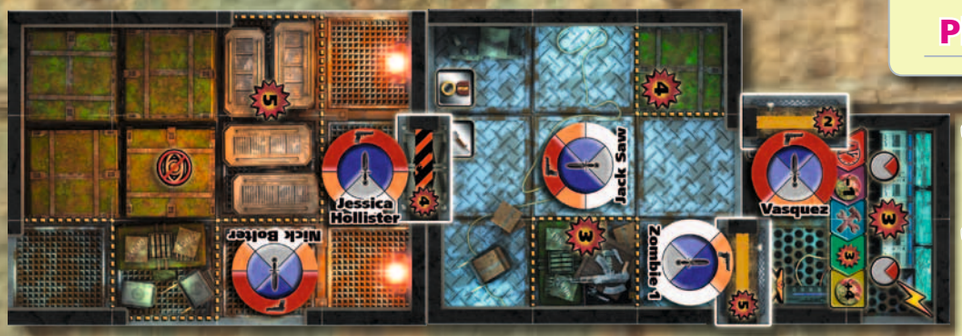
  When the **Attacker** rolls his **Combat dice**, add up all hits as usual, counting each **critical hit** as three **normal hits**. Add **automatic hits** as required.

If the total number of hits **equals or exceeds** the **Defensive value**, the **Floor Element**, door, or wall is destroyed. Dispose of it as indicated in the sections below. If the number of hits is lower than the **Defensive value**, nothing happens.

Example: See **Picture #14**.

Important: when attacking a **Character**, the total hits must **exceed** its Defensive value. However, when attacking a **Floor Element**, door, or wall, it is sufficient to **equal or exceed** their **Defensive value**.

Picture #14 - Destroying Floor Elements



✔ Vasquez can destroy the door she's facing for 1 CP on a **Close Combat order**, without rolling any die because her **dark-blue Close Combat** value is +2 **automatic hits**. This is the exact **Defensive value** of the **Wooden door**. So the door is automatically destroyed.

✔ Vasquez can attack the Video Surveillance screens to her right. The **Defensive value** of the Video Surveillance is 3. This **Floor Element** is in her **light-blue arc**, so she only gets a +1 **automatic hit**. She needs 3 hits to destroy it. So she will need to use a **Close Combat** order section with a value of 2 to 4 and spend 1 to 3 extra CP to **Strike Hard**, roll extra **Combat dice** and increase her chances of destroying the Video Surveillance. Note that the Video Surveillance does not block **Movement** or **Line of Sight** (see Line of Sight section). The only purpose of destroying it would be to cancel its ability (see **Iconographic Phrasing System** section to be introduced in a later scenario).

✔ Zombie 1 can attack the door rolling 3 **Combat dice** for 1 CP spent, and up to 5 dice for 3 CP spent (Zombie 1's **Maximum CP per turn** value is 3). If he scores 5 hits or more, the door is destroyed. Remove the door marker since there is no wall under it.

✔ Zombie 1 can attack the crate behind him, but since it is located in his **grey arc** he only gets a +1 **automatic hit**. That means he will need to spend at least 1 or 2 extra CP if he wants to destroy this crate without moving.

✔ Zombie 1 can try to destroy the wall to his right. For 1 CP he will roll 3 **Combat dice**. Even if he rolls 3 **critical hits**, that would be equivalent to 9 hits, which is not sufficient to destroy the wall. So Zombie 1 needs to spend 3 CP and roll 5 **Combat dice** to have a better chance of destroying this wall!

✗ Jack Saw cannot attack the crate in the top right corner of the room because he is not **adjacent** to it. He cannot attack the **Sliding door** in front of him, because he is standing one square too far from the door.

✔ Jack Saw can only attack the same crate as Zombie; but he would get to roll 4 dice for only 1 CP spent.

✔ Jessica can attack the **Sliding door** or the crates in the storage room. In both cases, the **Floor Elements** to destroy are in her **dark-blue arc**. Jessica rolls 1 **Combat die**. Each extra CP spent will provide 1 additional **Combat die** (see Striking Hard section).

✔ If Jessica spends a total of 3 CP to attack the crates, she would roll 3 dice. Her chances of destroying all crates increase. If she scores 5 hits or more, the 7 squares covered by the crates will be destroyed, since it is sufficient to successfuly destroy one square of a multi-square **Floor Element** to destroy the entire **Floor Element**.. Place a destroyed marker on any of those squares indicating that these 7 squares no longer block **Movement** or **Line of Sight** (see Line of Sight section).

Destroyed Floor Elements

Some **Floor Elements** block **Movement** (the ones outlined with a yellow dotted line), others block **Line of Sight** (see Line of Sight section), and some do both.



When a **Floor Element** is destroyed, place a **Destroyed Floor Element** marker on the map on any square of the destroyed element to indicate that this **Floor Element** has ceased to exist.

A **Floor Element** can cover one square, a wall (Video Surveillance room for example), or many squares (Storage room for example). Once a **Floor Element** is destroyed, every square it was covering is considered destroyed and its properties or special capabilities are canceled. All squares covered by this **Destroyed Floor Element** are now considered as normal floor, no longer blocking **Movement** or **Line of Sight** (**LoS**).

Destroyed Doors



When a door is destroyed, remove it from the game, leaving an empty space between the two squares it was separating. If the door was covering a single wall (see Picture #6), replace it with a Broken Door marker (found on the back side of any **Sliding door**).



Destroyed Walls



When a wall section is destroyed, place a short Broken Wall marker on that section, whether the wall is single or double (see Picture #6 for an explanation of single vs. double walls).



Long Broken Wall markers are reserved for the Mammoth MK II **Character** (see Large Figurines section). Other **Characters** may not use them. However, if two short Broken Wall markers are **adjacent** and in a straight line, the player who destroyed the last wall section may decide to replace them with a long Broken Wall marker.

You can now play Scenario #1 - Beauty and the Beast!

To play Scenario #2, read:
- **Line of Sight**
- **Duel**



LINE OF SIGHT (LoS)

Several rules in *Earth Reborn* take advantage of the **Line of Sight** concept described in this section.

A miniature is considered to have a **Line of Sight** (**LoS**) to a **target** square if both of the following conditions are met:

- **The target square must be within the miniature's Arc of Sight (AoS):** on the **Character**'s miniature base, the red and **orange arcs** on the outer circle define the **Character**'s **AoS** and the white arc defines what is outside of the **AoS**. **Example**: On **Picture #15**, the orange squares are in the Character's AoS, the white squares are not.



Picture #15

- **LoS between the miniature and the target square must not be blocked by an obstacle:** Imagine **LoS** as a straight line going from the center of the miniature's square to the center of the **target** square. **LoS** is blocked if the line crosses a closed door, a wall, or any square occupied by a miniature (whether friendly or enemy). Also, some **Floor Elements** block **LoS** (as identified by the blocking **LoS** icon shown here). A **LoS** cannot pass through a **Floor Element**'s square blocking **LoS**, but it can reach a miniature standing on such a square.

Example: A **LoS** cannot pass through a tree, but can reach a **Character** standing on a tree square.

Dead Characters do not block **LoS**.

Picture #16 - LoS



Example: On **Picture #16**:

- Jessica and Zombie 1 cannot see each other because the diagonal **LoS** between the two passes between two blocking squares, containing a crate on one side and James Woo on the other, thus blocking **LoS**.
- Vasquez can see Zombie 2 (wall corners do not block **LoS**).
- James Woo cannot see Jeff Deeler because the diagonal **LoS** between the two passes between two blocking squares, each occupied by a miniature.
- James Woo can see Zombie 1, but Zombie 1 cannot see James Woo because Woo is not in Zombie 1's **AoS** (white arc).

Diagonal LoS

If a diagonal **LoS** passes exactly between two squares, **LoS** is blocked if both squares are blocking. If at least one of the squares does not block **LoS**, **LoS** remains open.



Hint: In most situations, the **LoS** is clearly visible and understandable. In case of doubt, you can use the two **LoS** check markers to check whether the **LoS** is open or blocked. Temporarily remove the **targeting** miniature and the miniature on the **target** square (if any), and place a **LoS** check marker in each of the two squares. Using a ruler, thin cord, the rulebook, or any other object with a straight edge, connect the center red dots of the two markers with a straight line. If the line crosses a wall, closed door, any square occupied by another miniature, or a **Floor Element** blocking **LoS**, then the **LoS** is blocked.



DUEL

Players can **Duel** to try to steal the **Initiative** from each other, or to **Interrupt** each other's actions. Both types of **Duel** are fought in the same way:

Fighting the Duel

The players engaged in the **Duel** each secretly choose any number of CP counters from behind their screens and place them in their hand. They extend their closed fist over the table and simultaneously reveal how many CP counters each one has bet. The player who has bet the most CP counters wins the **Duel**. In case of a draw, nothing happens. All CP bet by both players go to the **Bank**.

The player who asked for the **Duel** MUST bet a minimum of 1 CP.

Dueling for Initiative

At the end of the **Initiative phase**, the player who doesn't have the **Initiative** marker can ask for a **Duel**. The other player cannot refuse the **Duel**. The winner of the **Duel** gets the **Initiative** marker and plays first in the following **Activation phase**. In case of a draw, the player currently holding the **Initiative** marker keeps it.

Note: *The winner of the* **Duel** *keeps the* **Initiative** *marker until the next* **Initiative phase**, *at which point the scenario specifies again who gets the* **Initiative** *(see Determining the Initiative section).*

Example: Scenario #2 specifies that the NORAD Player receives the **Initiative** marker at every **Initiative phase**. At the end of each **Initiative phase**, the Salemite player can ask for a **Duel** to obtain the **Initiative** marker.

Dueling for Interruption

During the **Activation phase**, the **non-Active player** can ask for a **Duel** if a **Character** under his control (the **Interrupting Character**) meets one of the following conditions:

- An enemy **Character** is being **activated** in his **LoS**:

The **non-Active player** may ask for a **Duel** as soon as the **Active player** declares which **Character** he is activating. The **Duel** can happen even before the **Active player** assigns any **Order tile** to the **Character** just **activated**.

- An **activated** enemy **Character** enters his **LoS**:

The **non-Active player** can ask for a **Duel** when the **activated Character** enters his miniature's **LoS** for the first time this **Activation round**.

Example: when the **activated Character** enters the first square in the **Interrupting Character**'s **LoS**; when a door is opened or a wall is broken opening a **LoS** to the **Interrupting Character**.

If the **non-Active player** doesn't ask for a **Duel** at that precise moment, he cannot ask for a **Duel** later in this round if the **activated Character** performs further **Movements** or orders in the same **Character**'s **LoS**.

- An **activated** enemy **Character** enters a square **adjacent** to him and in his **LoS**:

The **non-Active player** can ask for a **Duel** when the **activated Character** enters an **adjacent** square for the first time this round. If the **non-Active player** doesn't ask for **Interruption** at that precise moment, he cannot ask for a **Duel** later in this round if the **activated Character** performs further **Movements** in **adjacent** squares.

Interruption Constraints

✔ The **Interrupting Character**'s card does not become engaged as a result of the **Interruption**. Whether the **Character** has been previously **activated** or not has no bearing on whether it can perform an **Interruption**.

✔ The **non-Active player** can ask for a **Duel** multiple times in a single **Activation round** as long as each **Duel** is triggered at a different time in the round by one of the above conditions. They can involve the same or different **Characters**. Whether a previous **Duel** was successful or not does not prevent additional duels from occurring.

✗ It is forbidden to ask for a **Duel** if the **Interrupting Character** has already spent CP up to his **Maximum CP per turn** (since he wouldn't be able to execute any order anyway).

✗ It is forbidden to ask for a **Duel** when the **activated Character** is passing through a square occupied by another **Character**. But it is possible to ask for it once this **Character** exits this square, if he is still in the **LoS** of the **Interrupting Character**.

✗ It is forbidden to ask for a **Duel** while another **Interrupting Character** is already executing orders. There can only be one **Interruption** under way at any given time.

- Only one **Character** can **Interrupt** at a time. If two **Characters** or more meet the necessary conditions to ask for a **Duel** at the same moment, the **non-Active player** MUST identify which **Character** is doing the **Interrupting** before the **Duel** can start.

Resolving a Duel for Interruption

- If the **Active player** wins the **Duel** or in case of a draw, nothing happens and the **Active player** resumes playing.

- If the **non-Active player** wins the **Duel**, the **activated Character** goes on **Pause** and the **non-Active player** can perform either or both of the following options:

  - Assign a new **Order tile** to the **Interrupting Character**.

Note: *Only one new* **Order tile** *can be assigned to a Character per* **Activation round**. *In the case of an* **Interruption**, *the non-Active player is in the context of the Active player's* **Activation round**. *If the same Interrupting* **Character** *wins two* **Duels** *in one round, a new* **Order tile** *can be assigned to him in only one of the* **Interruptions**.

  - Execute up to two **Red** or **Gold** colored orders from any **Order tiles** assigned to the **Interrupting Character**. Such orders are called **Interrupting Orders**.



Order Colors

You now understand that different order colors have different purposes. **Black Orders** can only be used for **activated Characters** while **Red** and **Gold Orders** can be used for **activated Characters** and **Interrupting Characters**. The difference between **Red** and **Gold Orders** will be explained later on in the rules.

Note: *The player may decide to execute zero orders, either as a result of a mistake or because his* **Duel** *was a bluff.*

Once the **Interrupting Character** has executed up to two orders, the **activated Character** exits the **Pause** state and resumes playing.

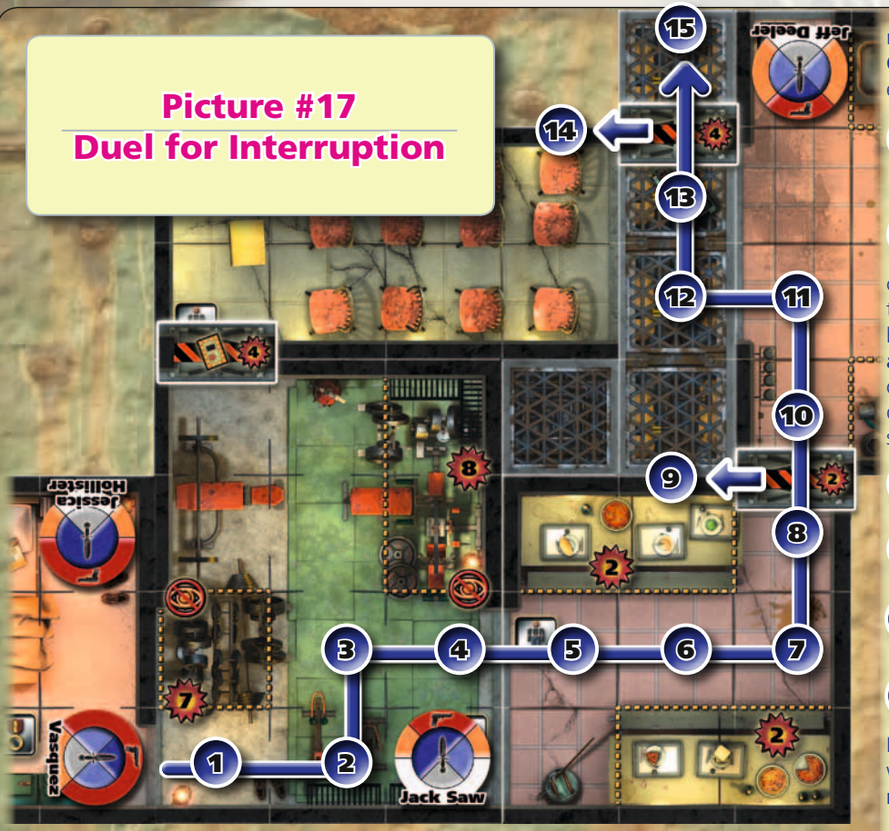
Pause

When the **non-Active player** asks for a **Duel**, and before this **Duel** resolves, the **Active player** can choose the facing of the **activated Character**. If the **Active player** loses the **Duel**, the **activated Character** must keep that facing as long as he is in the **Pause** state. While in **Pause**, a **Character** can do nothing except defend himself if he is attacked.

When the **activated Character** enters the **Pause** state, players must take note of how many **Movement points** and unused CP this **Character** has left. When the **activated Character** exits the **Pause** state, the **Active player** resumes executing his orders from the point when he was interrupted. He can use the remaining **Movement points** he had left (if any) and keep on spending CP on his **activated Character**.

Note: *If the* **activated Character** *becomes* **Wounded** *while in* **Pause**, *the* **Active player** *must take into account the new '***Wounded***' Movement value and* **Max CP per turn** *when the* **Character** *exits* **Pause**. *Any partially executed order can be completed using the previous* **Movement value** *and* **Max CP per turn**, *but any new orders are subject to the new* **Movement value** *and* **Max CP per turn** *limit.*

Picture #17
Duel for Interruption



The NORAD Player is the **Active player**. He announces that he activates Vasquez and engages her **Character card**. At that moment, the Salemite player realizes that both Jessica and Jack Saw have a **LoS** to Vasquez. So he asks for a **Duel** in the name of Jessica. The Salemite player loses the **Duel**, so the NORAD Player resumes Vasquez' **Activation**. He assigns her a new **Order tile**, gives her a **Move order**, and moves her along the blue line on the map. Let's examine, with each square of **Movement**, when the Salemite player is allowed to ask for a **Duel** again:

1 Vasquez moved out of Jessica's **LoS** and moves into Jack Saw's **LoS**, but she is not entering his **LoS** for the first time since she was already in his **LoS** when she was **activated**. So Jack Saw cannot become an **Interrupting Character**.

2 Vasquez enters a square **adjacent** to Jack Saw for the first time this **Activation round**, so the Salemite player asks for a **Duel**. He wins the **Duel** and assigns Jack Saw a new **Order tile** containing a **Red Close Combat** order section with a value of 2 CP. He spends 2 CP on the order section and executes a **Close Combat order** rolling 5 **Combat dice**. Vasquez takes 4 **Wounds** so she becomes **Wounded**. From **Healthy** to **Wounded**, Vasquez loses 2 **Movement points** on her **Character card**. She can complete her current **Move order** with her old **Movement value**, but any future order will need to take into account her new '**Wounded**' **Movement value**. Unfortunately, Jack Saw doesn't have a second **Red** or **Gold Order** on his assigned **Order tile**. If so, he could have moved to square #6 for example and blocked the way to Vasquez' escape.

3 Vasquez is out of reach (she's not on an **adjacent** square).

4 Jack Saw cannot ask for a **Duel** again since it is not the first time Vasquez enters an **adjacent** square.

5 **6** **7** Although Vasquez is moving in Jack Saw's **LoS,** he cannot ask for a **Duel** again since it's not the first time.

8 **9** The door is closed, so Jeff Deeler cannot see Vasquez and he cannot ask for a **Duel**. But Vasquez uses her 9th **Movement point** to open the door. Now she enters Jeff Deeler's **LoS** for the first time this round. The Salemite player asks for a **Duel** again which he loses. If he had won the **Duel**, he could have moved Jeff Deeler with a **Red** or **Gold Order** to block Vasquez's **Movement**.

10 - **15** Vasquez keeps moving but never enters a square **adjacent** to Jeff Deeler, so the Salemite player never gets an opportunity to ask for another **Duel**.

You can now play
Scenario #2 - Last Hope Chapel!

To play Scenario #3, read:
- **Equipment**
- **Shoot**



EQUIPMENT



Characters can carry **Equipment**. When a **Character** carries **Equipment**, place the corresponding **Equipment card** face up on the table, below the carrying **Character**'s card, leaving some space between the **Character card** and the **Equipment card** to assign **Order tiles** (see **Pictures #20, 22, 23**).

There are four categories of **Equipment** as shown on **Picture #18**.

How to Get Equipment?

The Scenario usually specifies the **Equipment** carried by each **Character** at the start of the game. During the game, **Characters** can exchange **Equipment** with friendly **Characters**, or steal **Equipment** from **Dead** enemy **Characters**, or **Search** rooms for **Equipment** (see Search section).

Equipment Markers

Some **Equipment** is represented by markers instead of cards (for example: the **Magnetic card** marker). **Equipment** markers have no weight and are simply placed on the **Character card** of the miniature carrying them. **Equipment** markers follow all rules applicable to **Equipment cards**.

A **Character** with a **Weight allowance** of zero (like Zombie 1 for example) can only carry **Equipment cards** with a weight value of zero or **Equipment** markers.

Weight Limit

There is no limit to how many **Equipment cards** a **Character** can have as long as the total weight of all **Equipment** carried does not exceed the **Character**'s **Weight allowance** (see **Picture #1**).

Dropping Equipment

If, at any time, a **Character** violates the Weight Limit, he must immediately drop enough **Equipment** to fall back within the limit. Dropping is immediate, costs nothing, and can be done in the middle of an order. To drop **Equipment**: remove from the game the corresponding **Equipment cards**, except in scenarios using the **Search** rule (see Search section).

Example: In Scenario #3, Nick Bolter carries a Heavy Machine Gun (Weight=4). Since Nick Bolter has a **Weight allowance** of 6, he can still pick up and carry other **Equipment** with a combined weight value of 2 or less. If he ever wants to carry a heavier piece of **Equipment**, he will have to drop the Heavy Machine Gun.

When a **Character** becomes **Wounded**, his **Weight allowance** may change. The controlling player must check whether this causes him to violate the Weight Limit, and drop **Equipment** as required.

Equipment markers cannot be dropped (their weight is zero anyway).

Note: *A* **Character** *may not drop* **Equipment** *just because he feels like it* (for example, if he anticipates getting killed and wants to prevent the enemy from getting his Equipment). *Dropping* **Equipment** *is only possible when violating the* **Weight Limit**.

Transferring Equipment

During a **Move order**, when a **Character** passes through a square occupied by a friendly **Character**, the player controlling the two **Characters** can exchange **Equipment** between them, at no cost in **Movement points** or CP, by simply switching the **Equipment cards** under their respective **Character cards**. When the exchange is completed, each **Character** must check his Weight Limit and drop **Equipment** if required.

What Happens to my Equipment when I Die?

When a **Character** dies, stack his **Equipment cards** underneath his **Character card** in addition to following the normal steps outlined in the **Dead Characters** section (see Core Rules section).

If a **Character** is killed during **Close Combat**, the **Character** that killed him may take any or all of his **Equipment** at no cost. During a **Move order**, if a **Character** moves through or stops on a square containing one or more **Dead Character** markers, he may pick up any and all **Equipment** from underneath the **Character card**, at no cost. In each case, the **Character** that acquired the new **Equipment** must check his Weight Limit and drop **Equipment** as required.

Note: **Dead Characters** *have no* **Weight allowance**, *and therefore no Weight Limit to check (carrying extra weight around is the least of their worry at this point…). They can be raided for* **Equipment**. *But they cannot receive* **Equipment**, *through a transfer for example.*

Using Equipment

- **Close Combat weapons**: During **Close Combat orders**, **Close Combat Weapons** increase the **Combat Strength** of the **Character** carrying the weapon. When calculating **Combat Strength**, look up the proper arc color on the Combat chart of the **Equipment card** to determine the number of additional **Combat dice** or **automatic hits** granted by the weapon. Add these combat bonuses to the **Character**'s basic **Combat Strength**.

A **Character** can carry more than one **Close Combat Weapon**, but he can only use one in a given **Close Combat order**.

- **Firing Weapons and Explosive Weapons** (see Shoot section).
- **Using Special Items** (see Interact section).

SHOOT

Only **Characters** carrying **Firing Weapons** can **Shoot**. **Equipment cards** provide **Firing Weapons** and some **Characters** such as Cherokee Bill and the Mammoth MK II have **Firing Weapons** integrated in their **Character cards** (see Character Glossary).

A **Character** carrying two or more **Firing Weapons** can only use one of them in a given **Shoot order**.

To perform a **Shoot order** with an **activated** or **Interrupting Character**, follow these steps:

- Spend 1 to 4 CP on a **Shoot** order section of a tile assigned to the **Character**.
- This **Character** is the designated **Shooter**.
- The controlling player chooses a **target** enemy miniature, door, wall, or **Floor Element**, designated as the **target**.
- Check that the **Shooter** has a **LoS** to his **target**. If he does not, the **Shoot order** fails (but the CP remain spent).
- Determine the Required **range** to hit the **target.**
- **Roll for Targeting.**
- **Roll for Damage**.

Determine Required Range

To figure out the **range** required to hit the enemy, count how many squares separate the **Shooter** from its **target**, not using diagonals. The **Shooter**'s square does not count but the **target**'s square does. It is possible to **Shoot** when the **Shooter** is **adjacent** to his **target** (in this case, the **range** is 1). The **Shooter** can also **Shoot** at a door or wall; when he is **adjacent** to it, the **range** is zero and the **targeting** is automatically successful (see Picture #21).

Reminder: A door or wall is said to be **adjacent** to a square when it touches one of its sides

Example: Picture #19 shows some examples of possible **Shooting** situations: Jack Saw can **Shoot** at James Woo at **range** 3. Nick Bolter can **Shoot** at Jack Saw at **range** 4. Vasquez can **Shoot** at Jack Saw at **range** 7. These three **Shooting** situations are detailed in the examples shown in Pictures #20, 22, 23.



Picture #19

Roll for Targeting

To determine the chances of hitting the **target**:

- Look up the **Shooter**'s **Shooting value** (see Picture #1).
- Add the **Firing Weapon**'s **Shooting value**, if any (see Picture #18).
- Add any other **Shooting** bonuses (from a Targeting Lens, for example)

Shooting Icon Examples

- Roll 1 additional yellow die for **targeting**
- Add 2 **automatic distance points** to the **targeting** result.

Improved Targeting

Use additional CP to improve **targeting**. Each CP after the first one grants one additional yellow die for **targeting**. The **Shooter** must announce how many of the extra CP spent on the **Shoot order** he uses to improve **targeting**, before rolling the dice for **targeting**.

Note: *No more than 4 CP in total can be spent on a* **Shoot** *order section.*

Dice Result Chart

one **perfect shot**	**distance** +0	**distance** +1	**distance** +2	**distance** +2 & **out of ammo**

Resolving Targeting

Roll all dice listed above and add any **automatic distance points**:

- If the **Shooter** rolls at least one **perfect shot**, **targeting** is successful no matter the **range**.
- If the total **distance** rolled **equals or exceeds** the **range**, **targeting** is successful.
- In any other situation, **targeting** fails. All CP spent on the **Shoot order** remain spent.

= Running Out of Ammunition

This icon is only relevant during a **Shoot order** and only when **targeting**. If the **Shooter** rolls at least one **out of ammo icon**, his **Firing Weapon** runs out of ammunition and will need to be **reloaded** before future **Shootings** can take place. This does not, however, impact the current **Shooting** which proceeds as usual.

Only **Firing Weapons** showing the **out of ammo icon** on their **Equipment card** (see Light Bolter on Picture #18) are susceptible to running **out of ammunition**. When they do, engage the **Equipment card** by rotating it 90 degrees the same way you would engage a **Character card**. When a **Firing Weapon** is engaged, it means that it is **out of ammunition** and therefore cannot fire. It does not disengage at the **Final phase**. Only **reloading** it can disengage it.

Note: *The* **Shooter** *can decide to roll fewer dice than he is entitled to (mainly in order to avoid running* **out of ammo***).*

If so, he must announce how many dice he will use for **targeting** before rolling them.

Reloading a Firing Weapon

Only **Firing Weapons** with this icon can be **reloaded. Reloading** can only occur during the carrying **Character**'s **Activation**, not during an **Interruption**. To **reload**, simply spend 1 CP and place it directly on the card of the **activated Character** carrying the weapon, and then disengage the **Equipment card**. This CP spent counts towards the **Maximum CP per turn** for the **Character**. No **Order tile** section is used to **reload**. You can perform a **reload action** in addition to other orders in the same round of **Activation**.

2 Fixed Ammunition Weapons

When using a **Firing Weapon** with this type of ammunition icon (see Bazooka on Picture #18), the number shown represents its Ammunition number. Place a **Wound** counter on the **Equipment card** each time it is fired (regardless of whether the **targeting** was successful or not, and whether the **out of ammo icon** came up on a die or not). These counters show how much ammunition has been used so far on the **Equipment**. Fixed Ammunition Weapons cannot be **reloaded**. When the number of **Wound** counters on the **Equipment card** reaches its Ammunition number, remove the **Equipment card** from the game (return the **Wound** counters to the **Bank**). If the scenario uses the **Search** rule, the **Equipment card** goes to the bottom of the **Search** pile instead, with the discarded **Equipment** facing up.

Transferring Weapons with Depleted Ammunition

When transferring a **Firing Weapon** from one **Character** to another: if it is **out of ammo** (**Equipment card** engaged), it stays so; if it had **Wound** counters on it, they remain on the **Equipment card** after the transfer.

Roll for Damage

If **targeting** is successful, the **Shooter** then **Rolls for Damage**:

- Looking at the outer circle on the **Shooter's** miniature base, check whether the **target** is in the **Shooter's red or orange fire arc**. If the **target** is exactly between two different fire arcs, the **Shooter** chooses which arc to use.
- On the **Equipment card**, look up the matching **red or orange damage** icon. For example:

Damage Icon Examples

- +2 — Roll 2 **Combat dice** for **damage**
- +2 — Add 2 **automatic hits** to the **damage** result

Pour it On!!!

Use additional CP to increase **damage**. Each CP after the first one grants one additional yellow die for **damage**. The **Shooter** must announce how many of the extra CP spent on the **Shoot order** he uses to increase **damage**, before rolling the dice for **damage**.

Note: *CP used to improve* **targeting** *cannot be used again to increase* **damage***; new CP must be used. Also, no more than 4 CP in total may be spent on a* **Shoot** *order section, including: the original CP, CP spent to improve* **targeting** *and CP spent to increase* **damage**.

Resolving Damage

The **Shooter** rolls all **Combat dice** listed above.

Dice Result Chart



one **critical hit**	zero **normal hit**	one **normal hit**	two **normal hits** *(ignore ammo symbol, only relevant during Targeting)*

Critical Hits

For each **Combat die** showing a **critical hit**, the **Shooter** automatically inflicts one **Wound** to the **target**.

Take a **Wound** counter from the **Bank** and place it on the corresponding **Character card**.

Note: **Critical hits** *always get applied first. If they inflict sufficient* **Wounds***, the player may have to flip the* **Character card** *over to the* **Wounded** *side (see Wounded Characters section), thus resulting in a possibly lower* **Armor value***, before checking for* **normal hits**.

Normal Hits

The **Shooter** counts all the **normal hits** he obtained on his **Combat dice**, plus any **automatic hits**, and compares his total number of hits to the **target's Armor value**.

If the total hits **exceed** the **target's Armor value**, the **target** receives one **Wound** counter for each hit exceeding the **Armor value**. If they are equal to or less than the **target's Armor value**, then nothing happens.

The rules for **Characters** becoming **Wounded** or **Dead** are the same as those described in the **Close Combat** section.

Important

Unlike in **Close Combat**, the **target** of a shooting does not get to roll **Combat dice** to defend.

Picture #20
Jack Saw Shoots at James Woo



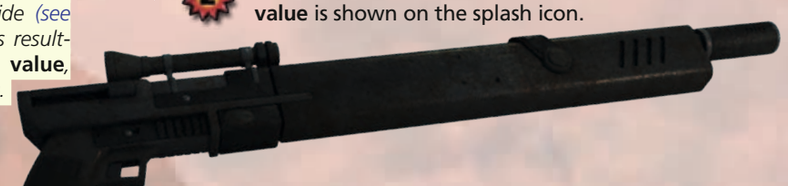
1. Jack Saw is the **Shooter**. In **Picture #19**, the **Shooter** has a **LoS** to James Woo, Nick Bolter and Vasquez. James Woo is at **range** 3 from the **Shooter**, while Nick Bolter is at **range** 4, Vasquez is at range 7. The **Shooter** carries a Light Bolter. Add the **Shooting value** of the **Shooter** and the Light Bolter to get +3 **automatic distance points**. That means that Jack Saw can **shoot** at James Woo and have successful **targeting** without rolling any dice. So he declares that James Woo is the **target**.
2. The **Shooter's** controller spends 3 CP on a **Shoot** order section of an assigned **Order tile**:
   - The first CP is used to trigger the **Shoot order** using the basic **Shooting values** on both the **Character** and the **Equipment card**.
   - The two extra CP can be used to improve **targeting** and/or increase **damage**. In this situation, no need to improve **targeting**, so the **Shooter** chooses to use the 2 extra CP to **Pour it On**!!! and thus adds 2 **damage** dice.
3. The **target** is in the **Shooter's red fire arc**, and the Light Bolter basic **damage** value for the **red fire arc** is +2 **Combat dice**. So the **Shooter** rolls a total of 4 **Combat dice** for **damage**.
4. The results are:
   - One **critical hit** directly applied as a **Wound** counter placed on the **target's Character card**.
   - 5 **normal hits**. Since James Woo's **Armor value** is 3, James Woo suffers two more **Wounds**.

Note: *The* **out of ammo icon** *is not used during* **damage**.

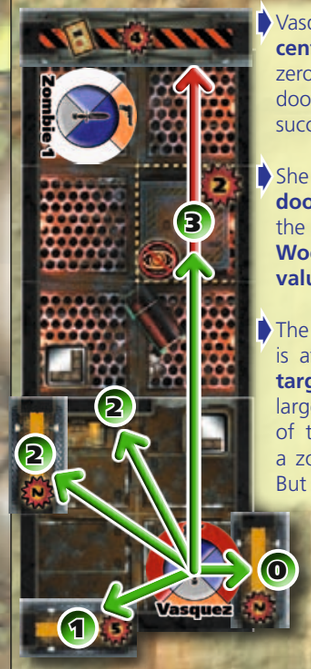
Shooting Doors, Walls, and Floor Elements

The **Shooter** can **target** any closed door, wall or destroyable **Floor Element** (see Destroying Floor Elements section). All normal steps of a **Shoot order** apply. When **Rolling for Damage**:

- The **Floor Element's Defensive value** is fixed:
  - 2 — For doors and **Floor Elements**, the **Defensive value** is shown on the splash icon.
  - 10 — For single or double walls, the **Defensive value** is 10 (see **Picture #6** for an explanation of single vs. double walls).
- = — When the **Shooter** rolls his **Combat dice** for **damage**, each **critical hit** counts as three **normal hits**. Add **automatic hits** as required.
- Destroyed — If the total number of hits **equals or exceeds** the **Floor Element's Defensive value**, the **Floor Element** is destroyed.







- Vasquez can **Shoot** at the **adjacent** door to the east, at **range** zero. At this **range**, **targeting** doors or walls is automatically successful.
- She can also **target** the **Wooden door** (**Defensive value** 5) to the south at **range** 1, or the **Wooden door** (**Defensive value** 2) to the west at **range** 2.
- The wall that is north-east of her is at **range** 2 and can also be **targeted**. She cannot **target** the large **Sliding door** at the end of the hall since the crate and a zombie are blocking her **LoS**. But she could **target** the crate at **range** 3 to destroy them, and then **target** the large door with a second **Shoot order**.

Picture #21
Targeting Doors and Walls

1 Vasquez is the **Shooter**. Based on the map on **Picture #19**, the **Shooter** has a **LoS** to Jack Saw and declares him as the **target**. The **range** between the two is 7. The **Shooter** carries a Sniper Rifle. Vasquez' controller spends 4 CP on a **Shoot** order section. The first CP is used to trigger the **Shoot order**. Add Vasquez and the Sniper Rifle's **Shooting values** to get a basic **Shooting value** of +5 dice for **targeting**. Vasquez decides to use 1 extra CP to improve **targeting**, hoping to get at least one die roll with a **perfect shot** since her **target** is pretty far away.



2 The **Shooter** rolls 6 dice for **targeting** and gets a **perfect shot**, so the **targeting** is successful regardless of the **range**. The Sniper Rifle runs **out of ammo** after this **Shoot order** and will remain useless until **reloaded**.

3 Vasquez uses the two other extra CP to increase **damage**. The **target** is in Vasquez' **red fire arc**, and the Sniper Rifle's basic **damage** value for the **red fire arc** is +2 **Combat dice**.

So the **Shooter** rolls a total of 4 **Combat dice** for **damage**.

4 The results are 5 **normal hits**. Since the **target**'s **Armor value** is 2, it receives 3 **Wound** counters.

Picture #23 - Vasquez Shoots at Jack Saw

Picture #22
Nick Bolter Shoots at Jack Saw

1 Nick Bolter is the **Shooter**. Based on the map on **Picture #19**, the **Shooter** has a **LoS** to Jack Saw and declares him as the **target**. The **range** between the two is 4. The **Shooter** carries a Heavy Machine Gun. The **Shooter**'s controller spends 4 CP on a **Shoot** order section of an assigned **Order tile**. The first CP is used to trigger the **Shoot order** using the basic **Shooting values** of both the **Character** and the **Equipment card**.



2 Add the **Shooting value** of the **Shooter** and the Heavy Machine Gun to get a basic value of +2 dice for **targeting**. The 3 extra CP can be used to improve **targeting** and/or increase **damage**. Nick wants to make sure he hits his **target** so he announces that he uses 2 extra CP to improve **targeting** and the 3rd extra CP to increase **damage**. So he gets 2 more dice for **targeting** and, if **targeting** is successful, he will get one more die for **damage**. If **targeting** is a failure, the last extra CP is lost and remains attached to the **Order tile**.

3 The **Shooter** rolls 4 dice for **targeting** and gets a **distance** of 4. That is exactly the minimum Nick needs to hit his **target**. Unfortunately, he also rolled an **out of ammo icon** which engages his Heavy Machine Gun **Equipment card**. He will need to **reload** it at some point. This does not affect his present shooting so Nick proceeds to the **damage** rolls.

4 The **target** is in Nick's **orange fire arc**, and the Heavy Machine Gun basic **damage** value for the **orange fire arc** is +2 **Combat dice**. Since Nick spent 1 Extra CP to **Pour it On**!!!, he gets an additional **damage** die. So the **Shooter** rolls a total of 3 **Combat dice** for **damage**.

5 The results are:

- One **critical hit** directly applied as a **Wound** counter placed on the **target**'s **Character card**.
- 2 **normal hits** did not exceed the **target**'s **Armor value** of 2, so he does not receive any more **Wounds**.

With Equiment & Shoot, you can play Scenario #3 - Target: Pr. John Kendall!

To play Scenario #4, read:

- **I.P.S.**
- **Interact**

Explosive Weapons

Certain **Firing Weapons** and **Special Items** have the Explosive icon, and cause an **Explosion** when triggered. When executing a **Shoot order** using an **Explosive Weapon**, all normal steps apply until **Roll for Damage**.

Roll for Damage with an Explosive Weapon



The **Shooter's red and orange fire arcs** on the miniature's base are not used to determine **damage**. Instead, the **Explosion** causes **damage** to an **area of effect** as represented on the **Equipment card** by a diagram, with the **target** square usually at its center.

The **Shooter**, or the player who **activated** the **Explosive Weapon**, must do a separate **Roll for Damage** for every **target** in every square of the **area of effect**. Valid **targets** are: any **Character** (friendly or enemy), door, single wall section, double-wall section, or destroyable **Floor Element**.



Picture #24

Starting from the **targeted** square and moving outward, determine whether the square is in a **red or orange damage zone**, as represented on the **Equipment card's area of effect** diagram. Roll the appropriate number of **damage** dice and add any **automatic hits** as represented by the **damage** icons on the **Equipment card**. Add one additional **damage** die for each extra CP spent to **Pour it On**!!!

Note: *Additional CP spent to* **Pour it On***!!! in an* **Explosion** *only need to be spent once. They provide their bonus to all the* **Rolls for Damage** *in this* **Explosion**.

Special Cases

If there are more than two **targets** on a single square (for example: a miniature and a door, or a door and a wall), roll separately for each **target**. Don't check **damage** for open doors.

If a **target** spans more than one square (a Floor Element or the Mammoth MK II), it only suffers damage once; choose one of the squares, and roll **damage** for that square only.

If a door, wall, or double wall separates two squares in the **area of effect,** the **Explosion** cannot spread from the first square to the second unless the wall or door is destroyed by the **Explosion** (see Picture #25).

Picture #25 - Vasquez Launches a Grenade



1 Vasquez is the **Shooter**. Based on the map in **Picture #24**, Vasquez has a **LoS** to the square in front of the door. She decides to fire a grenade and **target** this particular square. She spends 4 CP on a **Shoot** order section and announces that she uses the 3 extra CP to increase **damage** with 3 extra **damage** dice (**Pour it On**!!!). The **Pour it On**!! bonus applies to all **damage** rolls.

2 Targeting Roll

2 Vasquez rolls 3 dice for **targeting** and rolls a **distance** of 3. Since the **targeted** square is at **range** 3, **targeting** is successful.

3 She starts by **Rolling for Damage** to the **targeted** square. In this square, two **Floor Elements** can be destroyed: the **Magnetic card Sliding door** to the north with a **Defensive value** of 4 and the wall to the east.

4 Red Damage Roll against Door

4 So she rolls 6 **damage** dice for the door and another 6 **damage** dice for the wall. Any **critical hit** rolled on **Floor Elements** is equivalent to 3 **normal hits**. She rolls 6 hits for the door, and 8 hits for the wall (not represented in the example). So the door is destroyed, but the wall is not, since its **Defensive value** is 10!

5 Orange Damage Roll against Jack Saw

5 Spreading out from the **targeted** square, Vasquez **Rolls for Damage** to the **orange damage** squares in the **area of effect**. Each orange square suffers 3 **damage** dice and +4 **automatic hits**.

The door in front of Jack Saw is destroyed so the **Explosion** spreads to Jack Saw's square. Vasquez rolls 3 dice and adds +4 **automatic hits** for a total of 7 Hits. Jack Saw receives 5 **Wound** counters.

6 Vasquez MUST also **Roll for Damage** to the wall touching the east side of Jack Saw's square, rolling once again 3 **damage** dice and adding +4 **automatic hits**. If the final result is 10 hits, this wall is also destroyed by the blast (place a short Broken Wall marker). If the door had resisted the **damage** roll, the **Explosion** would not have spread to the zombie's square.

The previous **damage** roll did not destroy the wall to the east of the **targeted** square, therefore the **Explosion** cannot spread to the other side, east of this wall.

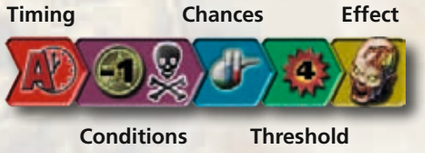
7 The table to the west of the **targeted** square is automatically destroyed. No need to roll any dice. However, in the square occupied by the table, Vasquez MUST **Roll for Damage** to the north wall touching the square, since it is in the **area of effect**, still rolling 3 **damage** dice + 4 **automatic hits** (the square beyond the wall is outside the **area of effect** and thus unaffected).

The floor square to the south of the **targeted** square suffers the same fate but there is nothing to **Wound** or destroy in it, since it is an empty square. On the other hand, the east wall touching the square could be destroyed. So Vasquez MUST once again roll for this wall.

To summarize, in this situation, with just one grenade launched on the proper square, Vasquez **Rolled for Damage** twice in the **red damage** area and five times in the **orange damage** area. Fortunately, she was smart enough to stay out of the **Explosion**'s **area of effect**, because if not, she would have suffered from the **Explosion** as everyone and everything else did…

ICONOGRAPHIC PHRASING SYSTEM (I.P.S.)

Many **Characters**, **Equipment cards**, and **Floor Elements** have Special Abilities which are described in a graphical way using the **Iconographic Phrasing System** (I.P.S.):



An **IPS** line can contain any or all of the following symbols:

- **Timing**: The icon inside the red zone indicates the phase in which the Special Ability can be used. In this example: during the **Activation phase**.
- **Condition:** The icon(s) in the purple zone specify the conditions that must be met before attempting the Special Ability. In this example: a Salemite **Character** must pay 1 CP and must be **immediately facing** a cadaver.
- **Chance:** The icon in the blue zone indicates how many yellow or black dice the **activated** or **Interrupting Character** must roll to attempt the ability. Sometimes, the icon shown refers instead to one of the **Character**'s characteristics (e.g. its Scientific or Technological value, see **Picture #1**). In this case, the number of dice to roll or the number of **automatic hits** is specified on the **Character card** next to the corresponding icon.
- **Threshold**: The icon in the green zone indicates the threshold level for a successful test.
- **Effect**: The icon(s) in the yellow zone indicate the effects of the Special Ability. If the timing is respected, if the conditions are met, and if the test is successful, then the effects are applied.

Now let's translate the sample **IPS** line above: During the **Activation phase**, a Salemite **Character immediately facing** a cadaver can spend 1 CP and roll as many dice as his **Scientific value**. If he rolls 4 hits or more, he generates a zombie. This **IPS** line belongs to the Zombie Serum **Equipment card**.

How to Use an IPS Line

- The abilities of **Equipment cards** and **Floor Elements** are triggered with an **Interact order** of at least the number of CP required by the conditions (see Interact section).
- **Characters'** special abilities do not need an **Interact order** to be triggered (see Characters' Special Abilities section).
- If no CP is required to meet the conditions, an **Interact order** is not necessary. The effect is automatic.

For a glossary of all *Earth Reborn* icons, please refer to your Player Aid screen.

With IPS & Interact, you can play Scenario #4 - The Vault!

To play Scenario #5, read:
- **Mission/Morale Points**
- **Spy Points**
- **Search**

INTERACT

The **Interact order** is used to trigger the Special Abilities (**IPS** line) of **Floor Elements** and **Equipment cards** (**Special Items**) that require spending CP. It can also be used to perform other types of actions such as **Torturing** (see Torture section).

- To **Interact** with a **Special Item**, the **Character** must be carrying it.
- facing icon — To **Interact** with a **Floor Element**, the **Character** must be standing in front of the **Floor Element**, on the square showing the facing icon. The miniature must be facing in the direction indicated by the **red arc** on the facing icon (see **Picture #26**). If a room shows an **IPS** line and no facing icon, the **IPS** line can be triggered from any square in the room and regardless of the miniature's facing (example: Patient Room).

Executing an Interact Order

- Spend enough CP on an **Interact** order section to meet the **IPS** conditions.
- Apply any other **IPS** conditions.
- Roll the dice specified by the **IPS** chances, if any. ***Note**: Each additional CP spent on the Interact order section grants one additional die of the same color.*
- The dice rolled provide **test points** according to the charts below, depending on the dice color:





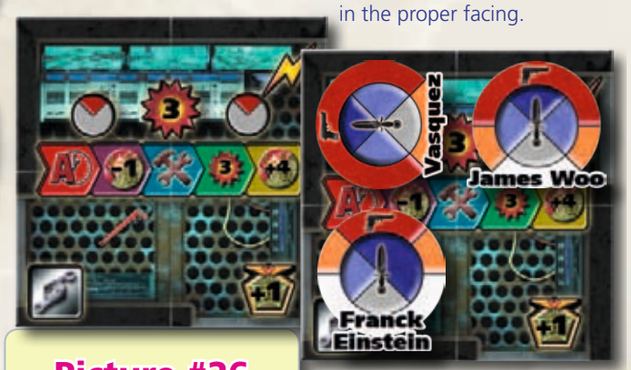
- If the total of **test points** equals or exceeds the **IPS** threshold, the effect is triggered. If not, nothing happens and every CP spent is lost.

Interact Restrictions

✔ A **Special Item** can be triggered as many times as desired during the same turn or **Activation round**, by the same **Character** or different **Characters**.

✗ A **Floor Element** can only be triggered once per turn per **Character**, no matter whether the triggering is successful or not. That means that two different **Characters** can trigger the same **Floor Element** once per **Character**, in the same turn.

Example: In **Picture #26**, Vasquez cannot **Interact** with the Video Surveillance since she is not in the proper facing. Franck Einstein cannot **Interact** with the Video Surveillance since he is not standing on the correct square. Only James Woo can **Interact** with the Video Surveillance, being in the correct square and in the proper facing.



Picture #26

Switch ON

The effect of some **IPS** lines is to turn an **Equipment card** or **Floor Element** ON or OFF. When the ON effect is triggered, place the ON marker on the secondary **IPS** line starting with the ON icon to show that it is now active.

Switch OFF

The same **IPS** line can be used to turn the **Equipment card** or **Floor Element** OFF again. When the OFF effect is triggered, flip the ON marker to OFF, indicating that the secondary **IPS** line is now inactive. If an **Equipment card** or **Floor Element** has an ON marker on it, it can be switched OFF. A **Floor Element** can be switched ON by a **Character**, and then switched OFF by another **Character** in the same turn or round.

Multiple IPS Lines

When more than one **IPS** line is available on the same **Equipment card** or **Floor Element**, the **Active player** decides which line he wishes to trigger. Only one **IPS** line can be triggered at a time (Example: Command Post, Wiring Plans).

Special Items with Limited Number of Uses

Some **Special Items** show this type of Ammunition icon, indicating how many charges the item has. Each time the item is successfully triggered, place a **Wound** counter on the card. When the number of **Wound** counters on the **Equipment card** reaches the Ammunition number, remove the **Equipment card** from the game (return the **Wound** counters to the **Bank**). If the scenario uses the **Search** rule, the **Equipment card** goes to the bottom of the **Search** pile instead, with the discarded **Equipment** facing up. Transferring a **Special Item** with charge counters on it doesn't remove the charge counters.

Destroyed Floor Element

Floor Elements that can be destroyed (as indicated by a **Defensive value** icon) lose the Special Ability associated with their **IPS** line when they are destroyed. Others cannot be destroyed and keep their Special Ability forever (e.g., the Armory, Torture Chamber, Generator, Secret Safe Room, Patient Room, Officers' Quarters, etc.).

Timer

Some **IPS** effects have a timer icon that causes the effect to be delayed. When the **IPS** line is successfully triggered, place on the **IPS** line as many **Wound** counters as indicated in the timer icon. These counters are called time counters. During each **Final phase**, remove one time counter from all **IPS** lines with time counters. When the last time counter is removed from an **IPS** line, its effect is applied (Example: Missile Room, Deadly Virus).

Note: *Some* **Equipment cards***, such as Time Bomb and Smoke Grenades, have dedicated markers and therefore do not need time counters (see Equipment Glossary for details).*

Electricity

Some **Floor Elements** with **IPS** lines show an electricity icon, indicating that the **Floor Element's** Special Ability relies on electricity to function. The electrical power can be shut down to certain rooms or to the whole building through the use of either the Generator floor tile or the Wiring Plans **Equipment card**. When the power is down in a room with an electricity icon, the **IPS** line on that **Floor Element** is disabled until the end of the turn, at which point the power comes back on again. If the **Floor Element** had time counters on it, and the power is down in this room, no time counter will be removed during the next **Final phase**.

Examples of **Floor Elements** relying on electricity: Chemistry Lab, Zombie Lab, Missile Room, Communication Room, Infirmary, etc.

Doors with a **Magnetic card** icon connected to rooms where the electrical power is down can now be opened by **Characters** without **Magnetic cards**. **Sliding doors** no longer close automatically when electrical power is down. These doors only close automatically at the end of the **Final phase** in which the electrical power comes back.

If the electrical power is down in the whole building, all **Magnetic card** doors and **Sliding doors** in the building are affected in the same way.

For detailed explanations of all Special Items and Floor Element abilities refer to the Equipment and Floor Tiles Glossaries.

Picture #27

Jeff Deeler is carrying the Zombie Serum and is properly standing in front of the frozen cadaver in the Cryogenic Chamber.

To use the Zombie Serum, he needs to spend 1 CP on an **Interact order** and be **immediately facing** a cadaver. The Salemite player attaches an **Order tile** with a 4 CP maximum **Interact** section. He decides to spend 4 CP on this order. The Zombie Serum's **IPS** chances requires the use of Jeff Deeler's **Scientific value**, which is only +1 yellow die. Since 1 CP needs to be spent to use the Serum, only 3 CP remain to boost the chances. Each extra CP provides an extra yellow die. So Jeff Deeler rolls 4 yellow dice and needs to score 4 **test points** or more in order to trigger the effect which would be to create a new zombie on the cadaver square.

Only one zombie can be created per cadaver square per game. Furthermore, if the electrical power is down in the Cryogenic Chamber or in the whole building, then no zombie can be created there (see Floor Tile Glossary).



Picture #28

Judging from the situation on **Picture #28**, Jessica is the only **Character** able to launch the missiles. To do that, she needs to spend a minimum of 2 CP on an **Interact order**. The **IPS** chances are based on her **Technical value** which is +1 Yellow die. The Salemite player attaches an **Order tile** with an **Interact** section of 4 CP max and decides to spend 4 CP on this order.

Jessica rolls 3 yellow dice, one from her natural Technical value and 2 extra dice provided by the 2 extra CP spent in excess of the 2 CP required by the Missile Room **IPS** line. She gets a final result of 7 **test points**. This is above the **IPS** Threshold level of 6, so the **IPS** is triggered successfully.

This **IPS** effect shows a Timer Icon with a number "2" inside and the ON / OFF symbol. Since the Missile Launching sequence was OFF, the Salemite player places an ON marker on the Missile Room floor tile and two **Wound** counters that serve as time counters. During the **Final phase** of the actual turn, a time counter will be removed. And during the **Final phase** of the next turn, the last time counter will be removed. At that moment the Missiles will be launched. This is unless another **Character** successfully performs the same **IPS** line to turn OFF the launching sequence, or comes to destroy the missiles.

During a **Final phase**, if the electrical power is down in this room, no time counter will be removed, thus delaying the launch but not stopping it.

Missile Room's **IPS** line



Mission Points / Morale Points (MP)

When it comes to improving troop morale, nothing quite beats the exhilaration and adrenaline that comes from the successful completion of a great mission. And when their morale is high, soldiers are capable of pushing beyond their normal abilities performing extraordinary feats.

Earth Reborn illustrates this powerful notion with the dual concept of **Mission Points** and **Morale Points**, both abbreviated as MP. Teams earn **Mission Points** when they successfully complete certain objectives. These **Mission Points** can then be spent as **Morale Points** to boost the capabilities of the troops, allowing them to perform new actions or gain more **Command Points**.



Salemite MP



NORAD MP



NORAD or Salemite MP

With MP, Spy Points, and Search, you can play Scenario #5 - Fortress Primus!

Starting MP




When setting up a scenario that uses the **Mission Points / Morale Points** system, use the MP score track printed on the board frame. The scenario specifies a starting number of MP for each player. Place each player's MP marker (see image above) on the corresponding number on the frame score track.

Earning MP

The scenario rewards the players with MP when specific objectives are reached, as described in the victory conditions. There are also other ways to earn MP: using **Special Items**, Spying (see Spy Points section), Interacting with certain **Floor Elements** (see Interact section), or triggering certain **Characters'** Special Abilities (see Characters' Special Abilities section).

Usually when a scenario uses MP, the winner is the player with the most MP at the end of the scenario.

Spending MP

Later rules will explain how to spend MP to perform new actions and gain more **Command Points**.

Spy Points

Spy Points can be earned with: **Search** (see Search section), **Torture** (see Torture section), some **Characters'** Special Abilities (see Characters' Special Abilities section), **Special Items**, and some **Floor Elements'** Special Abilities. **Spy Points** must be used as soon as they are earned, they cannot be kept for future use in the game. Each Spy point earned is used to perform one of the following:

- **Gain 1 Mission Point (MP)**
- **Secretly look at and sort the top 3 cards of the Search deck:**

Take the top three cards of the **Search deck** in hand. Place the **Search deck** back on the table, so all players can see the 4th card of the **Search deck**, which is temporarily at the top. Then the searching player can look at both sides of the cards he took (meaning 6 pieces of **Equipment**) and sort them anyway he likes. He decides on the order of the cards and their sides. It is strongly suggested that this be done secretly under the table. Once he is done, he places the three cards back on top of the **Search deck** (***Note:*** *For 2* **Spy Points**, *you can look at and sort the top six cards of the search deck, and so on).*

- **Secretly view one of the opponent's Mission cards**, selected at random. The opponent does not know which card was viewed. For 2 **Spy Points**, you can view 2 different **Mission cards** from the same opponent, and so on. ***Note****: This can only be done when playing the S.A.G.S.* (see S.A.G.S. section).

To play Scenario #6, read:
- **Character's Special Abilities**
- **Radio Scrambling**

Search

The **Search order** is used to **Search** for **Equipment** in the building parts of the map. Any **Character** can **Search** in any square as long as he is standing on a floor tile presenting a room type icon. It is not possible to **Search** outdoor squares, Drillers, Stairs Up, Stairs Down, Sewer Exits (see the Floor Tile Glossary).

Room Types


Living quarter


Technical room


Officer section


Any room type


Science room


Armory


Corridor

Note: *One-square wide tiles, whether straight, L-, T- or cross-shaped, or only 1-square big, are considered Corridors. So are larger tiles showing the Corridor icon.*

Reminder: An **outdoor square** is any square covered in grass or containing a tree, Wrecked Tank, or anything else that is not inside.

Scenario Setup

When a scenario uses the **Search** rule, after each player takes the **Equipment cards** he is entitled to for this scenario, the NORAD Player shuffles all remaining **Equipment cards** together under the table. During this shuffling, he can change their order and mix them anyway he likes; he can also flip any of them over, which is important since the cards are double-sided. As a matter of fact, he can do absolutely whatever he wants as long as he does not look at the cards. That is the reason why he MUST do this under the table. He must also be careful to keep all cards oriented in the same direction (title towards the top).

Once done, he places the deck of cards, now called the **Search deck**, on the table. The Salemite Player can decide to cut the **Search deck** if he wants to. Since the **Equipment cards** are printed on both sides, the top card of the **Search deck** is always visible. Once the **Search deck** is set up, players move on to the Deployment phase of the scenario.

Executing a Search Order

- Spend 1 to 4 CP on a **Search** order section of an **Order tile** assigned to the **activated** or **Interrupting Character.**
- Check the **Search value** of the **Character** performing the **Search order**, as shown on the **Character card** (see **Picture #1**). Here are some example:
  - 

add 2 automatic **Search Points** (SP).
  - 

add 2 black **Search dice.**
- Each additional CP spent beyond the first grants one additional black die.
- Roll all black dice listed above .
- Add together all **Search Points** (SP) rolled, adding any automatic **Search Points**, and use them in addition to the rolled icons to **Search** through the deck.

Search Dice Result Chart



+0 SP | +2 SP | +3 SP | +3 SP & flip deck | +3 SP & shuffle | 1 **Spy Point**

Searching Through the Deck

Take the **Search deck** in hand, making sure that the cards stay well stacked together. Do not slide any card, not even slightly: only the topmost card can be visible. Keep the deck horizontal to prevent opponents from being able to see the card at the bottom of the deck (see **Picture #29** for legal and illegal holding of the Search deck).

- **Pass an undesirable card**: use 1 SP to pass the topmost card to the bottom of the **Search deck**, being careful to keep the same side facing up. This can be done as many times as there are still SP remaining.
- **Use a special icon**: at any time during the **Search**, use one of the special icons rolled (Flip, Shuffle, **Spy Point**: see below for details). These icons are optional. It is not mandatory to use all of them, or even any of them.
- **Take the desired card**: If the topmost card shows at least one "Room Type where found" icon matching a Room Type icon printed on the floor tile the **Character** is currently searching in, the **Character** can take the card, as long as the remaining unused SP are at least equal to the **Find Factor** printed on the card (See **Picture #31** for an example).
- Once an **Equipment card** is taken, the **Search order** is over and all remaining SP or unused special icons are lost.
- Players can take **Equipment cards** of any color, regardless of the side they are playing. For example, the NORAD player can take a card showing a Salemite side or the Salemite player can take a card showing the NORAD side. The **Equipment cards'** background color is only relevant during the setup of S.A.G.S. (see S.A.G.S. section).
- Once the **Character** gets the **Equipment**, he must check his Weight Limit and discard sufficient **Equipment cards** as necessary to respect the **Weight Limit** rule. All discarded cards go to the bottom of the **Search deck** with the discarded **Equipment** facing up.

Flip the Search Deck

To use a Flip icon, simply flip the **Search deck** over as shown on **Picture #30**, paying attention not to slide any cards in the process.

If a player rolled more than one Flip icon in a single **Search order**, he can flip the deck as many times as he rolled Flip icons, and he can do so at different moments during the **Search** sequence.



legal holding



illegal holdings: only the topmost card should be visible



illegal holding: opponent should not see back of **Search deck**

Picture #29

Shuffle the Search Deck

To use a Shuffle icon, shuffle the **Search deck** under the table, mixing the cards and flipping any of them over as desired. As a matter of fact, absolutely anything can be done with the cards, except looking at them. That is the reason why it MUST be done under the table. Once done, place the **Search deck** back on the table. The opponent can cut the **Search deck** if he wants to.

Spy Point

Each **Spy Point** earned during a **Search order** can be spent as described in the **Spy Points** section, with the following restriction: **Spy Points** obtained during a **Search order** can only be converted into **Mission Points** if the scenario happens on foreign ground. If the scenario happens on Salemite Ground (specified in the scenario), the Salemite player cannot convert a **Spy Point** obtained with a **Search order** into a **Mission Point**. Same thing for the NORAD player when the scenario happens on NORAD Ground.

Important: At any time a player can look at the back side of any **Equipment card** carried by any **Character** whether friendly or enemy (Useful if desperately searching for **Equipment** that might be "hiding" on the other side of an **Equipment card**).

Dropped Equipment

In scenarios that use the Search rule, all dropped **Equipment cards** go to the bottom of the **Search deck**, in the order they were dropped, with the side of the card showing the dropped **Equipment** face up.



Picture #30
Flip Deck

The NORAD player is searching with Vasquez in an Officer's Bedroom, which has two room type icons: Officers' Section and Living Quarter. Vasquez has a **Search value** of +3 black dice. The NORAD player attaches an **Order tile** to Vasquez with a **Search** order section of 2 CP. He spends 2 CP on the **Search order**, giving Vasquez one additional black die. She rolls 8 SP, including a Flip, a Shuffle, and a **Spy Point**:





Find Factor: SP cost of this item

Room Types where this equipment can be found

The 1st card she sees on top of the **Search deck** does not have a room type icon corresponding to the room she is standing in, so she decides to use 1 SP to pass this 1st card to the bottom of the deck. Same thing for the second card, so she does it again for another SP. Nothing interesting for her again. She decides to use the Flip icon and so she flips the **Search deck**. The top card is now a Rifle. Room types now match but she is not interested in this **Equipment**. She decides to spend 1 SP to pass one card. Still nothing she is looking for and she has already spent 3 SP plus the Flip icon, so she decides to use the Shuffle icon she got. She shuffles the **Search deck** under the table, places it back on the table and asks the Salemite player if he wishes to cut it. The Salemite player sees a Motion Detector as the top 1st card, **Equipment** that can only be found in a Technical Room, so he decides not to cut the deck. Vasquez decides to use the **Spy Point** she got to look at the top 3 cards of the deck. She takes those 3 cards and places the remaining deck on the table. At that moment, both players can see the top card of the deck, which will become the fourth card once she puts back the top 3 cards. She secretly looks at both sides of these 3 cards (6 items). She decides which sides to place face up and in which order and places the 3 cards on top of the deck. The topmost card is now Titanium Claws. She spends her 4th SP to pass this card to the bottom (because she does not want the Salemite player to get this card easily in the future, and if this card is at the bottom of the deck, it will be more difficult to find for her opponent). This reveals the Secret Files on top of the deck. The Secret Files has an Officer's Section room type icon and a **Find Factor** of 4, so she can get this card since she is searching in the Officer's Bedroom and has 4 unused SP remaining. Great! That is exactly what she was looking for. She takes the Secret Files (weight of 1) and does not need to drop any **Equipment** since she is only carrying a Sniper Rifle (weight 2) and her **Weight allowance** is 4.

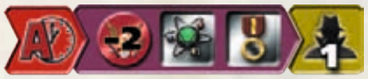
Picture #31

CHARACTERS' SPECIAL ABILITIES

Most **Characters** have a Special Ability defined as an **IPS** line on their **Character card** (see Picture #1). When a **Character** becomes **Wounded**, he can lose his Special Ability or it may be modified in some way, as indicated on the **Wounded** side of the **Character card**. A **Character** must be **activated** in order to use his Special Ability.

The **IPS** lines on **Character cards** are governed by the same rules described in the **IPS** and **Interact** sections, with the following exceptions:

- **No Interact Order tile**: A **Character** does not need an **Interact Order tile** to use his Special Ability because he does not need to **Interact** with **Equipment** to trigger it. If any CP need to be spent, they are placed directly on the **Character**'s card and not on an **Order tile**. These CP count towards the **Maximum CP per turn** to which this **Character** is entitled.
- **Unlimited uses**: A **Character** can use his special ability multiple times during the same turn and even during the same **Activation round**, as long as he can apply the **IPS** conditions each time. If the Special Ability involves a test, the test must be performed each time the special ability is used in order to trigger the effect.



James Woo's Special Ability



Nick Bolter's Special Ability



Jessica Hollister's Special Ability

Example: James Woo cannot use his Special Ability more than twice per turn, since he must spend 2 CP each time and his **Maximum CP per turn** is 5. Nick Bolter or Jessica can activate their respective Special Abilities as many times as they want as long as the player still has **Morale Points** (MP) available.

- **No chance boosting**: Since a **Character's Special Ability** does not require any **Order tile**, it is not possible to gain additional dice for the test by spending additional CP, as would be possible on an **Order tile**.
- An **Interrupting Character** can use his Special Ability. Each time a Special Ability is used, it counts as one of the two orders he can execute during the **Interruption**. So an **Interrupting Character** can use his Special Ability once or twice per **Interruption**. If he uses it twice, he can no longer execute any **Red** or **Gold Order**.
- **Multiple IPS lines**: If a **Character card** has more than one **IPS** line, the controlling player chooses which one to use.

For detailed explanations of each Character's Special Ability please refer to the Character Glossary

With Characters' Special Abilities and Radio Scrambling, you can play Scenario #6 - Traitors!

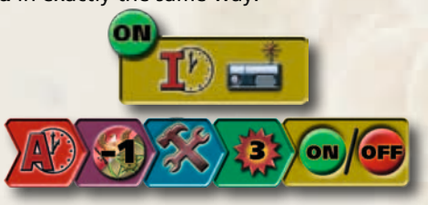
To play Scenario #7, read:
- **Large Miniatures (Mammoth MK II)**

RADIO SCRAMBLING

Radio Scrambling is a powerful way to create havoc in the enemy's **Radio** communications, **Scrambling** some frequency channels while listening to others to Spy on the enemy. In the basic game, there are two ways to trigger **Radio Scrambling**:

- Switch ON the **Portable Radio Scrambler** (**Equipment card**).
- Switch ON the fixed **Radio Scrambler** in the Communication Room (**Floor Element**).

Both **Radio** scramblers have the same **IPS** line, so they are **activated** in exactly the same way:



During the **Activation phase**, the **Character** carrying the **Radio Scrambler** (or the **Character** facing the **Radio Scrambler** in the Communication Room) must spend 1 CP on an **Interact order**, and perform a test using his **Technical value**. The **Character** can spend more than 1 CP, each extra CP spent granting an additional yellow die as usual. If he scores 3 or more **test points**, the **Radio Scrambler** is switched ON. Place an ON marker on the corresponding **Equipment card** or **Floor Element** (see Picture #32).

Once the **Radio Scrambler** is ON, it stays ON until switched OFF or destroyed.

Radio Scrambling ON

If the NORAD player switches ON a **Radio Scrambler**, it will scramble the Salemite player's frequencies.

If the Salemite player switches ON a **Radio Scrambler**, it will scramble the NORAD player's frequencies.

If the same player switches ON both **Radio** Scramblers, it does not double the effect. The only benefit to that player is that both **Radio** Scramblers need to be destroyed or switched OFF in order to stop the effect.

If two different players each switch ON a **Radio Scrambler**, they will scramble each other's frequencies.

Once a player has switched ON a **Radio Scrambler**, he immediately takes the 6 **Radio Scrambling** markers matching his color (green for the Salemite player, red for the NORAD Player) and places them behind his screen.

Initiative Phase: Radio Scrambling Setup

During the **Initiative phase**, each player who has switched ON a **Radio Scrambler** MUST dispatch his 6 **Radio-Scrambling** markers. He secretly looks at these 6 markers and attaches one marker, face down (meaning side with NORAD or Salemite symbol visible), to **Characters** controlled by opponent(s) as he wishes.

It is not permitted to attach **Radio-Scrambling** markers to **Dead** or **Captured Characters**.

If the opponent(s) control fewer than 6 **Characters**, the remaining markers are set aside, face down, next to the map. If the opponent(s) control more than 6 **Characters**, some **Characters** will not receive a **Radio-Scrambling** marker.

A player dispatching **Scrambling** markers is called a **Scrambling player**. A player who controls a **Character** receiving a **Scrambling** marker from an opponent is called a **Scrambled player**.

Initiative Phase: Switching Radio Channels

Once each **Scrambling player** has dispatched all his **Radio-Scrambling** markers, each **Scrambled player** gets one chance to switch a **Radio channel**.

To switch a channel, the **Scrambled player** exchanges, while keeping them face down and without looking at them, two **Radio-Scrambling** markers of the same color attached to two **Characters** he controls, or between a **Character** he controls and any excess **Radio-Scrambling** markers that could not be dispatched and were set aside. No marker is revealed during this step. Only one switch can be done (see Picture #33).



Activation Phase: Radio Scrambling

When an **activated** or **Interrupting Character** with a **Scrambling** marker attached to it has spent CP in excess of the **Command Point Bonus** indicated on its **Character card** (see Picture #1, and icons pictured here), the player controlling this **Character** MUST reveal the **Radio Scrambling** marker. The **Scrambling player** should pay attention that the **Scrambled player** does not forget this step, but it is the **Scrambled player's** responsibility to do it.

Three possibilities can occur:

The **Radio** frequency used by this **Character** is clear: Nothing happens and this **Character** can keep on acting normally.

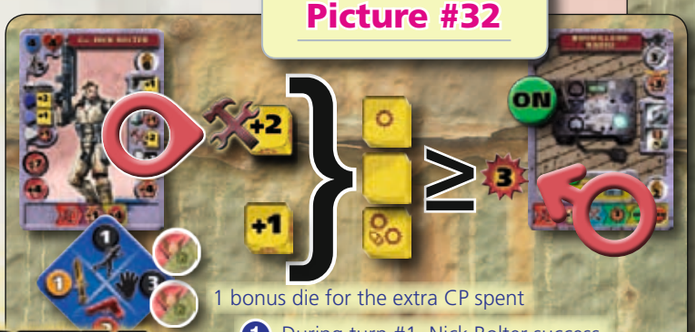
The enemy is listening to the **Radio** frequency used by this **Character**: The **Scrambling player** gains one **Spy Point** that he can use as described in the **Spy Points** section. The **Character** can keep on acting normally (he might not even know he is being spied on).

The **Radio** frequency used by this **Character** is scrambled by the enemy: The scrambled **Character** cannot spend more CP than the **Command Point Bonus** indicated on its **Character card**. The **Scrambled player** removes all excess CP off the **Scrambled Character** before executing the order the CP were spent for, and places them behind his screen. He may also retrieve the **Order tile** he has just attached to this **Character**, if the tile has no CP counters left on it.

A **Character** with a **Command Point Bonus** value of zero MUST reveal any **Scrambling** marker attached to him as soon as he is **activated** or **Interrupting**, even if he has just been **activated** as "**waiting for orders.**" The effects explained above are applied immediately (see Picture #34).

If a player reveals an opponent's **Scrambling** marker when he was not supposed to, the **Scrambling player** earns +2 MP and the effect of the **Scrambling** marker becomes applicable when and if the **Character** it is attached to exceeds his **CP Bonus**.

Picture #32



1 bonus die for the extra CP spent

1 During turn #1, Nick Bolter successfully switches ON the **Portable Radio Scrambler** by spending 2 CP on an **Interact** order section.

Switch OFF a Radio Scrambler

To turn OFF the **Portable Radio Scrambler**, it is necessary to first get the **Equipment card** from the **Character** carrying it (usually by killing him). Then execute the **IPS** line on the card to switch it OFF.

To turn OFF the **Radio Scrambler** in the Communication Room, a **Character** must face the **Radio Scrambler Floor Element** on one of the three facing icons and execute the **IPS** line to switch it OFF.

The **Radio Scrambling** effect stops as soon as the **Radio Scrambler** is switched OFF. Remove the 6 corresponding **Radio Scrambling** markers from the game.

Reactivating the Radio Scrambler

A player could switch OFF the **Portable Radio Scrambler** with the intent to switch it ON again, this time for his own team, using the same or another **Character**, by repeating the test with the same **IPS** line.

A player could switch OFF the **Radio Scrambler** in the Communication Room with the intent to switch it ON for his own team using the same method. However, it cannot be reactivated by the same **Character** that turned it OFF since a **Floor Element**'s Special Ability can only be triggered once per turn by the same **Character**.

Electrical Power Down

As soon as the electrical power is down in the Communication Room or in the whole building, the **Radio Scrambling** from this **Floor Element** ceases to function. The player who switched ON the **Radio Scrambler** immediately takes back his 6 **Radio-Scrambling** markers and places them behind his screen. Since the electrical power comes back up in the **Final phase**, the player will be able to use his **Radio-Scrambling** markers again during the next **Initiative phase**. Cutting the electrical power does not switch OFF the **Radio Scrambler**, it just stops its effect until the next **Initiative phase**.

The **Portable Radio Scrambler** relies on its own batteries and so it is not stopped when the electrical power is down.

Portable Radio Scrambler Dropped

If a **Character** drops a **Portable Radio Scrambler** that is switched ON, the **Radio Scrambling** effect ceases immediately.



The Salem player decides to switch these two **Radio channels**

2 During the **Initiative phase** of turn #2, the NORAD Player dispatches 5 **Radio Scrambling** markers face down to each of the 5 Salemite **Characters**. The 6th marker is set aside since the Salemite player only controls 5 **Characters**. Then the Salemite Player decides to switch **Radio channels** between Cherokee Bill and the marker that has been set aside.

Picture #33



3 During the **Activation phase** of the same turn, Franck Einstein reveals his marker as soon as he is **activated**. His channel is clear so he spends 4 CP during the turn.

Cherokee Bill reveals his marker the first time he **Interrupts** and realizes that his **Radio channel** is scrambled. That means that he won't be able to do anything this turn! Jessica never spent more than 4 CP during the whole turn, so she never reveals her marker.

Picture #34

Jeff Deeler reveals his marker as soon as he spends his 3rd CP and we see that he is spied on. The NORAD Player earns 1 **Spy Point** that he uses immediately. Meanwhile, Jeff Deeler can keep on spending CP up to its maximum 5 CP allowed. He spent 3 CP. Pr John Kendall Jr. has spent 2 CP to create a zombie, and 1 CP to move. He can do so since his **Radio channel** is clear. The marker that was set aside will never be revealed.

LARGE MINIATURES (MAMMOTH MK II)

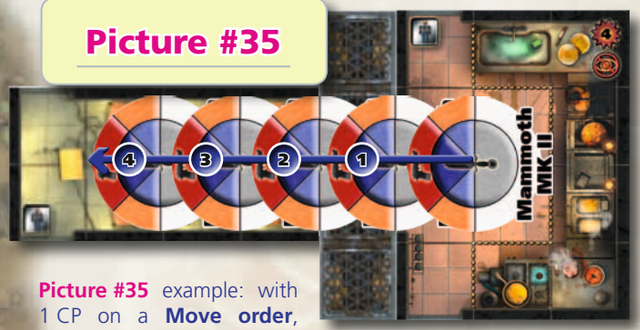
Large Miniatures cover four map squares. *Earth Reborn* the Basic Set contains the first Large Miniature: the powerful Mammoth MK II, with more to come in future expansions.

Moving a Large Miniature

Moving Forward: each square of **Movement** forward costs 1 **Movement point**.

Moving forward is only possible if both squares in front of the Large Miniature are valid squares to move into (meaning no **Floor Elements** with yellow-dotted lines, walls, closed doors, or enemy miniatures).

Picture #35



Picture #35 example: with 1 CP on a **Move order**, Mammoth MK II can move up to 4 squares forward.

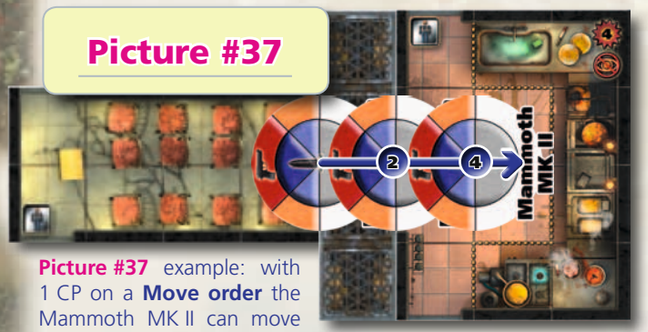
Picture #36



Picture #36 example: Mammoth MK II cannot move forward because the weights are in his way. He must destroy the corresponding **Floor Element** before moving forward.

Moving Backward: each square of **Movement** backward costs 2 **Movement points**. Moving backward is only possible if both squares behind the Big Miniature are valid squares to move into (same as above).

Picture #37



Picture #37 example: with 1 CP on a **Move order** the Mammoth MK II can move up to 2 squares backward.

Moving Sideway: Large Miniatures cannot move sideways.

Rotating Cost: miniatures with a Rotating Cost icon on their **Character card** must spend **Movement points** in order to change their facing. Spend the number of **Movement points** indicated in the icon to rotate either 90° or 180° clockwise or counterclockwise. Miniatures with a Rotating Cost cannot choose their facing for free at the end of a move, nor can they choose their facing when interrupted.







Picture #38 example: The Mammoth MK II can rotate 90° or 180° with 1 **Movement point**.

Picture #38

Move restrictions: Large Miniatures cannot use stairs, including Stairs Up, Stairs Down, and Sewer Exits (see Floor Tile Glossary). Large Miniatures are allowed to pass or stand on these squares, they just cannot use them to change level or exit the map.

LoS to a Large Miniature

A **Character** has **LoS** to a Large Miniature as long as it has **LoS** to at least one of its four squares.

LoS from a Large Miniature

To check **LoS** from a Large Miniature to its **target**, choose one of the miniature's squares that contain a **red or orange fire arc**, and draw a straight line from the center of that square to the **target**, applying normal **LoS** rules.

Picture #39 example: Out of Mammoth MK II's four squares, only its two front squares have a **red or orange fire arc**, so these two squares can be used to check **LoS**. The 2 squares at the back of the Mammoth MK II are not part of his **Arc of Sight** (**AoS**) so they cannot be used to check **LoS** to a **target**.



Large Miniature Blocking Doors

If a Large Miniature is standing in a doorway, the door can no longer be closed, whether automatically (**Sliding door**) or manually (**Wooden door**).

Explosion on Big Miniatures

If an **Explosive Weapon's area of effect** impacts more than one square of a Large Miniature, the opponent who placed or fired the explosive chooses which square is taken into account when **Rolling for Damage**. A Large Miniature suffers **damage** from an **Explosion** only on one square.

Large Miniature and Floor Elements' Special Abilities

If a Large Miniature is standing on more than one floor tile, it receives the benefits, and disadvantages, of all floor tiles.

Picture #40 example: Mammoth MK II has destroyed the wall between the Officers' Quarters and the Command Post and is now standing simultaneously on both floor tiles. During the next **Initiative phase**, Mammoth MK II can benefit from both **Floor Elements**' Special Abilities: he can gain 2 CP since he is the only one in the Command Post; and he can also spend 1 NORAD MP to gain 4 CP. As with normal-size miniatures, he can only use each room's Special Ability once per turn.



Picture #40

Picture #39



Searching with a Large Miniature

If a Large Miniature standing on two or more floor tiles executes a **Search order**, its controlling player MUST announce in which room he is searching before rolling any dice.

Picture #40 example: Mammoth MK II is standing on both the Command Post and the Officers' Quarters. He can **Search** in either room, but he must announce it before executing the **Search order**. It is in his best interest to **Search** the Officers' Quarters since it belongs to two room types (Officer's Section and Living Quarter).

Case Study: Mammoth MK II

Mammoth MK II's powerful integrated weapon can be used in two modes: normal **Shooting**, and massive wall destruction. Normal **Shooting** works with the firing characteristics indicated on the **Character card**. Wall destruction is triggered by the **IPS** line:



Destroying Walls and Doors

Mammoth MK II's Special Ability consists of destroying walls and doors with his massive firepower. Spend 1 CP on Mammoth MK II. Choose a **target** in Mammoth MK II's **LoS** and **red fire arc** among the following possibilities:

- A long wall section
- Up to two **adjacent** short wall sections
- A large door
- A short wall section and an **adjacent** door
- One or two **adjacent** small doors

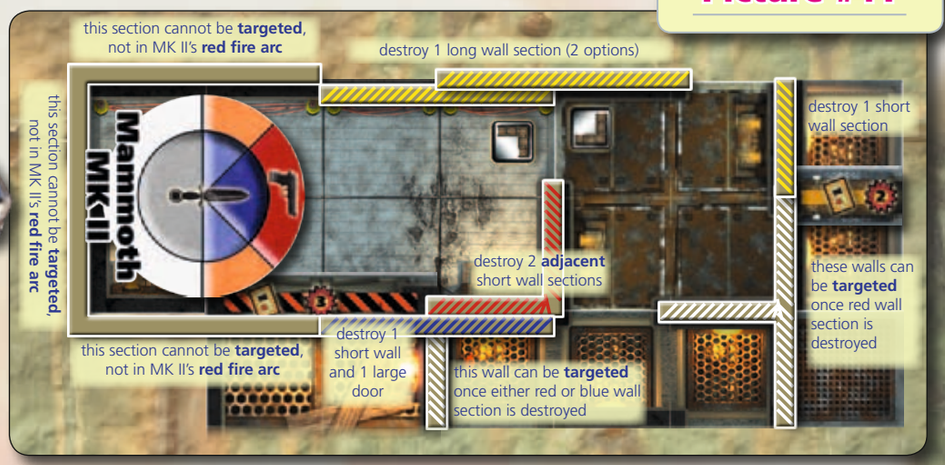
Note: *to destroy a large door, it is sufficient to* **target** *one of the door's squares.*

Roll 3 yellow dice. If the result is 4 **test points** or more, remove any **targeted** doors and/or place long or short Broken Wall markers on any **targeted** walls as appropriate. ***Note****: The* **Defensive values** *of the* **targets** *are ignored.*

Running Out of Ammo

Mammoth MK II is not subject to the **out of ammo icon**. Its Ammunition supply is only limited by the number of Broken Wall markers available. When they run out, Mammoth MK II can no longer use his Special Ability nor can he even Shoot normally. Pay attention that other effects might use up Broken Wall markers, such as explosions or Jack Saw's special ability.

Picture #41



With Large Miniatures (Mammoth MK II), you can play Scenario #7 - Contamination!

To play Scenario #8, read:

- **Capture**
- **Torture**

CAPTURE

Once a **Character** is **Wounded**, it is subject to being **Captured** by **adjacent** enemy **Characters**.

To **Capture** an opponent's **Wounded Character**:

- Execute a normal **Close Combat order** against an **adjacent**, **Wounded** enemy **Character.**
- Announce that this is an attempt to **Capture**, not to inflict **damage**, before rolling the dice.
- The **Character** attempting the **Capture** is the **Captor**. The **target** of the **Capture** is the **Victim.**
- If the **damage** rolled would have been sufficient to kill the **Victim**, the **Victim** is **Captured**. If not, the **Victim** is not **Captured.**
- In any event, no actual **damage** are applied to the **Victim.**

If the **Victim** is successfully **Captured**:

- Remove the **Victim's** miniature from the map and place it on the **Captor's Character card**. The **Victim** becomes a **Prisoner**.
- A **Prisoner** has a weight value of 1, reflecting the fact that he must be dragged around by the **Captor**. If this causes the **Captor** to exceed his **Weight allowance**, he must drop some **Equipment**.
- Place a **Prisoner** marker on the **Victim**'s **Character card** to indicate that the **Character** is **Captured**.
- The **Captor** can take all or part of the **Equipment cards** or markers that were carried by the **Prisoner** as long as it does not cause him to exceed his **Weight allowance**. Any **Equipment cards** not taken by the **Captor** are removed from the game, or go to the bottom of the **Search deck** if the scenario uses the **Search** rule.

Prisoner Limitations

✗ A **Prisoner** cannot execute orders, and does not provide **Bonus CP** during the **Initiative phase**.

✗ **Order tiles** cannot be assigned to a **Prisoner.**

✗ A **Prisoner** cannot use his **Character's Special Ability.**

✗ A **Prisoner** cannot keep any **Equipment.**

✔ A **Prisoner** is treated exactly the same way as an **Equipment card**. It can be transferred between friendly **Characters** as long as the Weight Limit is respected by the new **Captor.**

✔ A **Captor** can voluntarily free a **Prisoner**. He can do so for zero **Movement points** when executing a **Move order**. The freed **Prisoner** is placed on any valid square **adjacent** to the **Captor**

✔ A **Prisoner** can be **Tortured** (see Torture section).

✗ A **Captor** cannot carry more than one **Prisoner.**

Freeing a Prisoner by Killing the Captor

As soon as a **Captor** is **Dead**, his **Prisoner** becomes free. The freed **Prisoner's** miniature is placed on the **Captor's** cadaver square. The player who regains control of the freed **Prisoner** chooses the miniature's facing. The **Prisoner** marker is removed from the freed **Prisoner's Character card**. The **Equipment** carried by the **Dead Captor** can be divided between the freed **Prisoner** and any of the **adjacent Characters** who rescued him (there can be more than one in the case of a Combined order, see Combination section).

Assassinating a Prisoner

A **Captor** can assassinate his **Prisoner** by executing a 1 CP **Close Combat order**. The **Prisoner** is automatically **Killed**. No die roll is necessary. Place the **Prisoner's Character** marker, with his face visible, on the **Captor's** square.

Freeing a Prisoner by Capturing the Captor

If a **Captor** is in turn **Captured** by another **Character**, the **Prisoner** is automatically freed, and the **Captor** becomes a **Prisoner**. Its miniature is placed on its new **Captor's Character card**, and the freed **Prisoner** miniature is placed on the map in its place. All other rules for **Capturing** and freeing a **Prisoner** apply as before.

Capturing a Large Miniature

A Large Miniature can be **Captured** using the same method as above. If a Large Miniature is successfully **Captured**:

- The Large Miniature stays on the map.
- Place a **Prisoner** marker on the Large Miniature's **Character card.**
- The **Captor** takes the Large Miniature's **Character card** in front of him.
- Place the **Captor's** miniature on the Large Miniature's **Character card** to symbolize that the Captor is piloting it.

Large Miniature Prisoners

- The **Captor** must stay inside the Large Miniature if he wants to keep it as a **Prisoner.**
- The **Captor** can move (control) the Large Miniature using the Large Miniature's **Movement value.**
- The **Captor** takes on the **Armor value**, **Close Combat** chart and **Weight allowance** of the Large Miniature.
- The **Captor** keeps his own **Life Points**, **CP Bonus**, and **Maximum CP per turn.**
- For all other **Character** statistics, the **Captor** decides whether to use his own or the Large Miniature's when needed.
- If the Large Miniature has built-in weapons (specified in the **Character card**), the **Captor** can use them.
- The **Captor** can trigger the Large Miniature's Special Ability as well as his own.
- Other miniatures controlled by the **Captor's** controlling player can move through the Large Miniature as long as it remains his **Prisoner.**
- Miniatures controlled by the player who originally controlled the Large Miniature cannot move through the Large Miniature as long as it remains a **Prisoner.**
- If the **Captor** inside the Large Miniature is **Captured** or killed, the Large Miniature is automatically freed. If there is no **Captor** inside the Large Miniature at the end of any **Activation round**, it is automatically freed.
- There can only be one **Captor** inside the Large Miniature but a transfer of **Captor** can occur. This can only be done using a **Combined Move order** with two **Characters** (see Combination section). One **Character** moves out of the Large Miniature and another one enters it during the same **Activation round**.

TORTURE

A Salemite **Captor** can **Torture** his **Prisoner** in order to obtain information (**Spy Points**) from him:

- Only Salemite **Characters** are allowed to **Torture.**
- Spend 1 to 4 CP on an **Interact order** assigned to the **Captor.**
- Each CP spent for **Torture** grants one black die (called a **Torture** die).
- If the **Captor** is carrying the Torture Kit (**Equipment card**), he gains 2 additional **Torture** dice.
- If the **Captor** is **Torturing** in the Torture Chamber (floor tile), he gains 2 additional **Torture** dice.
- **Spy Point** icons on the rolled dice are used as described in the **Spy Point** section.
- All other dice results are ignored.

A **Captor** can **Torture** the same **Prisoner** multiple times in a turn or even in the same **Activation round**. In addition, a **Character** that is friendly to the **Captor** can come take the **Prisoner** from him to **Torture** him some more. Two **Captors** can even exchange their **Prisoners** to take turns **Torturing** them. There is no limit to how many times the **Prisoner** can be **Tortured**.



Picture #42
Torture

Jessica Hollister has **Captured** Vasquez. She spends 3 CP on an **Interact order** to **Torture** Vasquez.

This provides Jessica Hollister 3 **Torture** dice.

Since she is standing in the Torture Chamber, she receives 2 additional **Torture** dice. Since she is carrying the Torture Kit, she also gets 2 additional **Torture** dice.

So she rolls a total of 7 **Torture** dice. She gets 2 **Spy Points** that she can use however she wants. The 5 other results are ignored.

After Jessica Hollister has finished, and when the turn comes back to the Salemite Player, he could activate Franck Einstein to execute a **Move order**. Passing through Jessica Hollister's square, he could take Vasquez and the Torture Kit and become the new **Captor**. Staying in the Torture Chamber, Franck Einstein could very well **Torture** Vasquez all over again, in the same manner.

With Capture and Torture, you can play Scenario #8 - Rescue James Woo!

To play Scenario #9, read:
- **Combination**
- **Multiple Levels**





When a **Character** executes an order, other **Characters** can join in by using **Gold** order sections of the same order type so that they can collectively perform a more powerful **Combined Order** in a single **Activation round**. The **Characters** executing the **Combined Order** are called **Combined Characters**.

Setting Up a Combined Order

- All **Combined Characters** must be controlled by the **Active player.**
- All **Combined Characters** must execute the same order type (**Move, Close Combat, Shoot, Interact, Search, Torture**).
- Only one **Character** is considered the **activated Character**. He is the **Character** that has been **activated** by the **Active player** this **Activation round.**
- The color of the order section executed by the **activated Character** can be of any color: **Black**, **Red** or **Gold.**
- The color of the order sections executed by all other Combined **Characters** MUST be **Gold.**
- Since only the **activated Character** can receive an **Order tile**, the other **Combined Characters** must use previously assigned **Order tiles** to participate in the **Combined Order.**
- The **Active player** must spend at least 1 CP on each order section of each **Combined Character** (including the **activated Character**). He can spend more than 1 CP on some **Characters** if the corresponding order sections assigned to these **Characters** allow for more than 1 CP.
- None of the **Combined Characters** can exceed his **Maximum CP per turn.**
- Except in the case of a **Combined Move**, all dice granted by all **Combined Characters** executing a **Combined Order** are rolled all at once, adding all automatic bonuses if any. It is the main purpose of **Combined Orders.**
- The **Active player** must spend all the CP he wishes to spend on all **Combined Characters** before starting the actual execution of the **Combined Order.**
- The **Active player** can execute more than one **Combined Order** in the same **Activation round** but each **Combined Order** must be resolved independently.
- ✗ A **Combined Order** cannot be executed during an **Interrupt.**
- ✗ **Characters** cannot combine together to trigger a **Character's Special Ability.**

Note: *If a* **Character** *executes a regular order by himself where the order section happens to be* **Gold**, *it is not considered a* **Combined Order**; *it is just a regular order.*

Executing a Combined Order

Combined Move

- Allows moving more than one **Character** in the same **Activation round.**

- The **Active player** decides in which order to move his **Combined Characters**, but he needs to complete the **Move** of one **Character** before moving another.
- Each **Combined Character** moves according to the CP spent on the **Order tile** assigned to him.
- Each moving **Character** can be subjected to a **Duel** for **Interruption**, but only while it is his turn to move.

Example: Vasquez is the **activated Character**. Vasquez and Nick Bolter are in the same room. They perform a Combined **Move order**. Nick Bolter moves first. He opens a door and now Jessica Hollister has **LoS** to both of them so she can ask for a **Duel** to **Interrupt**. This **Duel** is to **Interrupt** Nick Bolter's **Movement**, not Vasquez's since she has not moved yet! When Vasquez does start moving, Jessica Hollister can ask for a **Duel** again, if the conditions for an **Interrupt** are met again.

Combined Moves are very useful to move through **Magnetic card Sliding doors** with many **Characters** when only one of them is carrying a **Magnetic card**!

Combined Close Combat

- Each **Combined Character** must be **adjacent** to the **Defender.**
- Check each **Attacker's Close Combat** Arc to determine each miniature's **Combat Strength.**
- If the **Defender** is attacked on different **Close Combat** arcs (see Picture #9), the player controlling the **Defender** chooses which color arc to use: **dark-blue, light-blue** or **grey.**
- Roll together all **Combat dice** granted by all combined **Characters,** adding any **automatic hits.**
- If the **Defender** rolls any **critical hits,** he decides how to distribute them among the **Attackers.**

Combined Close Combat Example

In previous **Activation rounds**, the Salemite assigned **Order tiles** to Zombie 1, Zombie 2, and Jack Saw. They executed **Move orders** to come in contact with the Mammoth MK II, but no combat. The Salemite player carefully selected the **Order tiles** he assigned to these zombies, making sure those tiles had **Gold Close Combat** order sections.

During the NORAD Player's last **Activation round**, the Mammoth MK II was blocked and could not move. The Salemite Player is once again the **Active player**. This **Activation round**, he decides to activate Franck Einstein who was already **adjacent** to the Mammoth MK II. He assigns an **Order tile** to Franck Einstein with a **Black Close Combat order** and spends 4 CP on it. At the same time, he announces a **Combined Close Combat** using the **Gold** order sections from the three other zombies **adjacent** to the Mammoth MK II.

He spends 2 CP on Jack Saw, 1 CP on Zombie 1 and 2 CP on Zombie 2. Franck Einstein, Jack Saw and Zombie 2 are carrying **Close Combat Equipment** to boost their attack.

Zombie 1, Jack Saw, and Franck Einstein are attacking from their **dark-blue arc**. Zombie 2 is attacking from his **light-blue arc**. For this **Combined Close Combat**, including the weapons carried by each one of them, the **Attackers** get to roll 21 **Combat dice** and add 5 **automatic hits**!!!

The Mammoth MK II is attacked from its **grey** and **dark-blue arcs**. Of course, he chooses the **dark-blue arc** and rolls 4 **Combat dice** as a **Defender**. Unfortunately, it will not help him much against such a rampaging attack.

Note however that such a perfect **Combined Close Combat** is very difficult to set up.



Picture #43

Combined Shoot

- Each **Combined Character** must have **LoS** to the same **target** and **Shoot** at the same **target.**
- Separately determine each **Shooter's** required **range** to the **target.**
- Roll separately for each **Shooter** to see if **targeting** is successful.
- For each **Shooter** that achieved successful **targeting,** check whether the **target** is in the **red or orange fire arc** to determine **Combat dice** and **automatic hits.**
- Roll together all **Combat dice** granted by all **Combined Characters,** adding any **automatic hits.**
- Resolve **damage** normally as described in the **Shoot** section.

Combined Shoot Example

The NORAD Player is the **Active player**. He activates Nick Bolter and assigns an **Order tile** to him. Nick Bolter moves first and comes closer to Jack Saw.

Vasquez is in the same square she was the previous turn.

This turn, she has only been **activated** as **waiting for deployment**, with an **Order tile** assigned to her. Now is the time to use this previously assigned **Order tile**.

The NORAD Player declares a **Combined Shoot order** using Nick Bolter and Vasquez simultaneously to **Shoot** at Jack Saw.

Nick Bolter is the **activated Character** so he can use the **Red Shoot order** from the tile just assigned to him. Vasquez uses the **Gold Shoot order** from her tile.

Vasquez is 5 squares away and must check for **targeting** by rolling 5 yellow dice since she is carrying the Sniper Rifle.

Nick Bolter is 2 squares away from Jack Saw and must check for **targeting** by rolling 2 yellow dice. He decides to use the extra CP spent for **damage** and not for **targeting**.

If both **Characters** succeed their own **targeting** independently, the total **Roll for Damage** will be 6 **Combat dice** since Jack Saw is in Vasquez's **red fire arc** and in the **red damage zone** of Nick Bolter's Grenade Launcher.



Picture #44

Combined Search

- All **Combined Characters** must be on the same floor tile.
- If a Large Miniature is one of the **Combined Characters**, all or part of it must be on the same room tile as the other **Combined Characters.**
- Roll together all black dice granted by all **Combined Characters**, adding any automatic **Search Points**.
- **Search** through the **Search deck** as usual, using the results of the black dice.
- Only one **Equipment card** can be taken. The **Active player** chooses which **Character** gets the card.
- If the black dice provide **Spy Points**, they can be converted into MP only if all **Combined Characters** are on foreign ground.
- If a floor tile's Special Ability provides extra black dice during a **Search order**, such as the Armory or the Secret Safe Room, each **Combined Character** benefits from this bonus cumulatively (Example: if two Characters are searching in the Armory, they get a total bonus of 2 additional black dice)

Combined Interact with Equipment Card



- One of the **Combined Characters** must be carrying the **Equipment** to **Interact** with. He is called the **carrier.**
- All other **Combined Characters** must be **adjacent** to the **carrier.**
- If the **IPS** Condition asks to spend 2 CP or more (Secret Files for example), only the **carrier** needs to spend this amount of CP. All other **Combined Characters** need only spend 1 CP; each additional CP spent above that provides one extra die.
- If the **IPS** condition asks to spend only Salemite CP, only Salemite **Characters** can be **Combined** to **Interact** with this **Equipment**. Same thing for NORAD CP.
- If the **IPS** condition asks for a cadaver, the **carrier** must be **immediately facing** the cadaver (Zombie Serum for example).
- If the **Equipment's** effect is to be applied to a **Character** (Morphine, Medical Kit for example), any **Combined Character** can benefit from its effect. The **Active player** must choose which **Character** receives the effect. Only one **Character** can benefit from the effect. Regardless of who receives the benefit, the **Equipment card** remains with its **carrier.**
- If the **Equipment card** is supposed to leave a marker on the map, the marker is placed under the **carrier** (Mines or Deadly Virus for example).
- If the **Equipment card** triggers an effect in a floor tile, the affected floor tile is the one where the **carrier** is standing (Wiring Plans or Magnetic Disrupter for example)
- If the **Equipment card** triggers an **area of effect**, it is centered on the **carrier** (Toxic Gas Capsule for example).
- If a floor tile's Special Ability provides extra yellow dice to perform tests, such as the Chemistry Lab or the Robot Assembly Workshop, each **Combined Character** standing in this floor tile benefits from this bonus cumulatively (Example: if two Characters are trying to trigger the Laptop Computer in the Chemistry Lab, they get a total bonus of 4 additional yellow dice).

Combined Interact with Floor Element



- If a **Floor Element** shows only one facing icon, **Combining Characters** to **Interact** with this **Floor Element** is not possible (Satellite Com Room, Generator, Cryogenic Chamber for example). The Zombie Lab and the Morgue provide more than one facing icon, but each facing icon is dedicated to a different **Floor Element**, so then again **Combined Interaction** is not possible.
- If a **Floor Element** shows more than one facing icon, each combined **Character** must be standing on a facing icon, correctly facing the **Floor Element** (Missile Room, Infirmary or Video Surveillance Room, for example).
- If the **IPS** Condition asks to spend 2 CP or more, only the **activated Character** needs to spend this amount of CP. All other **Combined Characters** need only spend 1 CP; each additional CP spent above that provides one extra die (Missile Room for example).
- If a room shows an **IPS** line and no facing icon, all **Combined Characters** must be standing in the room, but only one **Character** can benefit from its effect (Patient Room for example).

Combined Torture



- The **Prisoner's Captor** must be one of the combined **Characters**.
- All other **Combined Characters** must be **adjacent** to the **Captor.**
- Only Salemite **Characters** can be involved in the **Torture.**
- Each CP spent on each **Combined Character's Interact order** provides +1 **Torture** die.
- Each **Combined Character** standing in the Torture Chamber gains +2 additional **Torture** dice.
- If a **Combined Character** is carrying the **Torture** Kit, only he gains 2 additional **Torture** dice.



MULTIPLE LEVELS

Some scenario maps span Multiple Levels. Each level of the map includes Stairs Up and Stairs Down floor tiles to allow **Characters** to move between levels.

Note: *Large Miniatures cannot use stair tiles to move between levels; although they can pass through or stand on them.*



Stairs Up/Down Tiles

When a **Character** is standing on one of these floor tiles, he can use one **Movement point** to move directly to the corresponding Stairs Down/Up Tile on the connecting level (see **Picture #45**).

LoS and Stairs

A miniature can stand on a stair tile. The square occupied by the miniature is then treated as a normal floor square, which means that other miniatures on the same level can have **LoS** to the miniature. Also the miniature standing on the stair tile can have **LoS** to other miniatures on the same level. In addition, the miniature's **LoS** extends to the corresponding stair tile on the connecting level (Upstairs or Downstairs, depending on the stair tile).

On **Picture #45**, when Franck Einstein finishes his **Move** on the Stair Tile marked **A**, he has **LoS** to the Stair Tile marked **B**. When Vasquez finishes her **Move** on the Stair Tile marked **D**, she has **LoS** to the Stair Tile marked **C**.

Close Combat in Stairs

A miniature standing on a stair tile can be attacked in **Close Combat** by any enemy **adjacent** miniatures on the same level. In addition, it can be attacked by an enemy miniature standing on the corresponding stair tile on the connecting level. When **Close Combat** occurs through stair tiles, there is no facing between these **Characters** and each controlling player, whether **Attacker** or **Defender**, is free to choose any **Close Combat** color arc of his choice (see **Picture #46**). This rule is also applicable in case of a **Combined Close Combat** involving one **Character** attacking through stair tiles.

Shooting through Stairs

Since a miniature standing on a stair tile has **LoS** to the corresponding stair tile on the connecting level, it can **Shoot** at any enemy miniature standing on the corresponding stair tile. In this case, the required **range** between the two stair tiles is 1 square, however the **target** is ALWAYS considered to be in the **Shooter's orange fire arc**, no matter the facing of each miniature.

Explosion through Stairs

If a stair tile is in an **Explosive Weapon's red damage zone** (Mines, Time Bomb, Plastic Explosive, Grenades, or Bazooka for example), the **area of effect** is applied as normal, and then the effect extends to the corresponding stair tile on the connecting level, and only to that square. There is no new **area of effect** to apply on the connecting level.

Picture #45



Moving between Levels

- Spending 2 CP on a **Move order**, Jeff Deeler can move from Basement Level (Level –1) to the Ground Level (Level 0) using 8 **Movement points** (blue **Movement** arrow).
- Spending 1 CP on a **Move order**, Vasquez can move from Ground Level (Level 0) to the First Level (Level +1) using 6 **Movement points**. She ends her **Movement** on the Stairs Down marked **D** (red **Movement** arrow).
- Spending 2 CP on a **Move order**, Franck Einstein can move from the First Level (Level +1) to the Basement Level (Level -1) using 10 **Movement points**. He ends his **Movement** on the Stairs Up marked **A** (yellow **Movement** arrow).



Picture #46

Close Combat in Stairs

Vasquez and Jeff Deeler are both standing on corresponding stair tiles between the Basement and the Ground Level. Jeff Deeler attacks Vasquez in **Close Combat** and decides to use his **dark-blue arc**. In response, Vasquez does the same and uses her **dark-blue arc** as well.

Shooting through Stairs

Vasquez and Jeff Deeler are both standing on connecting stair tiles between the Basement and the Ground Level. So Vasquez has a **LoS** to Jeff Deeler and the opposite is also true. If Vasquez shoots at Jeff Deeler, she has to check for **targeting** at **range** 1. If the **targeting** is successful, she will **Roll for Damage** using the **orange firing arc** of her **Firing Weapon**. Same thing for Jeff Deeler if he wants to **Shoot** at Vasquez.

When **Rolling for Damage** on the connecting stair tile, consider the square to be in the **red damage zone** of the **Explosive Weapon** used.

You can now play Scenario #9 - Terror in the Basement!

From now on, create your own scenarios with:

- **S.A.G.S. 2 Players**
- **S.A.G.S. 3/4 Players**

Explosion through Stairs

Vasquez shoots a Grenade on the Stairs Up Tile in the Basement. The **range** for **targeting** is 2. **Targeting** is an automatic success judging from the Grenades' **Shooting value**, so she does not need to roll any dice for **targeting**. The stair tile square in the basement receives 3 **Combat dice** for **damage**.

The stair tile square on the Ground Level, where Jeff Deeler is standing, is also hit by the **Explosion** and receives 3 **Combat dice** for **damage** (Grenades' **red damage zone**). The **Explosion** does not spread further than this square on the Ground Level, and it still would not even if it was another **Explosive Weapon** with a larger **area of effect**. Finally the square in front of Vasquez is also hit by the **Explosion** (**area of effect** on the same level as Vasquez) and receives +4 **automatic hits**.



Picture #47

SCENARIO AUTO GENERATING SYSTEM (S.A.G.S.) - 2 PLAYERS

The S.A.G.S. is a game mode which allows players to generate different scenarios automatically by following specific rules. Therefore, this chapter serves both as a rule section and a scenario description. To play *Earth Reborn* using the S.A.G.S., proceed with each step in the following order:

Step 1 – Building the Map

- Players decide who will play the Salemites and who will play the NORAD. If they cannot agree, randomly determine who will play which faction.
- Build the board frame to its maximum size of 16 x 20 squares as shown at far right.
- Remove the Stairs Up and Stairs Down tiles from the game. Sort all remaining floor tiles by shape in 11 groups as shown here, and place them within access of both players. This constitutes the **Construction Zone**.
- 

The NORAD player takes the 5 Driller floor tiles (from group 6).
- 

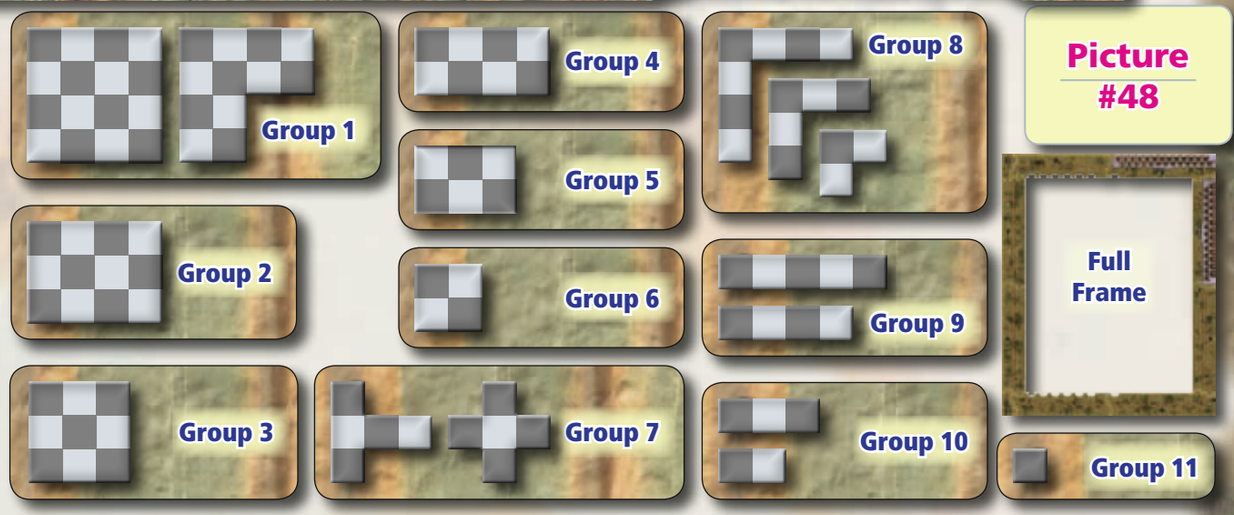
Each player places his MP marker on 30 MP on the MP score track around the frame.
- Take the 24 door markers and flip them to their back side. The Salemite player takes the 12 doors with a Salemite **MP cost** icon on their back, while the NORAD player takes the 12 doors with a NORAD **MP cost** icon.
- Each player sorts his doors in two stack:



  - 

The ones showing a –1 MP cost icon in one stack.
  - 

The ones showing a -0 MP cost icon in the other stack.
- Each player then flips his doors to their front side making sure to keep his two stacks separate in front of him, outside the frame. These stacks constitute his door reserves.
- Randomly determine who goes first in the construction step.



Picture #48

- Starting with the first player, each player takes a group of floor tiles from the **Construction Zone** and chooses a tile from his group. If a player does not like anything in his group, simply return it to the **Construction Zone** and select another.
- Once a tile is chosen, immediately return the rest of the group to the **Construction Zone**, in a stacked pile, thus making it available to the other player. Then place the chosen tile inside the board frame according to the **Construction Rules** below, with the first player placing his tile first.
- Players continue choosing and placing tiles in the same way. They take turns placing the tiles. However, they do not wait on each other for the choosing process. They are free to take and return groups available in the **Construction Zone** as they wish until they have found the next tile they want to put down.
- Continue the construction until the frame is full (meaning there are no holes anywhere inside the frame).
- **Door:** When the frame is full, if either or both players still have door markers in their reserves, they can keep on placing doors, in turn, following the **Door Placement Rules** below, until both players decide to stop.
- When finished, remove all unused doors and floor tiles from the **Construction Zone** from the game: they will not be used.

Tactical Advice

Avoid choosing too many one- or two-square tiles in the first construction turns. They are generally not the best choice, and they may cause a shortage of small tiles to fill the gaps at the end. If a shortage does occur, Constructors are allowed to replace adjacent groups of small tiles with a longer tile presenting identical features, as long as it does not change the map layout.

Construction Rules

The player currently adding a tile to the board is the **Constructor**.

- Place the floor tile such that it touches the frame or a previously-placed floor tile (see Picture #49).
- Make sure that access is possible to all indoor squares of the new floor tile (if any), without breaking a wall. Add doors as necessary to provide access (see Door Placement Rules below and Picture #49 for an example).
- If an **outdoor square** comes in direct contact with an indoor square without a wall separation, place a door to create a separation (see Picture #49).
- If the **Constructor** is out of door markers, he loses 2 MP for each floor tile placed in violation of the rules above.
- If desired, place additional doors between the new floor tile and **adjacent** floor tiles.
- **Driller:** The NORAD player can place a Driller instead of a normal floor tile. Choose one (some have an **MP cost** to pay when they are revealed in Step 4 - Deployment), place it face-down, and treat it as if it had walls on all four sides. The tile is considered inaccessible for now and no door can or should be placed on it (see Picture #49).
- Floor tiles with an MP icon cause one or the other player to earn or lose MP on the score track as follow:



Salemite player earns 1 MP



Salemite player loses 1 MP



NORAD player earns 1 MP



NORAD player loses 1 MP



Constructor decides who earns 1 MP



Constructor decides who loses 1 MP

Door Placement Rules

- The **Constructor** chooses a door from his door reserves.
- Pay the **MP cost** indicated on the back of the door, if any.
- Place the door according to the following constraints:

✔ Doors are placed at the junction between two floor tiles, not inside a floor tile.

✔ A door can cover any empty line between two squares or a single wall (see Picture #6).

✗ Both ends of a door must be in contact with walls (***Note**: this is a construction rule, not a gameplay rule. If a connected wall is destroyed during gameplay, the door stays).*

✗ A door cannot cover a double wall (see Picture #6).

✗ A door cannot be placed so that it leads to an impassable **adjacent** square (yellow dotted line).

✗ A door cannot be placed so as to separate two outdoor squares (see Picture #49).

✗ Doors cannot cover walls with this texture (Secret Safe Room walls).



Step 2 – Assembling a Team

- 

The NORAD player takes the **Character cards** showing the NORAD **MP cost** icon (see Picture #1).

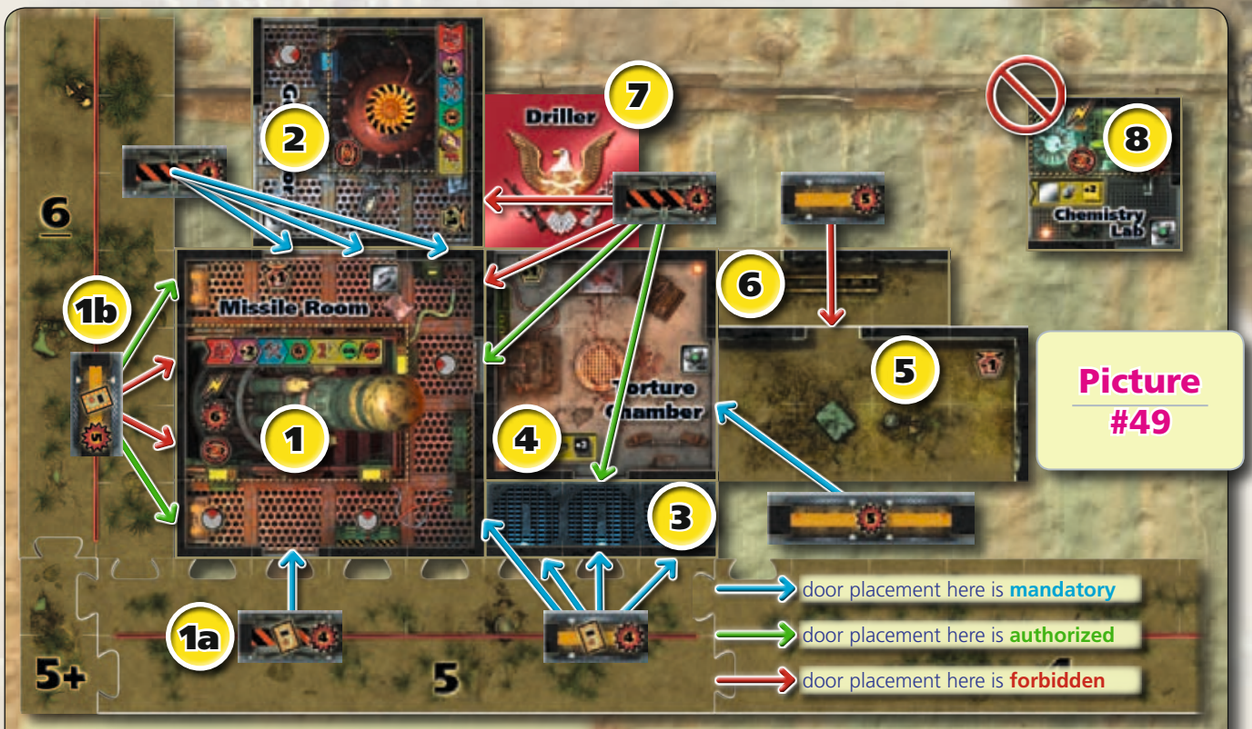
- 

The Salemite player takes the **Character cards** showing the Salemite **MP cost** icon (see Picture #1). ***Note**: although Franck Einstein and Cherokee Bill are traitors, they are Salemites at the beginning of the SAGS, and can only be selected by the Salemite player.*

- Players secretly choose the **Characters** they want to control during this scenario.
- Players simultaneously reveal the **Characters** they selected and remove the other cards from the game.
- Each player pays the **MP costs** indicated on the **Character cards** they control, lowering his MP marker on the score track by the corresponding amount.

Step 3 – Selecting Equipment

- The Salemite player shuffles the deck of **Equipment cards** under the table, randomly flipping the cards over at will as he shuffles them. He puts the deck back on the table. The NORAD player has the option to flip the deck over once.
- The Salemite player takes the **Equipment** deck in hand, without flipping it, and divides the cards in two sets: the Salemite deck (cards with a green background) and the NORAD deck (cards with a yellow background). It is possible for the two decks to be disproportionate in size, but that is not important at this stage.
- Each player takes his deck and secretly chooses one **Equipment card** from it which he places behind his screen. Players can check out the back side of their cards, but the **Equipment** chosen must be of the side with their color. **Important**: The **Equipment card's MP cost**, if any, will be paid when revealed in Step 6 – Assigning Equipment.
- Players now switch decks with their opponent, flip over their new deck so their faction color is facing up, and choose another **Equipment card** from their new deck. Repeat this process until each player has as many **Equipment cards** as **Character cards** or has passed.
- **Pass**: Instead of choosing an **Equipment card** from his deck, a player can pass. However, once a player has passed, he must pass again every time the decks are switched. ***Note**: the deck switching process still goes on as before; the other player is not given the entire deck of cards at once to choose from, just because one player has passed.*



Picture #49

Construction Rules Examples

The circled numbers indicate the order in which the floor tiles are placed in the frame.

1 1a The Missile Room placement is correct as long as the **Constructor** places a door as indicated.

1b This door cannot be placed on the single walls indicated by the red arrows, since it would lead to impassable squares (yellow-dotted line). The **Constructor** could however decide to place a door on one of the single walls indicated by the green arrows.

2 If the Generator is placed this way, there is no access to its indoor squares. The **Constructor** must place at least one door on one of the three single walls indicated by the blue arrows.

3 If the 3-square corridor is placed this way, there is no access to its indoor squares at that moment since the Torture Chamber is not in place yet. The **Constructor** must place at least one door on one of the four spots indicated by the blue arrows.

4 The Torture Chamber does not need any additional door. But the **Constructor** could place optional doors where indicated by the green arrows. He cannot place a door on the double wall between the Missile Room and the Torture Chamber (indicated by the red arrow).

5 This **outdoor** tile touches indoor squares in the Torture Chamber, so the **Constructor** must place a large door to separate the indoor squares from the outdoor squares.

6 This **outdoor** tile is placed legally, but the **Constructor** cannot place a door in the spot indicated by the red arrow, because, even though the door would be **adjacent** to two walls, it would separate two outdoor squares, which is illegal.

7 The **Driller** can legally be placed here. No door may be placed connecting to the **Driller**, and there is no need to provide access to the Driller. The Driller also does not provide access to any future tile that might be placed in contact with it.

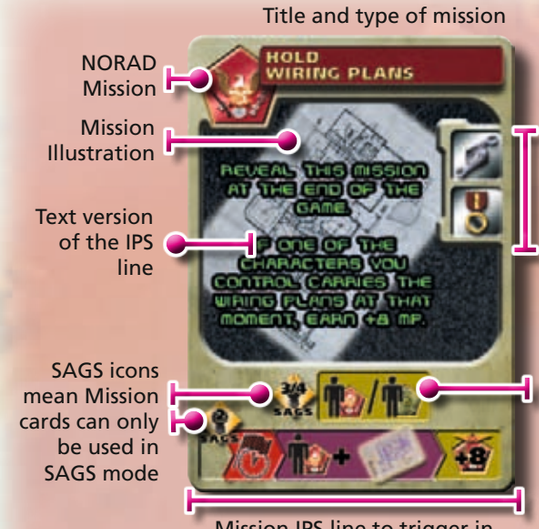
8 The Chemistry Lab cannot be placed here because it is not in contact with the frame or any other tile already placed on the map.

Step 4 – Deployment

- Each player takes the **Character** markers matching the **Characters** he controls plus 2 **Decoy** markers and places them face-up (**Character** name showing) behind his screen.
- The Salemite player goes first, selects one marker, and places it face-down on any valid indoor square of the map.
- The NORAD player goes second, selects one marker, and places it on any **outdoor square** or Driller.
- Players take turns deploying their **Character** markers and **Decoys** until all markers are on the map. Limit one marker per square or Driller.
- Players now reveal their markers. The Salemite player reveals his markers first, followed by the NORAD player. **Decoys** are removed from the game and **Character** markers are replaced with their corresponding miniature, choosing their facing. Large Miniatures are allowed to stand partially outside the map as long as they cover a minimum of two squares inside the map.
- The NORAD player also turns over his Drillers face up, chooses their orientation, and pays any required **MP cost** (***Note***: *Construction Rules regarding access, door placement, etc. no longer apply at this point*). If a **Character** marker was on a Driller, choose which square the corresponding miniature goes on and its facing.

Step 5 – Receiving Missions

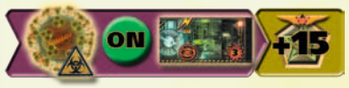
- The Salemite player randomly draws 4 Salemite **Mission cards** (green back) that he must keep very secret!
- The NORAD player randomly draws 4 NORAD **Mission cards** (red back) that he must keep very secret!
- If a player has a **Mission card** that cannot be completed because the specific **Character** or floor tile designated by the mission is not in play, show the card to the opponent, discard it, and draw another one to replace it. Repeat until each player has four achievable **Mission cards** in hand.
- Remove all remaining **Mission cards** from the game, without looking at them.
- During play, if the same condition triggers the effect of two different **Mission cards** in the hand of the same player, he must choose which effect to apply. He cannot benefit from both cards. In particular, he cannot score MP twice (e.g., the NORAD player has the 'Kill Jeff Deeler" and 'Eradicate' mission: if Jeff Deeler dies, both cards could apply, but he must choose one: probably 'Kill Jeff Deeler' which scores him +10 MP).



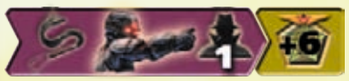
Mission Cards

Picture #50

Sample Mission Card IPS Lines



If the Deadly Virus **Equipment card**'s effect is triggered in the Chemistry Lab, the Salemite player earns +15 MP



Each **Spy Point** obtained while **Torturing** James Woo grants +6 MP to the Salemite player



If a NORAD **Character** exits the map with the Zombie Serum, the NORAD player earns +12 MP



At each **Final phase**, if the Communication Room is occupied by NORAD **Characters** and no Salemite **Character** is present, the NORAD player earns +3 MP

Step 6 – Assigning Equipment

- Players reveal the **Equipment cards** they selected in Step 3, paying the **MP cost** indicated on each card, if any. If a player does not have sufficient MP left to pay for his **Equipment**, he must discard all his **Equipment cards** and move his MP marker to 0 MP on the score track, *as punishment for his incompetence.*
- Players assign their **Equipment cards** to the **Characters** they control, with a maximum of one per **Character.**
- The **Equipment card**'s faction must match the **Character**'s faction (green background **Equipment cards** attached to Salemite **Characters**, yellow background **Equipment cards** attached to NORAD **Characters**). Franck Einstein and Cherokee Bill are still considered Salemite during this step.
- In addition, the Salemite player receives two **Magnetic card** markers that he places on two different **Character cards.**

Mission Card IPS Icons

- End of Game
- Any Salemite **Character**

Note: *Franck Einstein and Cherokee Bill are Salemites at the beginning of the game but can become NORAD at some point in the game*

- Any NORAD **Character**
- Specific Floor Tile (e.g. Generator)
- Specific **Character** (e.g. Jeff Deeler)
- Specific **Equipment** (e.g. Deadly Virus)
- Exit the Map
- **Dead**
- **Prisoner**
- **Torture**
- +1 Newly created Zombie

Examples of Icon Combinations

- Deeler is **Dead**
- Hollister is **Captured**
- Vasquez is **Tortured**
- Zombie Lab is Destroyed





S.A.G.S - 3/4 PLAYERS

Start the Game

- The Salemite player receives the **Initiative** each turn.
- SAGS scenarios happen on Salemite Ground.
- Prepare the **Search deck** with all unassigned **Equipment cards**, as described in the **Search** Rule section.
- Each player's base CP allowance is 15 CP (remember to add **Bonus CP** from all **Characters** in the player's control).
- The game last 6 turns.
- SAGS scenarios use all modular rules except for Multiple-Levels.



- In SAGS mode, a **Spy Point** can be used to secretly view one of the opponent's **Mission cards**, selected at random. The opponent does not know which card was viewed. Use 2 **Spy Points** to view 2 different **Mission cards** from the opponent, and so on.

Victory Conditions

As soon as a Mission is completed, the player concerned by this Mission immediately earns the corresponding MP.

At the end of the 6th turn, the player with the highest number of **Mission Points** is declared winner.

"Kill Traitor" Mission Card (Addendum)

If Franck Einstein or Cherokee Bill are controlled by the NORAD player while in the LoS of a Salemite-controlled **Character**, the "Kill Traitor" **Mission card** is revealed. The **Character** is unmasked as a traitor. From this moment until the end of the game, the Salemite player can attack that **Character** as if it was an enemy **Character**, even when not controlled by the NORAD player.



When playing S.A.G.S with 3 or 4 players, there is no Salemite or NORAD factions. Each player controls a band of mercenaries containing **Characters** of either or both factions. Proceed with each step in the following order:

Step 1 – Building the Map

- Build the board frame and create the **Construction Zone** as in the SAGS - 2 Players.
- Place all door markers in the empty cloth bag. Each player draws doors from the bag as indicated below, ignoring the **MP cost** icons (they are not used), and places them in front of him, face-up, to constitute his door reserve:
  - 3-player: 2 large doors and 5 small doors
  - 4-player: 2 large doors and 4 small doors
- Remove the remaining doors from the game.
- Place all **order Tiles** in the bag.
- Remove the Driller which is surrounded by solid walls on all sides from the game. Each player secretly draws one Driller from the remaining Driller tiles, looks at it, and places it face-down in front of him. Remove from the game any remaining Driller tile.
- Each player chooses an MP marker color and places the corresponding MP marker on the MP score track as follows:
  - 3-player: 25 MP
  - 4-player: 20 MP
- Randomly determine who goes first in the construction step.
- Starting with the first player and continuing clockwise, build the map as explained in the SAGS - 2 Player. The **MP cost** is ignored for doors (although players who are unable to place a mandatory door must still pay -2 MP). Each player has one Driller that he can place during the construction phase if he wants to.
- Floor tiles with an MP icon cause players to earn or lose MP on the score track as follow:
  - The **Constructor** earns +1 MP on the score track.
  - All players except the **Constructor** lose –1 MP on the score track.

Step 2 – Assembling a Team

- Remove the **Character cards** for Cherokee Bill, Zombie 1, and Zombie 2 from the deck of **Character cards**. Display the remaining 9 **Character cards** by the board for all to see. They are ready to be enrolled!
- Randomly determine who goes first in choosing a **Character.**
- The first player chooses any **Character card** yet to be enrolled and immediately pays its **MP cost** (regardless of faction). Players are not limited to one faction: they can control **Characters** from different factions.
- Continue in clockwise order until each player has reached the maximum number of **Characters** allowed, as indicated below, or nobody wants to enroll any more Characters. Remove any **Character cards** not enrolled from the game.
  - 3-player: maximum 3 **Characters** per player
  - 4-player: maximum 2 **Characters** per player

Step 3 – Selecting Equipment

- Remove the **Radio Scrambler Equipment card** from the game.
- The last player to enroll shuffles the remaining **Equipment cards** under the table. He puts the deck back on the table and asks a player to cut the deck. Then he distributes the cards as follow:
  - 3-player: 10 **Equipment cards** per player
  - 4-player: 7 **Equipment cards** per player (the remaining cards are set aside for now)
- Each player secretly chooses an **Equipment card** from his deck, and places it behind his screen:
  - The player can choose from either side of each **Equipment card.**
  - Only one **Equipment card** per **Character.**
  - The **MP cost** icon's faction must match the **Character**'s faction, so you can only assign Salemite **Equipment** (green background) to a Salemite **Character**; same for NORAD.
- Each player passes the remaining cards from his deck to the player to his left. Each player can now select a 2nd **Equipment card** from the new deck he received.
- If any players control 3 **Characters**, proceed with a third deck rotation so they can select a 3rd **Equipment card.**

Step 4 - Deployment

- Each player takes the **Character** markers matching the **Characters** he controls plus 1 **Decoy** marker (faction of his choice) and places them face-up (**Character** name showing) behind his screen.
- Randomly determine who goes first in the Deployment step.
- Starting with the first player and continuing clockwise, each player chooses a **Character** marker from behind his screen and places it face-down on the map. Repeat until all markers are placed.
  - Salemite **Character** markers must be deployed on indoor squares.
  - NORAD **Character** markers must be deployed on outdoor squares or Drillers. ***Note****: it is legal to place a marker on a Driller that was placed by an opponent.*
  - Limit one marker per square or Driller.
  - There must be a minimum **distance** of 4 squares between two markers controlled by different players. The **distance** is measured as for **targeting** (no diagonals), and passes through doors but not walls.
- The first player reveals his markers and any Driller where he has a marker, followed by the other players in clockwise order. **Decoys** are removed from the game and **Character** markers are replaced with their corresponding miniatures, choosing their facing. Drillers without a marker on them are revealed by the first player.
- Choose the orientation of the Driller (***Note****: construction rules regarding access, door placement, etc. no longer apply at this point)*. Ignore its **MP cost**: Drillers are free when playing with 3 or 4 players. If a **Character** marker was on a Driller, choose which square the corresponding miniature goes on and its facing.

Step 5 – Receiving Missions

- Each player draws one green-back **Mission card** for each Salemite **Character** he controls, and one red-back **Mission card** for each NORAD **Character** he controls. These cards are kept secret.
- **4-players**: each player gets a bonus **Mission card**, of a faction color of his own choosing as long as it is already represented by one of the **Characters** in his control.



- Each card includes a SAGS 3/4 Players section applicable only when playing SAGS with 3 or 4 players (see Picture #50):


Mission must be completed by a NORAD **Character**


Mission must be completed by a Salemite **Character**


Mission can be completed by either a NORAD or Salemite **Character**


Discard this **Mission card** and draw another

- If a player has an **Mission card** that cannot be completed in a SAGS 3/4-player game because the specific **Character** or floor tile designated by the Mission is not in play, or because the Mission specifies that he must kill a **Character** he controls, show the card to the opponents, discard it, and draw another one to replace it. Repeat until each player has achievable **Mission cards** in hand.
- Remove all remaining **Mission cards** from the game without looking at them.
- During play, if the same condition triggers the effect of two different **Mission cards** in the hand of the same player, he must choose which effect to apply. He cannot benefit from both cards.

Step 6 – Assigning Equipment

- Salemite **Equipment cards** are assigned to Salemite **Characters**. NORAD **Equiment cards** are assigned to NORAD **Characters**. Pay each **Equipment card's MP cost** as described in the SAGS - 2 Players section.
- Each player controlling at least one Salemite **Character** receives one **Magnetic card** marker (limit of one **Magnetic card** per player) and assigns it to the **Character** of his choice regardless of faction.

Start the Game

- Each player adds up the **MP cost** of the Salemite **Character cards** he controls. The player with the highest total **MP cost** in Salemite **Character cards** is called the **Salemite Mercenary**. The **Salemite Mercenary** receives the **Initiative** each turn. (***Note****: The other players can always ask for a* **Duel** *during the* **Initiative phase***,* see Special Rules for 3 or 4 Player rules).
- The **Salemite Mercenary** collects the unassigned **Equipment cards** (except the **Radio Scrambler**) and prepares the **Search deck** as described in the **Search** Rule section. Now, and every time the deck is shuffled, the player to the right of the shuffling player can decide to cut the deck if he wants to.
- SAGS scenarios happen on Salemite Ground
- **Each player's base CP allowance is:**
  - **3-player: 15 CP** 
  - **4-player: 10 CP** 
- The game lasts 5 turns and uses all modular rules except Multiple Levels.
- 
Just as in SAGS – 2 Players, a **Spy Point** can be used to secretly view a **Mission card** from one of the opponents, selected at random. The opponent does not know which card was viewed. Use 2 **Spy Points** to view 2 different **Mission cards** from the same opponent, and so on. ***Note****: This information is invaluable, do not share it with other players unless maybe during tough negotiations*.

Victory Conditions

At the end of the 5th turn, the player with the highest number of **Mission Points** is declared winner.

Special Rules for 3 or 4 Players

Turn Sequence

The player who has the **Initiative** marker at the end of the **Initiative phase** plays first during the **Activation phase**. Then players continue playing clockwise starting from the **Initiative player** until all players pass in a row.

Passing through Enemy Miniatures

Passing through enemy miniatures is possible with the consent of their controlling player. An agreement must be reached by the time a miniature becomes **adjacent** to the enemy miniature through which it wants to pass (earlier discussions between the players are advisable). When Player A's miniature becomes **adjacent** to a miniature controlled by Player B:

- Player B may ask for **Interrupt**. If he does, Player A's request to pass through is automatically denied. Proceed with the **Duel** for **Interrupt** as normal.
- If Player B does not ask for **Interrupt**, Player A can ask to pass through:
  - If Player B accepts, Player A can pass through Player B's miniature.

Note: *Once Player A's miniature is on the other side of Player B's miniature, Player B can no longer ask for* **Interrupt***, since* **Interrupting** *is only possible the first time an enemy miniature becomes* **adjacent***. However, Player A's miniature could still be interrupted by another of Player's B miniatures.*

  - If Player B refuses, Player A cannot pass through Player B's miniature but can otherwise resume his actions normally.

Note: *Player B can no longer ask for* **Interrupt** *with this miniature, since he did not do it when Player A's miniature first became* **adjacent**.

- When enemy miniatures are momentarily on the same square, they can exchange **Equipment cards** and markers if both controlling players agree. Make sure to respect the Weight limit!

Completing Missions

Some **Mission cards** require a **Character** to die or a **Floor Element** to be destroyed to complete the mission. The player who has the card earns the MP regardless of how the **Character** dies or the **Floor Element** is destroyed, even if another player is responsible. In the case of the "Eradicate" **Mission cards** however, the player who is assigned the Mission must perform the killing with a **Character** under his control, as specified on the card.

Resolving Simultaneous Actions

If, at anytime during the game, simultaneous actions by more than one player could cause different results depending on their order of resolution, resolve the actions starting with the **Salemite Mercenary** (even if he is not involved), and continue clockwise.

Duel for Initiative

Starting with the player after the **Salemite Mercenary** and continuing clockwise, each player gets a chance to ask for **Initiative**. Players involved in the **Duel** bet their CP simultaneously. If two or more players are tied, they must either reveal how many CP are left behind their screen or forfeit the **Duel**. The player with the fewest remaining CP wins the **Duel**. In case of a second tie, or if all forfeited, nobody wins the **Duel** and the **Salemite Mercenary** keeps the **Initiative** marker. All bet CP are lost.

Duel for Interrupt

If more than one player is eligible to ask for **Interrupt** (e.g., a miniature simultaneously enters LoS of two enemy miniatures), they each get a chance to ask for **Interrupt**, starting with the **Salemite Mercenary** and continuing clockwise. The **Duel** is resolved as above. In case of a second tie, or if all forfeited, nobody wins the **Duel** and the **Active player** resumes play.

Characters' Special Abilities

- ✗ Franck Einstein's Special Ability (spying) cannot be used in a SAGS 3-4 player game

- Jeff Deeler's Special Ability only works with zombies under control of the player controlling Jeff Deeler



Nick Bolter



Nick Bolter can draw on the troops' morale to boost their efficiency on the field. When **activated**, Nick can convert 1 MP into 4 CP. Lower the NORAD MP marker 1 point on the score track, and take 4 CP from the **Bank** to place behind the NORAD Player's screen. These CP can be used by the NORAD player anyway he wants. Nick Bolter can use this Special Ability as many times as desired, as long as there are still NORAD MP available on the score track. You are not limited in the number of CP you can have behind your screen. If the **Bank** runs out of CP counters, you can use any other means to count CP.

Vasquez



When **activated**, if Vasquez has **LoS** to Franck Einstein, she can try to charm him and take control of him indefinitely. Spend 2 CP, roll 3 yellow dice, and if 5 or more **test points** are rolled, Franck Einstein becomes a NORAD **Character** controlled by the NORAD player until the end of the game. If Franck becomes a NORAD **Character,** he cannot pass through Salemite Miniatures anymore.

If Vasquez is **Wounded**, Franck tends to have even more pity for her and she only needs to spend 1 CP and a successful roll of 3 **test points** or more to turn Franck into a traitor.

When Vasquez takes control of Franck Einstein, he keeps all CP and **Order tiles** already played on him this turn.

Mammoth MK II

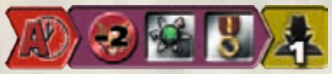


(see Large Miniatures section)

Deployment phase: when the Mammoth marker is revealed, one of the four squares of the Mammoth's miniature base must cover the square with the Mammoth marker. The Mammoth miniature can also be partly outside the map, with a maximum of two base squares outside the board's frame.

When the Mammoth dies, its controller decides on which of the four squares to place the **Character** marker representing its cadaver.

James Woo



When James Woo is in a Science Room or Officer Section, he can spy by spending 2 CP. This is automatically successful and gives him 1 **Spy Point** that he can use anyway he chooses as described in the Spying section of the rules.

When James Woo is **Wounded**, the same action costs him 3 CP instead of 2.

Jessica Hollister



Jessica Hollister can draw on the troops' morale to boost their efficiency on the field. When **activated**, Jessica can convert 1 MP into 4 CP. Lower the Salemite MP marker 1 point on the score track, and take 4 CP from the **Bank** to place behind the Salemite Player's screen. These CP can be used by the Salemite player anyway he wants. Jessica can use this Special Ability as many times as desired, as long as there are still Salemite MP available on the score track. You are not limited in the number of CP you can have behind your screen. If the **Bank** runs out of CP counters, you can use any other means to count CP.

Franck Einstein



Franck Einstein is a traitor. If Franck's card is not engaged, the NORAD player can spend 2 CP during his turn to receive Spying information from him. The NORAD player spends 2 CP on Franck's **Character card**, engages it, rolls two black dice, and if 4 or more **test points** are rolled, the NORAD player receives 2 **Spy Points** that he can use as described in the Spying section of the rules.

The CP spent by the NORAD player on Franck's card count toward Franck's **Maximum CP per turn**.

Of course, this spying traitor ability can only be used once per turn by the NORAD player, since it involves engaging Franck's card.

When Franck is **Wounded**, his traitor spying ability functions the same way, but it requires 3 CP from the NORAD player and only provides 1 **Spy Point**. This ability can only be used while Franck is under Salemite control.

Franck Einstein's **Maximum CP per turn** is always 5 CP, no matter which side is controlling him or how they were spent. For example, if the NORAD started using Franck to spy as a traitor, using 2 CP on him, then the Salemite player will only be able to spend 3 more CP during other Activation rounds the same turn.

Cherokee Bill

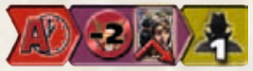




Cherokee Bill carries a Flamer (see Equipment glossary).

Cherokee Bill is a traitor. If Cherokee Bill's card is not engaged, the NORAD player can spend 2 CP during his turn to activate Cherokee Bill as a NORAD **Character**. The 2 CP spent are placed on Cherokee Bill's **Character card**. Cherokee Bill then becomes a traitor and gets a **Maximum CP per turn** of 6 CP per turn that only the NORAD player can spend on him.

Cherokee Bill remains a NORAD **Character** until the **Final phase** of this turn, after which he returns to Salemite control. When acting as a traitor, Cherokee Bill cannot pass through Salemite **Characters**.



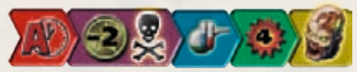
When Cherokee Bill is **Wounded** his Special Ability changes. If Cherokee's card is not engaged, the NORAD player can spend 2 CP during his turn to receive Spying information from him. The NORAD player spends 2 CP on Cherokee's **Character card**, engages it, then receives 2 **Spy Points** that he can use as described in the Spying section of the rules.

The CP spent by the NORAD player on Cherokee's card count toward the Cherokee's **Maximum CP per turn**.

Of course, this spying traitor ability can only be used once per turn by the NORAD player, since it involves engaging Cherokee's card.

FLOOR TILE GLOSSARY

Professor John Kendall Jr



Professor Kendall must be **immediately facing** a cadaver, i.e. being **adjacent** to and **facing** a cadaver, to be able to turn it into a zombie. A cadaver is represented by a skull icon directly printed on a floor tile (such as the Morgue, Cemetery, Zombie Lab, or Cryogenic Room) or by a **Character** marker placed on the board to represent a **Dead Character**. Professor Kendall spends 2 CP, and if he successfully performs the scientific test indicated on his card, the cadaver is re-animated as a zombie. In case of a **Dead Character** marker, remove it from the board and replace it with an available zombie miniature. In case of a **Floor Element**, place an Empty Grave marker on the appropriate square and place an available zombie miniature on top. The Empty Grave marker indicates that the square on which it is placed no longer contains a cadaver that can be reanimated as a zombie.

If a **Dead Character** marker still holds **Equipment** when reanimated as a zombie, the new zombie only keeps the **Equipment** he can carry while respecting the Weight Limit rule. Each **Equipment card** in excess is discarded to the bottom of the **Search** pile, the same as dropped **Equipment**.

A **Dead** zombie cannot be reanimated as a zombie. ***Note**: **Dead Character** markers cannot be moved by **Characters**.*

Jeff Deeler



During the **Initiative phase**, each zombie that Jeff Deeler has in his **LoS** receives 2 CP from the **Bank**. These CP can be spent only by the **targeted** zombie(s) (Example: If Jeff Deeler has LoS to 3 different zombies, each zombie receives 2 CP from the Bank). This also raises the **Maximum CP per turn** that can be spent on each of these zombies.

When Jeff Deeler is **Wounded**, each zombie in **LoS** during the **Initiative phase** receives a +3 **CP Bonus** instead of +2. ***Note**: Jack Saw is considered a zombie, but not Franck Einstein.*

Jack Saw



Jack Saw can use his saw-equipped arm to cut through **adjacent** doors or walls. The wall or door to be destroyed must be in his **dark-blue arc**. The two **IPS** lines are to be considered as two different options from which Jack Saw can choose.

For 2 CP, roll 6 yellow dice. If 10 or more **test points** are rolled, Jack destroys an **adjacent** wall. Place a short Broken Wall marker.

For 1 CP, and without requiring any test or dice roll, Jack Saw can destroy any **adjacent** door regardless of its **Defensive value**. Remove the destroyed door from the board, or flip it on its destroyed side if it covers a single wall.

Zombies

You can never generate more zombies than you have zombie miniatures and zombie **Character cards** available. This means that, in the basic game, the Salemite player can never control more than two zombie miniatures at the same time. *Note: Although Jack Saw is considered a zombie, you cannot generate a "Jack Saw" zombie using the Zombie Serum or Professor Kendall's special ability.*

Armory



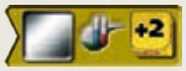
A **Character** searching in this room adds one black die to his **Search** roll.

Cemetery



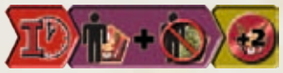
Each grave holds one cadaver that can be turned once into a zombie with the IPS lines of Pr. Kendall or the Zombie Serum (see corresponding glossary entries). The **Character** must be **immediately facing** a tomb, i.e. being **adjacent** to a tomb and **facing** it**.**

Chemistry Lab



A **Character** standing in this room has a +2 yellow dice bonus added to his **Scientific value** for any scientific test.

Command Post

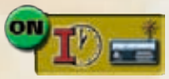


During the **Initiative phase**, if at least one NORAD **Character** occupies this room with no Salemite **Character** present, the NORAD player receives 2 additional CP.



During the **Initiative phase**, if at least one Salemite **Character** occupies this room with no NORAD **Character**, the Salemite player receives 2 additional CP.

Communication Room





(see Radio Scrambling section). Once the **Radio Scrambler** is ON in the Communication Room, it is not necessary for a **Character** to stand on a facing icon or even in this room for the **Radio Scrambling** to remain active.

Cryogenic Chamber



This room provides one cadaver that can be turned into a zombie with the IPS lines of Pr. Kendall or the Zombie Serum (see corresponding glossary entries). The **Character** must stand correctly on the facing icon.

***Note:** If the electrical power is down in this room, cadavers are not accessible and cannot be turned into zombies.*

Driller



(see S.A.G.S. section)

Generator

A **Character** correctly standing on the facing icon can try to shut down the Generator. Spend 1 CP. Perform the technical test, rolling as many yellow dice as his Technical value. If he rolls 3 or more **test points**, then the electrical power is down in the whole building until the **Final phase** (see Interact: Electricity section).

The Generator cannot be destroyed. It's the reason why it doesn't have any **Floor Element Defensive value**.

Infirmary



Spend 1 CP and perform a successful technical + scientific test to gain 2 **Life Points**. The **Character** performing this action can heal himself or any other **Character** standing on a facing icon in this room. If the healing brings back the **Character** from its **Wounded** side to its **Healthy** side, his new characteristics are immediately applicable.

Missile Room



A **Character** correctly standing on a facing icon can try to launch the missiles. Spend 2 CP and perform a technical test. If the test is successful, place an ON marker on this **Floor Element** and two CP markers as time counters. At each **Final phase**, remove one time counter. When the last one is removed, the missiles are launched. If this was an objective given to you by the scenario or a **Mission card**, then you gain the MP indicated by the scenario / **Mission card**. Otherwise, launching the missiles has no effect on the game (although it certainly has a profound impact somewhere else on the planet).

Morgue



This room provides two cadavers that can be turned into zombies with the IPS lines of Pr. Kendall or the Zombie Serum (see corresponding glossary entries). The **Character** must stand correctly on the facing icon.

Officers' Quarters



During the **Initiative phase**, for each **Character** standing in this room, the controlling player can spend 1 MP to gain 4 CP from the **Bank** and place these CP behind his screen. You cannot use this ability if one or more enemy **Characters** are occupying the Officers' Quarters with you.

Patient Room

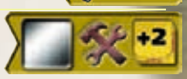


A **Character** standing anywhere in this room can spend 1 CP and perform a successful scientific test to gain 1 **Life Point**. The **Character** performing this action can heal himself or Character he is **immediately facing**, meaning **adjacent** and which he is **facing**. If the healing brings back the **Character** from its **Wounded** side to its **Healthy** side, his new characteristics are immediately applicable.

Robot Assembly Workshop



***Note:** This room is partly destroyed and contains an already destroyed short wall section.*



A **Character** correctly standing on the facing icon gets a +1 black die bonus when searching in this room.

Any **Character** standing in the Robot Assembly Workshop receives a +2 yellow dice bonus on all technical tests.

Satellite Com Room



A **Character** correctly standing on the facing icon can try to Spy on the enemy. Spend 2 CP and perform a technical test. If the test is successful, gain a **Spy Point** that you can use anyway you want.

Secret Safe Room



A **Character** standing anywhere on one of the 4 squares representing inside the actual Secret Safe gets a +2 black dice bonus when searching in this room. The 5 squares outside, in the corridor, are not considered as being part of the Safe.

Walls around the Secret Safe Room cannot be covered with doors during the construction of the map in the S.A.G.S. game mode.

Sewers Exit



Once a **Character** has reached this floor tile, he can exit the map through the sewers by spending one more **Movement point**. Remove the miniature from the game. Such a miniature can never come back into the game. It is considered to have exited the map from its edge, and has the same effect.

Stairs Up / Down



(see Multiple Levels section)

Torture Chamber



Salemite **Characters** standing in the Torture Chamber receive a +2 Black dice bonus when **Torturing** a **Captured Character**.

This bonus is cumulative per **Character** standing and **Torturing** in the Torture Chamber (see Torture section).

Video Surveillance Room



A **Character** correctly standing on a facing icon can try to switch on the screens and cameras in order to observe the enemy's **Movements** in the building. Spend 1 CP and perform a technical test. If the test is successful, take 4 CP from the **Bank** and place them behind your screen.

Zombie Lab



The Zombie Lab initially provides 4 cadavers that can be turned into zombies with the IPS lines of Pr. Kendall or the Zombie Serum (see corresponding glossary entries). The **Character** must stand correctly on one of the facing icons. Each facing icon gives access to two different cadavers. The **Active player** chooses which one of the two cadavers is to be reanimated.

Note: *If the electrical power is down in this room, cadavers are not accessible and cannot be turned to zombies.*



Note: **Firing Weapons** *and* **Close Combat Weapons** *with no special rules are not listed in this glossary.*

Ammunition



A **Character** carrying Ammunition cannot run **out of ammo**.

Bazooka



If the Mammoth MK II is hit by the Bazooka, its **Armor value** loses two points. If you combine a Bazooka with other weapons in a combined **Shoot order**, the Mammoth MK II's **Armor value** also loses two points.

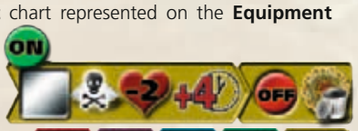
Chainsaw



Spend 1 CP and perform a successful technical test to destroy any type of door, no matter its **Defensive value**. The **carrier** must be **adjacent** to the door and the door must be it in its **dark-blue or light-blue arc**.

The Chainsaw can also be used as a **Close Combat Weapon** as indicated by the **Close Combat** chart represented on the **Equipment card**.

Deadly Virus





Spend 1 CP and perform a successful scientific test to switch ON the Deadly Virus. Once the Deadly Virus is ON, place this **Equipment card** beside the board with 4 **Wound** counters on it, to act as time counters. Place the Deadly Virus marker on the square occupied by the **carrier**. At each **Final phase** following the **Activation** of the Deadly Virus, remove a time counter from the Deadly Virus **Equipment card**. When the last time counter is removed, place the Deadly Virus **Equipment card** at the bottom of the **Search** pile and remove the Deadly Virus marker from the board.

Each **Character** entering a floor tile section containing a Deadly Virus marker receives 2 **Wound** counters.

Each **Character** still standing on a floor tile section containing a Deadly Virus marker during the **Final phase** receives 2 **Wound** counters.

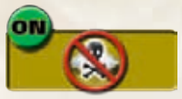
Flamer



The Flamer uses a special type of Explosive **area of effect** (AoE) pictured on the **Equipment card** itself (same as the Flamer carried by Cherokee Bill). This AoE starts on the first square in front of the **Shooter** and spreads as indicated on the card.

There is no **LoS** and no **targeting** roll necessary when firing a Flamer. A Flamer cannot be used to destroy walls and **Sliding doors** although it can be used to destroy any other type of **Floor Elements**.

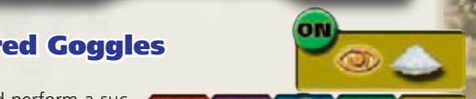
Gas Mask





The **carrier** can spend 1 CP to switch ON the Gas Mask (meaning putting it over his face). Once the Gas Mask is ON, the **carrier** is immune to all Gas Effects such as the Deadly Virus or Toxic Gas Capsule, or other gas effects mentioned in scenarios.

Infrared Goggles





Spend 1 CP and perform a successful technical test to switch ON the Infrared Goggles. Once the Infrared Goggles are ON, the **carrier** is not affected by the Smoke Grenade effect and his **LoS** extends into, through, and beyond the Smoke Grenade's **area of effect**.

Jet Pack



Spend 1 CP and perform a successful technical test to switch ON the Jet Pack. The **carrier** immediately gets 6 squares of **Movement** while flying. This means that he can pass over enemy **Characters** and any square outlined with a yellow dotted line (but not walls!).

If the Jet Pack is triggered with a **Combined Order**, only the **carrier** benefits from its effect. When the Jet Pack is triggered, it is not possible to transfer it to a friendly **Character** during its flying **Movement**.

Place a **Wound** counter on the **Equipment card** each time it is successfully **activated**. The Jet Pack has a sufficient fuel capacity to be **activated** 5 times (providing 6 squares of **Movement** each time it is **activated**).

Note: *The Mammoth MK II cannot use the Jet Pack.*

Kevlar Armor



The **carrier** gets a permanent **Armor value** of 5. This replaces its original **Armor value** indicated on the **Character card**.

Laptop Computer



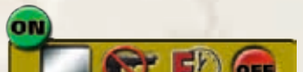
Spend 1 CP, engage this **Equipment card**, and perform a successful technical + scientific test to analyze relic information in the Laptop. Gain 4 **Mission Points** if the test is successful. Disengage the Laptop at each **Final phase**. Transferring the Laptop doesn't disengage it.

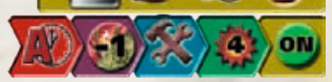
Magnetic Card



The **Magnetic card Equipment card** has exactly the same effect as a **Magnetic card** marker. It allows the **carrier** to open all doors with a **Magnetic card** icon. The only difference is that it can be found in the **Search** deck.

Magnetic Disrupter





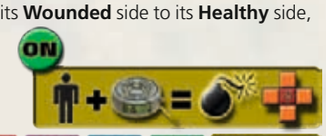
Spend 1 CP and perform a successful technical test to switch ON the Magnetic Disrupter. The Magnetic Disrupter affects the entire tile where the **carrier** is standing. Any **Shooting** actions involving a **Shooter** or a **target** standing in that floor tile are prevented. At the next **Final phase**, the Magnetic Disrupter is automatically switched OFF. It needs to be switch ON again on the next turn if the **carrier** wants it to be in effect again.

Medical Kit



Spend 1 CP and perform a successful scientific test to gain 2 **Life Points**. The **carrier** can heal himself or any **Character** he is **immedi-**

atel facing, meaning **adjacent** and which he is **facing**. If the healing brings back the **Character** from its **Wounded** side to its **Healthy** side, his new characteristics are immediately applicable.



Mines



Spend 1 CP and perform a successful technical test to place a Mine marker on the square occupied by the **carrier**. The Mine marker is switched ON at the following **Final phase**. Once a Mine marker is ON, any **Character** entering its square triggers the **Explosion** of the Mine as described on the **Equipment card**.

Each Mines **Equipment card** provides 2 Mines. Place a **Wound** counter on the Mines **Equipment card** each time a Mine marker is successfully placed on the board.

Morphine



Spend 1 CP and perform a successful scientific test to gain 4 **Life Points**. The **carrier** can heal himself or any **Character** he is **immediately facing**, meaning **adjacent** and which he is **facing**. If the healing brings back the **Character** from its **Wounded** side to its **Healthy** side, its new characteristics are immediately applicable.

Motion Detector



The **carrier** can treat all **Black**-colored orders from **Order tiles** attached to him as if they were **Red**.

Plastic Explosive



Spend 1 CP and perform a successful technical test to switch ON the Plastic Explosive. Place this **Equipment card** beside the board and place the Plastic Explosive marker on the square occupied by the **carrier**. At the next **Final phase,** the Plastic explodes (place this **Equipment card** face up at the bottom of the **Search** pile).

Power Fist



Spend 1 CP and perform a successful technical test to destroy any type of door with a **Defensive value** of 4 or less. The **carrier** must be **adjacent** to the door and face it in its **dark-blue or light-blue arc**. The Power Fist can also be used as a **Close Combat** weapon as indicated by the **Close Combat** chart represented on the **Equipment card**.

Radio Scrambler



(see Radio Scrambling section)

Secret Files



A NORAD **Character** can spend 2 CP and perform a successful technical test to gain 2 **Spy Points** usable anyway he wants. Discard the Secret Files card to the bottom of the **Search** pile after a successful test.

Smoke Grenades



A Smoke Grenade can be thrown in the **carrier's red or orange fire arc** with the same effect. A Smoke Grenade does not cause **damage** but prevents all **LoS** in the **area of effect** indicated on the card, although the effect does not extend through walls or closed doors.

If a door is opened/destroyed or a wall is destroyed, the effect extends through it as indicated on the card. If this same door is later closed, the effect no longer spreads beyond the door.



The Smoke Grenade effect lasts 2 turns. Place the Smoke Grenade marker in the **targeted** square with the #2 facing up when thrown. Flip the marker to its other side at the **Final phase** of the first turn. Remove the marker from the board at the **Final phase** of the 2nd turn.

Targeting Lens



The **carrier** gets +1 Yellow die for all **targeting** rolls.

Taser



A Taser can **Shoot** in the **Shooter**'s **red or orange fire arc** with the same effect. A Taser does not cause **damage** but paralyzes the **targeted Character**. **Roll for Targeting** as normal. If the **targeting** is successful, roll 2 yellow dice (adding any additional dice from extra CP spent on the **Shoot order**). If the final score is 3 **test points** or more, the **targeted Character** is paralyzed and loses 2 CP this turn. Take 2 CP counters from the **Bank** and place these on the **targeted Character**'s card. These CP count towards the **Maximum CP per turn** this **Character** is entitled to. You can tase a **Character** more than once in the same round or turn.

A Taser **Shot** and normal **Shooting** cannot be combined during a **Combined Shoot order**.

Technical Toolbox



The **Character** carrying this **Equipment** gains +2 yellow dice for all technical tests.

Time Bomb



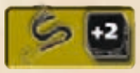


Spend 1 CP and perform a successful technical test to switch ON the Time Bomb. Place this **Equipment card** beside the board and place the Time Bomb marker showing the number 2 side on the square occupied by the **carrier**. At the next **Final phase,** switch the Time Bomb marker to its other side. At the 2nd **Final phase** the Time Bomb explodes (place this **Equipment card** face up at the bottom of the **Search** pile).



If a **Character** is standing on a Time Bomb marker, he can switch OFF the Time Bomb by spending 1 CP and performing the same technical test. If a Time Bomb is successfully switched OFF this way, the **Character** performing this action can pick-up and carry the Time Bomb **Equipment card** previously set aside.

Torture Kit



The **carrier** gets +2 black dice for all **Torture** rolls.

Toxic Gas Capsule



Spend 1 CP and perform a successful scientific test to switch ON the Toxic Gas Capsule. The **carrier** and other **Characters** standing in the 4 **adjacent** squares receive 2 **Wound** counters. Other **Characters** standing in the **orange damage zone** receive one **Wound** counter.



If a large miniature (such as the Mammoth MK II) occupies more than one square in the **area of effect**, it only receives 2 **Wound** counters in total.

The effect of the Toxic Gas Capsule is instantaneous and doesn't last. Place this **Equipment card** face up at the bottom of the **Search** pile after resolving its effect.

U.S. Constitution



During the **Initiative phase**, the Player controlling the **carrier** of the U.S. Constitution draws **Order tiles** until he has 6 **Order tiles** behind his screen.

Wiring Plans



If the **carrier** is standing in a Technical Room he can try to activate the bottom **IPS** line of this card: Spend 3 CP and perform a successful technical + scientific test to shut down the electrical power in the whole building (see Interact: Electricity section).

If the **carrier** is standing in any other type of room, he can try to activate the upper **IPS** line of this card: Spend 1 CP and perform a successful technical + scientific test to shut down the electrical power in the room he is standing in (see Interact: Electricity section).

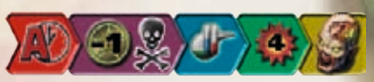
Zombie Control Device



Spend 1 CP and perform a successful technical test to switch this **Equipment** ON.

Once this **Equipment** is ON, if the **Character** carrying it has a zombie in **LoS**, he can engage the Zombie Control Device to boost this zombie's CP this turn. Take 3 new CP from the **Bank** dedicated to this zombie and usable anytime he is **activated** this turn. These extra CP can be spent beyond the zombie's **Maximum CP per turn**.

Zombie Serum



Only the Salemite Player can use the Zombie Serum. The **carrier** must be **immediately facing a cadaver**, i.e. being **adjacent** to a cadaver and **facing** it. A cadaver is represented by a skull icon directly printed on a floor tile (such as the Morgue, Cemetery, Zombie Lab, or Cryogenic Chamber) or a **Character** marker representing a **Dead Character**. The **carrier** spends 1 CP and if he successfully performs the scientific test indicated on the card, the cadaver is re-animated as a zombie. In case of a **Dead Character** marker, remove it from the board and replace it with an available zombie miniature. In case of a **Floor Element**, place an Empty Grave marker on the appropriate square and place an available zombie miniature on top. The Empty Grave marker indicates that this square no longer contains a cadaver that can be reanimated as a zombie.

If a **Dead Character** marker is still holding **Equipment** when reanimated as a zombie, the new zombie only keeps the **Equipment** he can carry while respecting the Weight Limit rule. Each **Equipment card** in excess is discarded to the bottom of the **Search** pile, same as dropped **Equipment**.

A **Dead** zombie cannot be reanimated as a zombie again. ***Note:*** **Dead Character** *markers cannot be moved by* **Characters**.

In case of a **Combined Order** to use the Zombie Serum, only the **carrier** needs to be **immediately facing the cadaver**.

Credits

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From Chris: Thanks to Jean Charles for his incredible skills, motivation, and friendship, it's just Magic :), to Benjamin for his professionalism, to Zev for believing so much in this game, to all the artists for all the Heart they have put in their Art, to all my player friends for such great moments of playtests, to all the other game designers who have inspired me throughout my gamer's life...

From Jean-Charles: Thanks to my wife Cecilia for her love, support and infinite patience, to my son Jean-Luc for his great help on the artwork, to my daughter Alexandra for her beautiful music while I worked, to Benjamin Maillet from Zibobiz for his dedication, hard work, and professionalism, and to Chris for being a great partner.

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