AFTER THE END

Rulebook

AFTER THE END

The World has been annihilated. About one century after its Fall, civilization is just a debased version of its former glory. The precipitated end the survivors call it temparately « The End » : the end of the Human era.

Successive cataclysms gave way to the total glaciation of the northern hemisphere, the frozen squalls sweeping nations, borders, and entire cities; leaving thousands of survivors at bay; forced to cope with a climate now relentless.

Forced to burrow beneath the surface, survivors roam the mazes that snake under Chicago, looking for a way to perpetuate their situation. From the inflexible Will of these miraculously born "Mines", imposing subterranean cities taking root more than fifty meters underground.

In the space of two months a year, the ice covering the surface crackles, and the pupils of the survivors can again drink of light: the Dawn begins at the moment when the pale rays of a bleak sun reach to pierce the clouds. The temperature increases, and the old world becomes practicable again. During this time of year, Chicago opens its arms, and allows the daring to seek valuable resources that will ensure a less archaic lifestyle for a time. From the first light of the Dawn, Mines open passages to the surface, leaving the newly accessible city become the scene of looting and clashes.

In addition to the struggles between gangsters and survivors, the thaw of the city attracts other forms of visitors: Monarch's robotic legions roam the frozen lands with more ardor than usual. AI's cryptic invectives resonate in their metal carcass, the latter commanding its silent cohorts to seize targets beyond human comprehension.

Today, the Dawn is rising and the Mines are preparing to open their doors, once again ...

CONTENT

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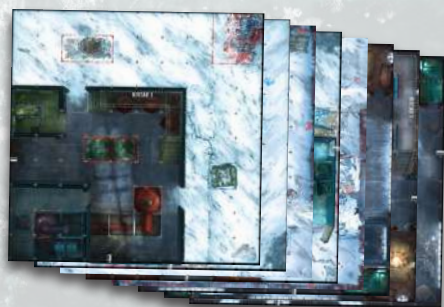Sculptors : Elliot Boyer

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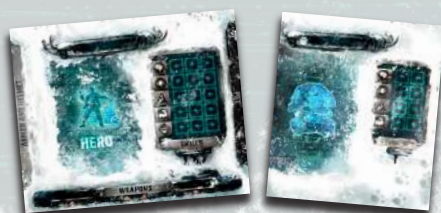Video : Benjamin Titeux
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ATE - Exod Games © ®

GAME CONTENT

BOARDS

8 double-sided boards

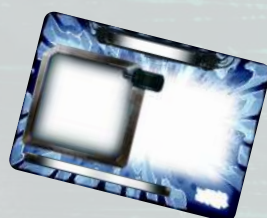5 hero + 3 pet boards

3 merchant boards

CARDS

5 heroes + 3 pet cards

150 menace cards

20 hint cards

Blank cards

250 resource cards

5 reminder cards

PNC cards

150 scenario cards

SMALL COMPONENTS

16 dice

160 tokens

Colored cubes

MINIATURES

52 miniatures

5 heroes

9 Outlaws of Chicago

9 members of the Rekers gang

BOOKS

1 scenario book

1 craft book

CHOICE OF HEROES

Each hero starts with skills in Intellect 🧠 , Perception 👁 , Agility 🏃 , Strength 💪 and Charisma 😏 .

Place the colored cubes on the heroe board according to the chart below :

	🧠	👁	🏃	💪	😏
LILY	◻◻	◻▣	◻▣	▣▣	◻▣
JACK	▣▣	◻◻	◻◻	◻◻	▣▣
VICIOUS	▣◻	◻◻	◻◻	▣▣	◻▣
DAWN	▣◻	◻▣	◻▣	◻◻	◻◻
MATT	◻▣	▣▣	◻◻	◻▣	▣▣

PET (DRONE & ANIMAL)

During the adventure, certain heroes can develop a priviledged relation with a pet or, build and upgrade drones.

It will be possible to unlock these PETs after the 1st scenario, at the cost of experience points.
Each PET is linked to an unique hero. It won't be possible to switch them between characters.

Interaction with your own PET or someone else's is possible at the cost of 1 action.

(Each PET will be presented under their hero description in the scenario booklet).

Name — MATT

Health — 7

Defense die — 1

Movement — 2

Inventory — 15

BONUS

Special ability — Psychist

Matt starts the game with a level 1 psychic card.

MATT

7
1
2
15

BONUS

Psychist

Matt starts the game with a level 1 psychic card.

ARMOR AND HELMET

SKILLS

WEAPONS

MATT BEST FRIEND

0
0
0
4

BONUS

WEAPONS

The universe of After the End is full of weapons that you can find, loot or even build (See Blueprint). The color of the card's background shows the rarity of the item (See Craft).

Used hands

ARCHAIC SHOTGUN

Weapon name

Attack dice

$300

Resell/barter price

0   2   3

Weapon range

Rerolls
blue = opponent die
green/yellow/purple/red = attack die

Start equiping the following weapon :

LILY	ARCHAIC GUN
JACK	ARCHAIC ASSAULT RIFLE
VICIOUS	BLADE THROWER
DAWN	ARCHAIC SNIPER
MATT	ARCHAIC SHOTGUN

HERO   SKILL

WEAPONS

PISTOLET ARCHAÏQUE   PISTOLET ARCHAÏQUE
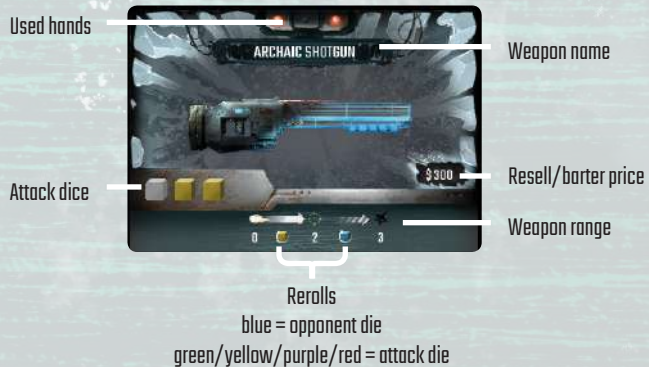
To equip a weapon, slide it under the hero board. For example, a hero can equip two one-handed weapons.

HERO   SKILL

WEAPONS

PISTOLET ARCHAÏQUE

FUSIL À POMPE ARCHAÏQUE

If the weapon cards overlap they can not be equipped together. For example it is impossible to equip a weapon with one hand at the same time as a two-handed weapon

INVENTORY

The inventory represents the heroes backpack in which items can be stored for later use.

Each hero can transport a limited number of items (shown on hero card).

ARMOR & HELMET

SKILLS

Each hero has 5 skills :

Intellect 🧠 , Perception 👁 , Agility 🦶 , Strength 💪 and Charisma 😁 .

When a skill test is required, the player roll the dice indicated on the character board. The test is successful in case the cumulated values of "sucesses/hits" ⬛ on the dice equal or exceeed the required value.

Effects are applied accordingly SUCCESS or FAILURE.

2 yellow dice for Intellect test d'intelligence

1 yellow die + 1 green die for Perception test

1 yellow die + 1 green die for Agility test

2 green dice for Strength test tesforce

1 yellow die + 1 green die for Charsima   tests

Roleplay test : Players may perform skill test having a narrative purpose. In this way, players can give free reign to their imagination.
Eg. blocking the way to an opponent or "ally": agility test VS strength...

SKILL TREE

Your hero is bound to evolve and earn abilities to confront ever stronger enemies.

There is no class in After the End but each hero has his/her own speciality and could develop individual or combinable abilites with other heroes.

GAMEPLAY

A game turn is split in 4 phases · action phase, scenario phase, menace phase and upkeep phase.

1.ACTION PHASE

HEROES ACTION PHASE

1 Free Move

2 Actions

1 Instinct

ACTION ▶

RUN
(1 ADDITIONAL MOVE)

ATTACK
(SHOOT OR MELEE)

AIM
(BLACK DIE)

REVIVE HERO
(COST 2 ACTIONS)

INTERACT

INTERACT ACTION ✋

SKILL TESTS
USE ABILITIES
USE ITEMS
CRAFT ITEMS
INTERRACT WITH OBJECTS
DISCUSS WITH NPC
CHANGE WEAPONS
EXCHANGE WITH ALLIES
PLACE OR DISARM TRAPS
DRIVE VEHICLES
...

INSTINCT

Quick action that can be used during any turn (heroes or ennemies)

AIM
CHANGE WEAPON
MOVE FROM 1 SQUARE
ADD A DEFENSE DIE
TAKE 1 ADRENALINE

ENNEMIES ACTION PHASE

◀ **❯** OR **❯❯**

1 Free Move · 1 or 2 Actions depending of the level of the ennemy

ACTION

◤ RUN
(1 ADDITIONAL MOVE)

⬦ ATTACK
(SHOOT OR MELEE)

✋ INTERACT

INTERACT ACTION ✋

SKILL TESTS
INTERRACT WITH OBJECTS
DISCUSS WITH NPC
PLACE OR DISARM TRAPS
DRIVE VEHICLES

FACTION BEHAVIOR

Faction characters are managed by distinctive behaviors which define the preferential actions unless it is modified by mission conditions or menace cards.

FIND COVER & SHOOT

The miniature tries first to find a cover from which it will be able to shoot on the closest opponent.

CHARGE

The miniature tries to get in contact with closest opponent without considering covers.

ROBOT

Character who can activate other compatible miniatures remotely.

STEALTH

Stealth enemies are attempting to get as close as possible from an opponent to perform an Execution (see Stealth mode).

LEGION

Numerous ennemies activate at the same time against opponent as if there were one.

ACTIVATION ORDER

Alternated activation order :

Hero 1 → Enemy 1 → Hero 2 → Enemy 2 ...

Enemy activation order : 1) The most powerful (Boss > Leader > Special > Basic enemy)
2) The most wounded
3) Closest from exposed hero

2. SCENARIO PHASE

At The scenario phase, verify if one of the choice conditions are resolve :

NO

Go to next phase.

YES

The Assault # 3

You no longer have the time to prepare.
Now, if you want to get out of it, you have to clear the place by fighting or by flight.

Put Reinforcement 2 in play and add Reinforcement 3 to the threat deck (mix it up)

When one of the following resolutions is done go to the scenario book to read the corresponding resolution box.

You have eliminated the threat   R . 1
You fled   R . 2
You have been defeated   R . 3

Draw the card number or go to the corresponding Resolution in the Scenario Booklet.

3. MENACE PHASE

One menace card is drawn for each hero and is resolved in the order of play

4. UPKEEP PHASE

Apply damage   Remove condition Tokens   Add a Menace Token   Tilt back cards

Repeat the 4 phases until resolving the scenario ending condition.

ACTION PHASE

ACTIVATION ORDER

Action phase consists in activating each miniature on the board alternatively until all of them have played their actions. One of the hero always plays first, the choice of whom is made collectively (in case disagreement roll the black dice). Right after a miniature from the opposing force will activate and performs it actions.

Activation example :
Hero 1 > Enemy 1 > Hero 2 > Enemy 2 > Hero 3, etc...

In case one side has no miniature left to play, the opponent side activate successively all its remaining miniatures.

ENEMY PRIORITY LIST

When different kinds of enemies of the same faction are in play, activate them in the following order:

1. The most powerful
2. The most injured
3. The closest to an opponent in the open
4. The closest to an enemy under cover

Once activated, the enemy card is rotated 90° as a reminder. That's symbolized that his turn is completed.

ACTIVATION

During his turn, each player can perform in the order he wishes :

◀   ❯❯   🔵

1 move, 2 actions, 1 instinct

MOVEMENT ◀

The Boot symbol represents a movement action, whenever a number is written next to it, it corresponds to movement points available when using 1 movement action.
"+"/"-" are modifiers respectively adding or removing movement points for each free move/run action.

Whenever free move or run action are spent, unless specified, each movement point allows to move the miniature from current square occupied to any adjacent square not yet occupied by an enemy and no heavy cover or wall is crossed.
Diagonal movement is permited (see e.g. 2 : Jack) except when passing doorways.
A movement action ends immediately when performing a non-movement related action, unspent movement points are lost.
Spending consecutive movement related actions allow to sum up all the movement points as a pool.

Difficult terrains represented by blue lines can be crossed by spending an additional movement point.

Moving to an upper level cost 1 extra movement point per level of difference plus an Agility or Strength test is required with difficulty level equal to level of difference.
Failure cancels the move, each point of difference results in 1 wound. Apply same method when moving downward except no extra movement points must be spent (see e.g. 2 : Vicious).
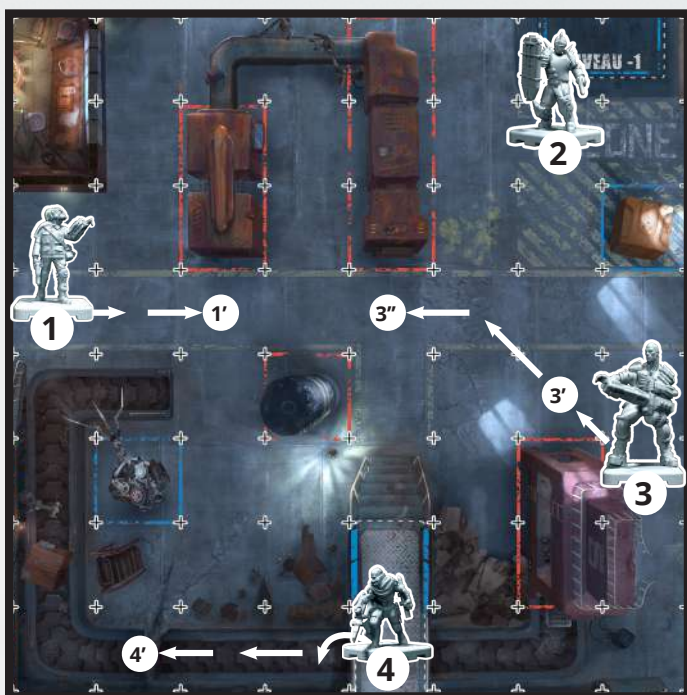
E.g. 2 : Lily (1) has 2 movement points, she ends her move at (1').If she uses an action to run she ends in 3" (unless the square is already occupied).

Jack (3) use his free move to go diagonally in (3') then spend an action to shoot at the Bandit (2) his move action is ended and his remaining movement point is lost.
He spends , and his last action to run in (3").

Vicious (4) has 3 waypoints. He moves from level 1 to level 0, he has to do 2 to his agility test. He succeeds his throw and finishes his move in (4').

Special displacements are possible symbolized by an arrow. The moving figure must spend the necessary number of movement points, the figure is then moved to the "exit" point only if no enemy occupies it (see e.g. 1 : Matt).

Running: The player can spend an action to move again in the previous way.

ACTION ➤

Heroes can perform the following actions:

> RUN (move again)
>
> ATTACK (Shoot or melee)
>
> AIM (black die)
>
> REVIVE HERO (cost 2 actions)
>
> INTERACT

REVIVE AN HERO

In After The End, a hero do not die but, he/she can falls (lose all his/her health points) from injury.
At the cost of 2 actions, an hero can revive another one (or a NPC). The revive one will recover 2 health points.

The only way, to completely lose a scenario is if all players are on the ground and that no one can revive them.

INTERACT ✋

> SKILL TESTS
> USE ABILITIES
> USE ITEMS
> CRAFT ITEMS
> INTERRACT WITH OBJECTS
> DISCUSS WITH NPC
> CHANGE WEAPONS
> EXCHANGE WITH ALLIES
> PLACE OR DISARM TRAPS
> DRIVE VEHICLES
>
> ...

During your trip to Chicago, you will surely be tempted to carry out actions that are not supported by the rulebook ("Interact").
This mechanics intervenes in a Roleplay framework, and rewards the creativity of the players when they wish to carry out original actions, or to get out of a disastrous situation with panache.

When you decide to do the action "Interact", describe what you want to accomplish, and pick the corresponding skill to perform a check, referring to the scale that follows to determine the difficulty.
(E.g.: to stole from someone's pockets will require a agility check, while reading on the lips will require intellect check...).

DIFFICULTY SCALE

Spontaneous action: 1 success

These are actions that you perform every day, almost mechanically. They do not require effort or concentration.
E.g: Open a door, bend over to pick up the soap...

Simple action: 2 successes

A simple act that you perform without difficulty, but that will require your attention.
E.g: Throw an object, move a crate ...

Complex action: 3 successes

You need your brains and a little elbow grease.
E.g: Push a heavy object, climb a cliff...

Difficult action: 4 successes

Not easy, but if you do it right, you can do it without too much trouble.
E.g: Assemble a kit furniture, aim while driving.

Delicate action: 5 successes

If you succeed, you will be remembered. If you fail, your team members will admit that they were expecting it.
E.g: Jump from high place and get away without a scratch.

Miraculous Action: 6 Achievements

Nobody expected you to try to do that, and neither did you. The future will tell you whether it was heroic or completely stupid.
E.g: Implore the mercy of a robot, shoot a grenade in full flight, do a triple back flip while aiming the head of an enemy.
...

INSTINCT

Instinct actions are reflex actions. They can be used during a character's turn or during an enemy's turn. The instinct actions are not cumulative, any unused instinct at the end of a complete game turn (heroes + enemies) is lost.

Once used, the instinct token is flipped to gray face.

Aim
Change weapon
Move 1 square
Add a defense die
Take 1 adrenaline

ADRENALINE

Whenever a Hero gets the symbol ⎯⋀⎯ on his/her dice, he/she takes an adrenaline token.

By spending 2 adrenaline tokens, the player may reroll once one of his/her die (not the oponent one), except white and black one.

There is no limit on the reroll quantity, as long as the player has enough adrenaline.

When all the characters have played, go to the scenario phase.

SCENARIO PHASE

Title

Key symbol

Card story

Multiple choices

The Assault

 # 3

You no longer have the time to prepare.
Now, if you want to get out of it, you have to clear the place by fighting or by flight.

Put Reinforcement 2 in play and add Reinforcement 3 to the threat deck (mix it up)

When one of the following resolutions is done go to the scenario book to read the corresponding resolution box.

You have eliminated the threat	R.1
You fled	R.2
You have been defeated	R.3

Number of the cards

Next card or resolution

The key symbol designates cards that have to stay in play until another one specifies to remove it.
Sometimes, the choice condition will ask you to return to the lasl key symbol.
You can have multiple key cards in play at the same time.

ACTION CONDITION

Whenever the symbol action ▶ appears right before the choice, to fullfil it, one of the player must use one of his/her action.

CARD RESOLUTION

At The scenario phase, verify if one of the choice conditions is fulfilled :

At The scenario phase, verify if one of the choice conditions is fulfilled :

- If yes, draw the card number at the end of the line or If you see a "R" plus a number then refer to the corresponding resolution in the scenario booklet.
- If no, go to the Manace phase.

MENACE PHASE

The scenario indicates the content of the menace deck.
Different types of menace cards exist: events, enemies, support and weather conditions.

At this phase, one menace card is drawn for each hero and is resolved in the order of play (the first who activated his character, then the 2nd, etc.).

MENACE · EVENTS

1 Activation condition

2 Minimum Menace level required for activation

4 Additional effect

RATS SWARM

TEST : 🦶 3
>> FAILURE >> -1 🗡 and 🟨 damage

Then the swarm attacks any character at 2 spaces from the initial target.

" THEY'RE EVERYWHERE ! "
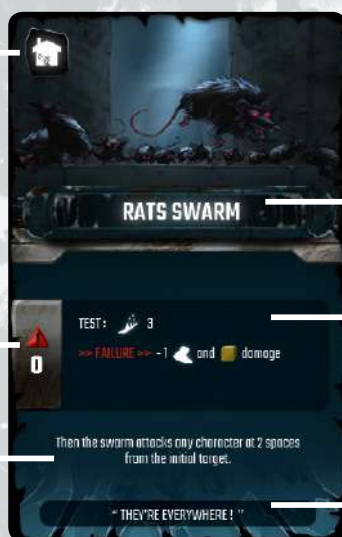
Name

3 Test to be performed and effects in case of success and failure

Humorous phrase

4. Some cards indicate an additional effect. *The rat swarm will affect all characters, allies or ennemies, within 2 squares, as if it were the character who picked the card.*

Sometimes the menace card will indicate "AND" in that case, the two conditions listed applies at the condition that menace level is valid.
In case "OR" is indicated only the condition with highest menace level applies.

READING THE MENACE CARD:

1. Check on top whether conditions are fulfilled (out/in door, corresponding enemy on the board, etc.) or not. If not draw another menace card until condition is satisfied.

2. Check the menace level, when current menace level is inferior to required value draw another card until the condition is satisfied. *In the case of the Rat swarm, the required menace level is 0, so the card can be activated.*

3. Perform the required test or resolve event. *Rat swarm requires to perform a minimum score of 3 in Agility. Go to the next line to discover the effects in case of failure or success. In our case, in case of failure the hero would lose 1 move on his next turn, and have to roll a yellow damage die to be inflicted immediately to your character.*

CONDITION TOKENS

STUNNED : -1 action (❯ chevron symbol) at next action phase & immediately flip Instinct token to gray side (no effect if already used) & penalty -1 to each base skill. At upkeep phase unless specified remove condition

IMPEDED : -1 square per move action & -1 to Agility & Strength. At upkeep phase unless specified remove condition

MESMERIZED : -1 action (chevron symbol) at next action phase & penalty -1 to Perception & Intellect. At upkeep phase unless specified remove condition
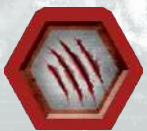
BLEED : +1 Wound/token at Upkeep phase, then in normal mode discard 1 token.

ABLAZE/POISONED : +1 Wound/token at Upkeep phase, then discard 1 token of each different condition.

Heroes lying on the ground are not affected, all conditions are automatically removed (In hardcore mode ignore that line)

WOUNDS/STRAIN/HYPOTHERMIA : whenever the sum of these condition token equal or exceed health points the hero is downed / enemy is eliminated (unless specified)

HYPOTHERMIA : coldness may kill add up each token to all wounds and strains to determine elimination condition.

At Upkeep phase unless specified in the scenario or weather card currently in play before resolving condition tokens :

*   Remove 1 hypothermia token for each miniature located indoor and not in the doorway (1 square)
*   Remove 1 hypothermia token for each miniature in adjacent space of a heat source (cumulative with indoor)
*   Remove 1 hypothermia for each "Ablaze" condition (fire) token

Heroes lying on the ground are not affected, all conditions are automatically removed. In hardcore mode ignore that line.

WORK IN PROGRESS

ALARM & MENACE TOKEN

Execution).

Whenever a noise is made, place an alarm token on the square of its origin.

Mission conditions may be modified by Menace and/or Alarm level (check scenario booklet).

Unless specified otherwise, consider follow rules for each condition :

DETECTING A STEALTH HERO :

Whenever a stealth hero is detected, the detecting miniature (having performed the detected test) uses standard pattern.

If not activated yet, this turn, he/she gets on top of the list of activation.

At the end of his action phase, if he/she is not eliminated, place an alarm token on his current location. He/she is ounding the alarm.

Apply also alarm tokens for any enemy miniature with line of sight on the detected hero.

Whenever a stealth hero become suspected, the detecting miniature uses immediately its standard pattern but cannot shoot until it can detect its target apply above condition them. This miniature will continue to hunt the suspected hero by moving to get a line of sight.

STEALTH HERO SHOOTING OR MAKING NOISE :

- In stealth mode, whenever a stealth miniature fires with a noisy weapon (whatever the quantity of action spent), he/she becomes immediately "detected", (unless specify otherwise in the scenario).
- Attacking with silent weapons or hand to hand, the attacking miniature is automatically "suspected". Unless, the attacked miniature is killed by an "Execution" (See Stealth mode :

MENACE · ENEMIES

During the game, your enemies are likely to call for reinforcements!

When an enemy card is picked, the corresponding enemy is placed on the board according to the scenario set up.

7. In some case, a hero will have to do a skill test again an enemy. The number of the skill roll is the number that the hero have to reach to succeed the skill test.

The colored background indicates the power of the enemy:

Most Powerful

Less Powerful
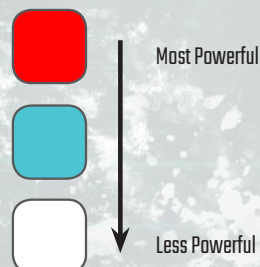
READING THE ENEMY CARD:

1. This inset indicates the faction to which this enemy belongs.

2. The enemy figurine has a behavior defined by the pictogram of this inset. The players must play it respecting their behavior, if they have a doubt they will apply the most harmful solution for the players.

3. In a manner similar to the heroes, the bandits have the number indicated on their map of points of life, defense dice and boxes of displacement.

4. This inset indicates the number of moves is actions of the figurine. Here the action ➤ and displacement ◄ pictograms only appear once, so the bodyguard is entitled to 1 action and 1 move during his turn.

5. If the model attacks, apply the effect of his weapon.

6. Some enemy have a special effect that will apply to their gameplay. In this case, the special of the bodyguard is a shield that will force the hero to attack on the side and the back to avoid a double defense dice roll.

ENEMIES' BEHAVIOR

FIND COVER & SHOOT
The miniature looks first to find a cover from which it will be able to shoot on the closest opponent.

STEALTH
Stealth enemies are attempting to get as close as possible from an opponent to perform an Execution (see Stealth mode).

CHARGE
The miniature will try to get in contact with closest opponent without considering covers.

LEGION
Numerous ennemies activate at the same time against opponent as if there were one.

ROBOT
Character who can activate other compatible miniatures remotely.

WORK IN PROGRESS

FACTIONS

OUTLAW
Kill, pillaging and do it again !

REKERS
Your skulls will be nice gifts for our queen !

MONARCH
Mankind faulty.
Optimization possible.
Disobedients will be annihilated.

NEO - TALOS
Errors of the past will be swept away by a huge explosion.

RAVENERS
"Your are what you eat " ?
In that case we are human.

Up to you to unveil the origins of that symbol.

MENACE · SUPPORT

During the game, your enemies are likely to call in for reinforcements! The enemy support cards are placed next to the nearest appropriate enemy card (unless otherwise stated) of the hero who shot this card. If no enemy is in play, the effect of the menace card is not applicable, so it is discarded and the player draws another.

Ex: We are in threat phase (so as a reminder the cards of the enemies who played are turned at 90 °).

The player who controls Lily (1) draws the menace card "Sustained Fire" below.

If the menace level is at least 3, the "Sustained Fire" card is applied to the nearest enemy ☠ , so the bandit (2). He can shoot instead of moving during his turn.

MENACE · WEATHER CONDITION

Only 1 weather menace card (add symbol) can be drawn per Menace phase. Resolve the effect as indicated then leave the card in play. The others drawn this turn are discarded.

Its effects remain active until a new weather menace is drawn. Place the previous weather card in the menace discard pile.

1 Activation conditions

SQUALL

Name

Add 1 token 🌀 on the Blizzard spot as indicated on the scenario map matching arrow direction. If spot already occupied place the token on closest random free square

4 Effect

3 Test to be performed and effects in case of success and failure

2 Minimum Menace level required for activation

TEST: 🖐 X+1

>> FAILURE >> Apply 1 🔷 for each missing

« IT'S FREEZING HERE ! »

Humorous phrase

Scenario map indicates where to place Blizzard tokens representing Blizzard wind and snow direction :

Any miniature outdoor or in a unbarred doorway leading outside is affected by the weather card.

Once all players have resolved their threat card, proceed to the next phase, the upkeep phase.

UPKEEP PHASE

CONDITIONS & TOKENS

Apply damages on time and remove condition tokens (knocked out, impeded ...)

Manage condition tokens on the board fire, smoke, poison, etc. Each hero character recovers his/her Instinct (flip to show colored side).

MENACE TOKEN

Unless specified by the scenario add a Menace token to the scenario deck .

ENNEMIES & ALLIES

Tilt back card to vertical each enemy or ally card. They will be able to act at next Action Phase.

Repeat the 4 phases until solving the scenario victory condition.

GAME MODE

After the End is a game designed to discover different game modes such as combat mode, stealth, investigation, negotiation and especially roleplay.

COMBAT MODE

WEAPONS

The universe of After the End is full of weapons that you will find or can manufacture. The background color indicates the rarity of the object.

Used hands

Attack dice

ARCHAIC SHOTGUN

$300

Weapon name

Resell/barter price

Weapon range

Rerolls
blue = opponent die
green/yellow/purple/red = attack die

RANGED ATTACK

Declaring a ranged attack requires to spend an action and to have ranged weapon equipped in hand(s).

ARCHAIC SHOTGUN

$300

0   2   3

For example, for the weapon opposite, throw 2 yellow dice and 1 white die.

AKIMBO

Akimbo (one-handed weapon in each hand): It is only possible to shoot with one weapon, except in the case of combinable weapons (such as two pistols) or if a skill allows it. The second equipped weapon offers the possibility of relaunching an attack die.

LINE OF SIGHT & RANGE OF ARMS

To attack, a model must validate two conditions: its line of sight and the range of its weapon.

LINE OF SIGHT

Lines of sight are used to establish detection and shots. A straight line is drawn from any corner of the shooter's sqaure (the most advantageous for him) to the farthest corner of the target's square. Line of sight is affected by covers and height. Refer chart below for each possible case.

COVER

The obstacles represented by a red line are covers that allows the targeted miniature of a shot or a detection to obtain a defense bonus. There are several classes of covers : light and heavy.

Heavy Cover: Enemies can not see you through, or shoot at you.

Light Cover: Use shield symbols on your defense dice.

No cover: your hero is in the open. Use the dodge symbols on your defense dice.
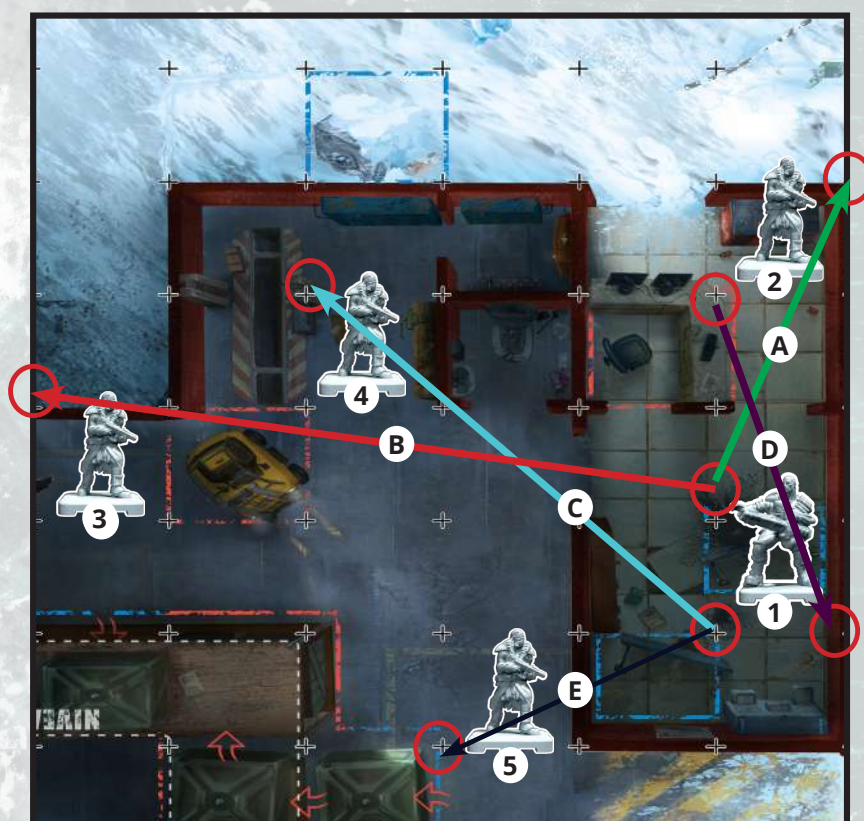
Case A : Jack (1) shoots at the Outlaw (2), the line of sight does not cross any wall or cover so the Outlow (2) is considered in the open.

Case B : Jack (1) shoots at the Outlow (3) the line of sight crosses a heavy cover so the Outlow cannot be shot at.

Case C : Jack (1) shoots at the Outlow (4) the previous corner is not advantgeous so the player selects another one.
With the new line of sight the opposite corner is visible but at least 1 wall corner stands in the way so the Outlow can be shot at but considered behind cover.

Case D : The Outlow (2) shoot at Jack (1), the line of sight crosses a light cover so Jack is considered behind cover.

Case E : Jack (1) shoots at the Outlow (5) but a wall stands in the tline of sight so the shot cannot be made.

LEVEL

If the attacker is at a higher level than his target, he gains a +1 bonus to any of his roll attack, skill or defense unless specified.

Yet level difference provides automatically cover to each miniature unless each miniature stands at the edge of the 2 levels without any obstacle. Then cover is cancelled for both miniatures.

E.g.: Bandit (1) is at an inferior level, he can attack both Vicious (2) and Dawn (3). Yet Vicious is on the edge of the level difference and without cover (red line at his level).

The Bandit will attack him preferentially since he is the closest enemy and in the open.

Vicious but can still add +1 defense (dodge in this case) to his roll. In case only Dawn (3) was a valid target she would be considered behind cover.

At their turn Vicious and Dawn attack the Bandit applying automatically +1 on their attack dice.

WEAPON RANGE

Weapon range is to be read as follow :

- The first and last digits show respectively minimum and maximum range from the shooting miniature.
- The range is the number of squares that the shooter would need to move to stand on his target's square (shortest route).
- Digits always belongs to left arrow.

Target up to 7 squares can be reached.

- Plain arrow ➡ indicates weapon's effective range in which its target has no defense bonus and the Aim action can be performed by the shooter.

Effective range is set between 2 and 6 squares.

- Hatched arrows ⧸⧸⧸➤ indicate that weapon can be fired but with less effectiveness.
  Generally the target of the shot will be granted a reroll on its defense die/dice symbolized by 🔵. Additionally no Aim action can be performed.

Above weapon is unprecise when target is located on adjacent square (0 to 1) and 7 square away.

- Weapons may offer advantages at effective range like a free reroll on attack dice 🟡 , especially close range weapons.

FUSIL D'ASSAUT ARCHAÏQUE

$ 300

0 · 1 → 6 · 7
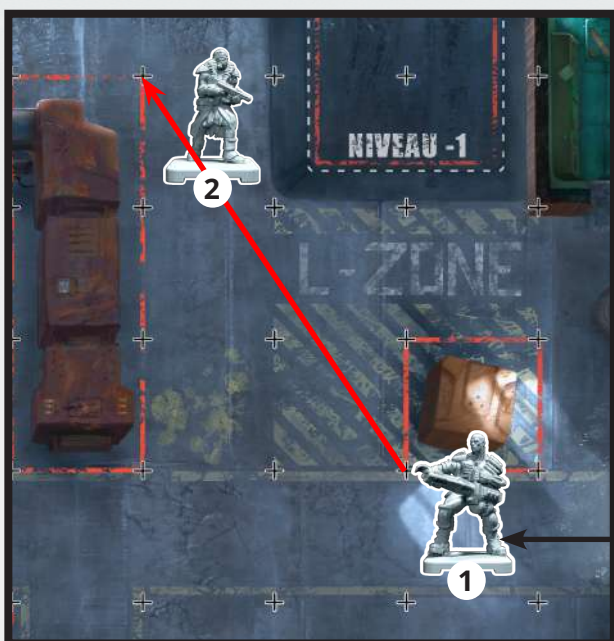
Eg: Jack (1) wants to attack the Bandit (2) located 3 squares away from him. His line of sight is uninterrupted to the farthest corner of the bandit's one, and the range of his weapon is sufficient, so he can attack. The weapon is precise between 2 and 6 squares, therefore the Bandit would not be able to reroll its defense die. Since he is in the open only dodge results on his defense die will be counted.

2. ATTACK & DEFENSE ROLL

If line of sight and range is fulfilled, the attacker roll the attack dice and white die indicated on the weapon card.

Unless the symbol   is indicated the defender roll simultaneously the defense dice indicated on its card (instinct action, armor or abilities can also add some)

Add up all the hits on attack dice to get the Attack score.

The Defense score depends on cover : behind cover the defender considers the *shields* (symbol) while in the open only *dodges (symbol)*.
Each shield/dodge negates 1 hit of the attack score.
All the hits exceeding the defense score are converted as wound to be added on the defenders card/board.

Add up all the Wounds, Strains and Hypothermia when the total amount equals or exceeds the Health value of :

- a hero he is downed, its miniature is tilted face down on the baord.
- a enemy he is eliminated, the miniature is removed from the board.

MELEE ATTACK

Whenever an opponent is in adjacent square without obstacle a melee attack can be performed using a melee weapon or bear hands using either Strength or Agility check. Roll the white dice in that case.
Resolve the attack has if it was a shot.

AIM

A hero may use an action to Aim right before an Attack action. Add the black dice to following attack roll and apply its results.

The dice has 50% chance to score a critical hit.
The Aim action must be used during active turn unless specified.

Attack and defense dice shows adrenaline symbol ⏦ . Each time the symbol is scored by a player (only on the dice belonging to him) he/she draws 1 adrenaline token. The player may spend 2 adrenaline token to reroll 1 attack/skill/defense die (in cae a new symbol is scored then a new token is drawn). There is no limit to rerolls.
Adrenaline can trigger heroes' special abilities later in the game but also enemy ones, be careful.

WHITE DIE

White die bears critical hit and critical failure as well as special symbols for certain weapon types.

For each critical hit scored choose one of the follwowing effect :
- Cancel one defense die of the opponent, the shooter chooses
- Rereoll one attack die
- Turn one attack dice on the following superior result (1 becomes 2 on yellow die but 0 becomes 2 on purple die)
- Cancel 1 critical failure

Critical failure does not mean the attack is unsuccessful. Refer to weapon card for effect. Some weapons are hazardous for the bearer back fire can prove painful. Do not hesitate to include scenaritic reason (RPG) to explain the defect (eg. jammed weapon).

The 4 other symbols relates to special damage. Apply the special effect whenever the symbol is scored, critical hit also count as if the symbol was scored in addition to above choice.

Bleed
+1

Mesmerized

Critical hit

Plasma
-1 / attack

Electric
(May interrupt Legion Behavior)

Critical fail

STEALTH MODE

During certain missions, a discreet and less direct approach is recommended. To succeed, heroes have to evade detection of their opponents.

Place a Stealth token on the hero board, initially on the hidden face (closed eye), unless the scenario specifies it otherwise.

FIELD OF VIEW

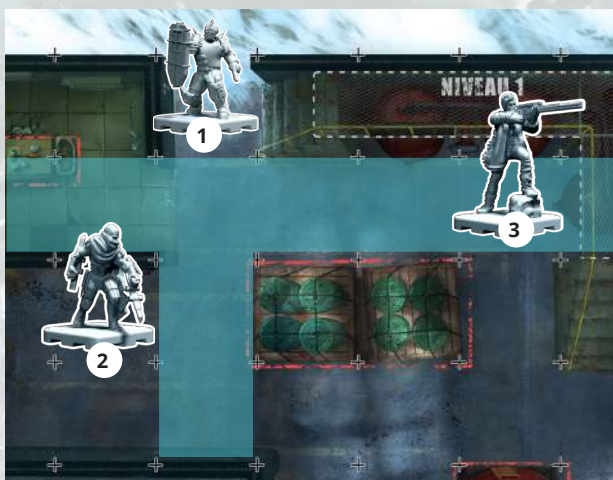Each miniature has a vision angle of 180° in front of its base unless specified. Line of sight are checked like for a shot.

Sides lines and rear 180° constitute their blind side, detection can still be achieved but by non visual means (See non visual dectection section).

Ex: Bandit (1) use his movement action in enter the building. During his movement he has Dawn (3) in his field of vision. Vicious (3) is hidden behind a wall out of view. Jack (4) is hidden behind a heavy cover so, he cannot be detected.

VISUAL DETECTION

Unless affected by conditions (blizzard, smoke, gas, fire, mesmerized) or obstacles, the line of sight for a miniature has a range of 20 squares.

Whenever a stealth miniature is in the line of sight of an enemy a **detection check** must be performed.

The check does not count as an action, stops ongoing action whenever the detecting miniature is at his best advantage. The detection check is performed each time the condition is fulfilled.

DETECTION CHECK

1. Checkline of sight and range like for a shot :
- stealth figure in range in the open are automatically detected apply consequences immediately.
- stealth figure behind cover may perform a detection check:.

2. Detection check:
Stealth figure Agility vs Dectecting (Perception)

AGILITY VS PERCEPTION

Long Range: second half of range +1	The Target is suspected +1
Heavy cover +1	Extra detecting miniature +1 / miniature
Darkness Spot +1	

RESULT:
- Agility score exceeds Perception one the stealth miniature remains Stealth.
- Agility score equal Perception one = flip Stealth token :
    * Stealth => Suspected
    * Suspected => Detected
- Perception score exceeds Agility one = the stealth miniature is Detected .

Melee attack gets a free aim additionally.
Subsequent attack on same turn does not benefit from doubled score.

If the attacked miniature survives at the end of the turn of his opponent the attacker is automatically Detected. Apply all consequences.

INVESTIGATION MODE

NON VISUAL DETECTION

Whenever a stealth miniature is at 2 squares from an opponent miniature in its blind side the detection check indicated at visual detection must be performed.

Apply only the modifier +1 to Perception to the dectecting miniature if the stealth miniature run this turn.

Sometimes, players will have to resolve puzzles, enigma or find hint and evidence in order to understand the mystety around the end, or to fullfil scenario conditions.

HOW TO RETURN STEALTH AFTER DETECTION

At the end of the Action phase, unless specified in the scenario, whenever a miniature using stealth pattern has a Detected or Suspected condition, if it has not attacked and, has succeeded in all detection checks, it may become :

• Suspected if was previously Detected. Place a ⬡ token.
• Stealth if was previously Suspected (warning some scenario prevent that specific condition change after reaching a certain Alarm or Menace level). Flip Stealth token to ⬡ .

The stealth mode can be affected right after by any effect of a Menace card.

EXECUTION

If a stealth miniature declares an attack without being Detected or Suspected, the attack score is doubled before defense result is calculated. Critical fail cancel that bonus.

ENVIRONMENT

BOARD

WORK IN PROGRESS

Because spoiler

CRATES

Chicago is full of wealth. Crates are scattered on the board following scenario. By placing a hero on adjacent square and spending an Action the player may open the crate. The crate token is flipped to reveal its content . Pick the number of cards in the corresponding loot deck.

NON-PLAYABLE CHARACTER

NPC, Non-playable character is generally a local important or noticeable person who wishes to interact with the heroes and having his/her own agenda.

During a scenario or mission a hero has just to stand on an adjacent square and spend 1 action to interact with a NPC.

Depending on the scenario skill tests or choices will be proposed affecting the rest of this mission and possibly your adventure in good or bad.

During the inter-mission/campaign phase a specific action can be spent to interact with NPCs but in this case this latter will have more time to explain and players more time to choose.

High Charisma skill and/or piece of information collected before would unlock specific dialogue options to be checked in the scenario book.

Name

Health

Defense die

Movement

Inventory

Compentencies

Special ability

DIXON

5

1

2

10

4
2
2
1
3

BONUS

+2 🌙 Interaction with Lily
-1 🌙 Interaction with robot & cyborg

CRAFT

Resources can be found or looted in crates, as reward after some missions, exchanged/bartered among players or purchased/bartered with merchants. They can be used directly whenever Action symbol is displayed or saved to be combined with other matching resources to craft a new item of superior value and effectiveness.

Most potent items can only be obtained by craft. They usually requires a blueprint obtainable by developing abilities in the skill tree, as reward of a mission, found/looted in the most dangerous places of Chicago.

Refer to the Craftbook for available combinations or directly on the blue prints.

BLUEPRINT

WORK IN PROGRESS

INTER-MISSIONS

After a mission (scenario) whenever the scenario allow it the heroes may return to the Mine of their choice. There they can perform the listed steps in any order then pick their next mission.

RESOURCES

The heroes collect the resources generated by the Mines or location under their control (refer campaign map of Chicago). Side missions performed by allies are solved at this stage.

INTER-MISSION ACTIONS

Each player may perform 2 actions with his/her hero between each mission/scenario (3 in single or two player mode). All skill tests performed during inter-mission must be rolled with the white dice (critical success and failure have importance here). In addition to the list below a player may support another by spending 1 of his/her action this offer a reroll to the supported hero (even white dice).

2.1. Merchants : a hero may visit local merchant. Check the available ones in the campaign map of Chicago. Place the corresponding merchant board and draw the indicated resources cards. At the black market a Perception check is required, failure may have consequences.

2.2. Diplomacy / Investigation : a hero may attempt this action once per inter-mission with 1 VIP of the Mine (Mayor, local criminal/gang leader to earn reputation/favor or even extra info for the next mission and sometime new mission will be proposed. Charisma or Strength (intimidation) skill check will be needed and generally provide the required resource or fulfil the required task.

2.3. Mend / repair (Expert mode) : spend 1 action at the local physician allow to mend several wounds (refer Mine info).

2.4. Craft / manufacture : high rarity resources cards may require to spend inter-mission action to craft. Each character spending 1 action performs a Intellect skill check adding his available bonuses. Add up all the results obtained and compared to the difficulty level of the craft. Whenever the value is achieved or exceeded the craft is successful. Draw a corresponding resource card or flip the blue print, the card may be used immediately. Beware critical failures reduce the cumulated value (some abilities reduce that risk).

2.5. Pit fight and bet : a hero may present him/herself to the pit fight wherever the Mine has one. He/she will confront 1 or several opponent in hand-to-hand combat. The supporting characters will only attend and may bet on the outcome.

2.6. Planification / Support : chaque personnage accompagnant celui qui effectue l'action ajoute une relance d'un dé.

MEND & REPAIR

In normal mode all suffered wounds and conditions are healed/cured/fixed at this phase.

In Expert mode conditions like bleed are automatically healed at this phase but to recover health points an inter-mission action or healing items must be spent. As indicated some Mines have physicians or cyberneticians to perform that action at a cost (or not => mission reward).

LEVEL UP

Each player may spend aquired experience points to level up his/her hero at that phase.

NEXT MISSION CHOICE

Players choose together their next mission among those available.

In case one of them has left the group he/she may choose a different mission and perform it sideways if the material allow it. He/she can also be in the opposing force in the mission chosen by the other players.

Places and factions under the control of the players may also receive missions at this phase. Their mission will be run in parallel of player's one. Outcomes will be managed at the Step 1 of the next inter-mission phase. Hero actions and resources may be spent to plan and support this mission. Each action or piece of equipment will offer partial or full reroll when resolving the test including white dice.

MERCHANT

NEW ARRIVAL

CHINATOWN

MECHANICAL COMPONENT	45 $	MATCHES	50 $
ELECTRONIC COMPONENT	45 $	BANDAGE	75 $
CHIMICAL PRODUCTS	45 $	MOLOTOV COCKTAIL	250 $
WEAPON PARTS	50 $	ARCHAIC GUN	200 $
ALCOHOL	25 $	STUFFED RABBIT	750 $

5

INDEX

DICE HIERARCHY

Green dice

The green die is the weakest of the dice, it can go up to 2 maximum.
It can be used for an attack or skill roll.

Yellow dice

The yellow die can go up to 3 maximum.
It can be used for an attack roll or a skill roll.

Purple dice

The purple dice is a die used for all-or-nothing precision attacks (eg sniper rifle). This die can go up to 4 but 3 of its faces are zero.
It can be used for an attack or skill roll.

Red dice

The red die is the most powerful of the dice. It can go up to 4 maximum but 5 of these faces have a result.

Defense dice

The blue dice is a defense die for all (heroes and enemies). Its faces include only shields (covered), curved arrows (dodges) and adrenaline.

White dice

The white die is a special damage die.
It features a critical face, deep bleeding, electrical damage, plasma damage, fire and critical failure.

Black dice

The black dice is a critical dice. It has 2 critical faces and a lethal face.

Dice surrounded by a arrow

This symbol indicates to restart the die of the corresponding color.

SYMBOLS

- Dice result
- Adrenaline
- Dodge
- Cover
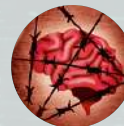- Fire
- Plasma
- Electricity
- Bleed
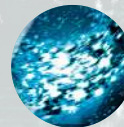- Critical success & failure

TOKENS

- Wound
- Strain
- Freeze
- Blizzard
- Menace

Fire

Smoke

Rubble

Chest & door

Bleed

Alarm

Trap

Barricade

Stunned

Restrained

Stealth

On alert

WORK IN PROGRESS

WORK IN PROGRESS

WORK IN PROGRESS

WORK IN PROGRESS