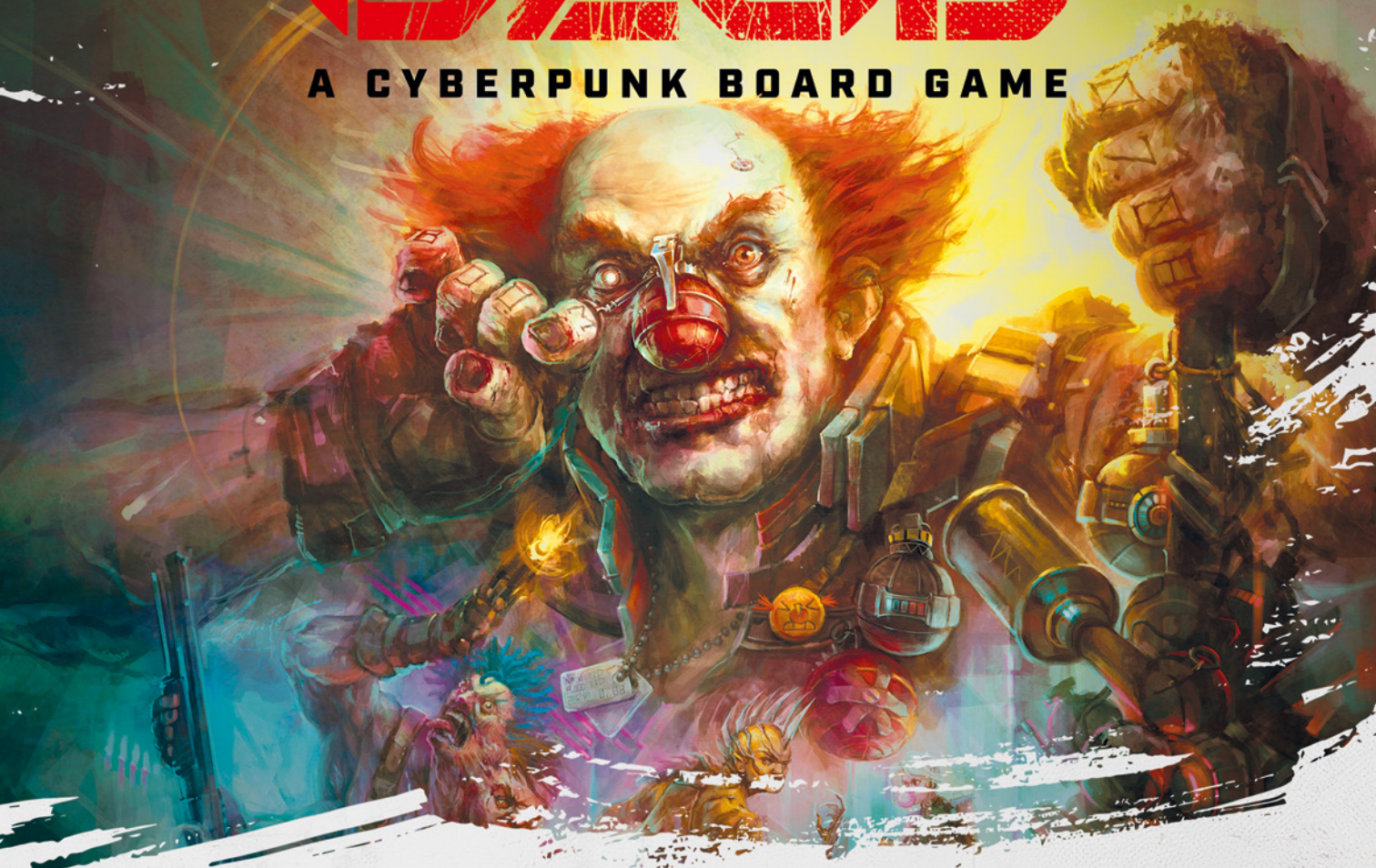# DZOB

A CYBERPUNK BOARD GAME

RULEBOOK

Welcome to Ozob: A Cyberpunk Board Game, a
cooperative dungeon crawler set in a dystopic future.

In this game, you and your friends must work
together to achieve objectives across various missions.
Each mission features a unique map where
characters can move, interact with objects, and
confront enemies defined by the Mission Book.

The game ends in victory if you complete the
mission objectives, or in defeat if any character
dies before the mission is completed.

There are three short campaigns. The first two have
three missions each, while the final campaign
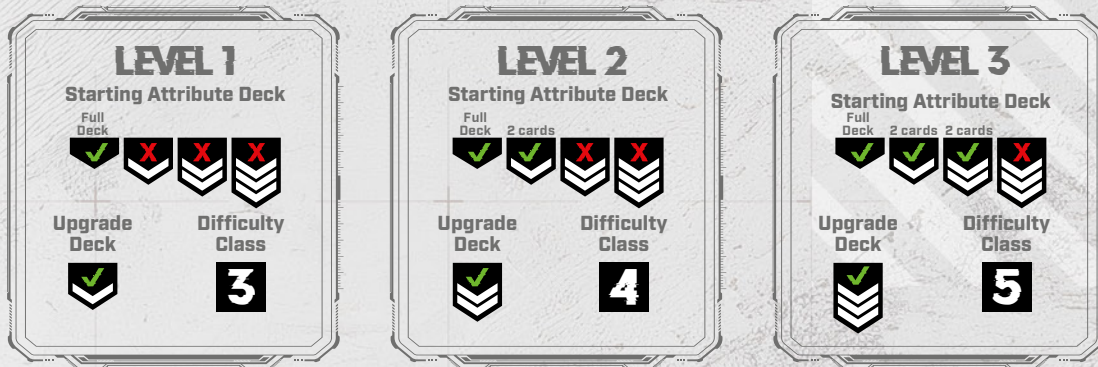has four missions and a higher level of difficulty.

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>>>>> THE MISSION BOOK

At the beginning of each game, players must select one of the missions (also called "stages") from the Mission Book and set it up as described.

Each mission is categorized by difficulty level. **There are three different levels:**

LEVEL 1	LEVEL 2	LEVEL 3
Starting Attribute Deck Full Deck ✓ ✗ ✗ ✗	**Starting Attribute Deck** Full Deck ✓ 2 cards ✓ ✗ ✗	**Starting Attribute Deck** Full Deck ✓ 2 cards ✓ 2 cards ✓ ✗
Upgrade Deck ✓	**Upgrade Deck** ✓	**Upgrade Deck** ✓
Difficulty Class 3	**Difficulty Class** 4	**Difficulty Class** 5

Each mission page contains the **Stage Setup**, detailing the **Enemies, Bosses,** and Special Components required for that stage.

The Mission Book is structured in the recommended play order, following the chronological sequence of the unfolding story. If you choose to follow this order, begin with Stage 1: Times Square. Additionally, the Mission Book is divided into three campaigns. You can play each stage independently or as part of a campaign.

As characters progress through the stages and campaigns, they gain new skills, weapons, and items, becoming increasingly powerful and prepared to tackle more challenging scenarios.

The rules below explain how to play the Base Game. At the end of this Rulebook, you'll find additional rules for the Campaign Mode.

Each stage of the game is presented in its own dedicated chapter within the Mission Book.
Each mission chapter is organized as follows:

STAGE NAME

STARTING ATTRIBUTE DECK

DIFFICULTY CLASS

UPGRADE DECK

MISSION SETUP

MISSION OBJECTIVES

MISSION-SPECIFIC RULES

WAR ROADIES

Each playable character in the game is a member of the War Roadies rebel group. In the rules and other game components, players are referred to as **War Roadies**.

SPECIAL SKILL

Each War Roadie has a unique special skill that is always in effect.

HEALTH TRACK
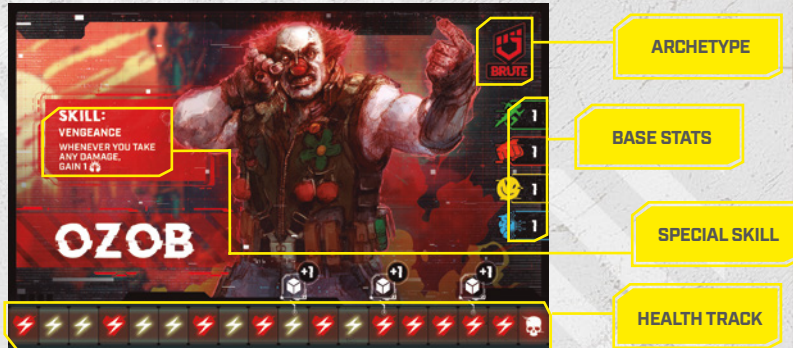
The Health Track is used to control both your current Life and Adrenaline levels. Each heart on the track represents a Life point, and each character has a different total based on their resilience.

- For each point of damage a War Roadie receives, move their Health Tracker one heart to the right on the Health Track.
  When you regain Life, move the Health Tracker one heart to the left on the Health Track. If the Health Tracker reaches "☠", the War Roadie dies, causing the entire team to be defeated and the Stage to end in failure. The Health Track also monitors the character's Adrenaline, represented by the symbol "⚡"

- When you lose or gain Adrenaline, move the Health Tracker one space to the right or left on the Health Track, respectively.

- Losing Adrenaline can result in losing Life, and vice versa.

Certain slots on the Health Track grant the player additional dice. Whenever you perform a check, count the number of bonus dice to the left of the player's Health Tracker, including the space it currently occupies. This must be done before and during each check. If you regain Life and move past a bonus die space, stop using that die. Similarly, if your Health Tracker reaches a bonus die slot during a check, immediately roll an additional die for that check.

REROLL

During any check or when being attacked by an enemy, a player can spend Adrenaline to reroll dice. For each point of Adrenaline used, the player may reroll as many of their dice as they wish, as long as the dice do not display the padlock symbol "🔒".

ATTRIBUTE DECK

Each War Roadie has an Attribute Deck consisting of cards that represent their life experiences and skills. At the start of each game, shuffle the Attribute cards to form the Attribute Deck. There are also Upgrade cards, which are new Attribute cards added to the deck whenever the War Roadie receives an Upgrade. Keep the Upgrade cards in a separate pile from the Attribute Deck until they are earned.

The Attribute cards feature four possible attributes: Agility "🏃", Strength "👊", Intelligence "🧠", and Charisma "😊", which are always displayed on the left side of the card. A card may have one or more attributes.

At the beginning of each turn, the player draws Attribute cards from their Attribute Deck, one at a time, and places them in the attribute card slot for that round. The cards you reveal contribute to the strength of your actions during that turn.

CARD ARCHETYPE AND CARD RANKING

MISCHIEVOUS

+1

+1

ATTRIBUTES

CARD SPECIAL EFFECT

MOTIVATION 1
When revealed: Gain 1

For example, if you need to make an Intelligence check and have a total of 3 Intelligence "❋" from your cards and Base Stats, you will roll 3 dice for your Intelligence checks that turn.

Some Attribute cards have a FAILURE "**X**" symbol in the top-left corner. If you reveal cards until you have 3 FAILURE symbols "**X**", you Stumble. This means you must immediately stop drawing cards and lose two Life points as a penalty.

At the end of the turn, the Attribute cards used for that round are discarded into the Attribute discard pile. If, at any point, a player needs to draw an Attribute card and there are no cards left in their Attribute Deck, shuffle all the cards in the discard pile to form a new Attribute Deck.

Upgrade Attribute cards have special effects that either activate immediately when revealed or remain in effect for the duration of the player's turn.

STATUS CARDS

Different Status cards can be temporarily added to a player's Attribute Deck during the game through items, enemies, and events. These cards will remain in the deck until an effect or rule instructs their removal.

In the initial missions, only Malware and Inspiration cards are used. Infection and Nux Cola cards will be introduced in later stages and explained in the Stage's introduction.

MALWARE

Malware cards are temporary cards that make a future turn more challenging by adding an "X" to the player's deck. However, Malware cards activate only once and are returned to the reserve at the end of the turn in which they are revealed.

INSPIRATION

Inspiration cards are temporary cards that assist the player in a future turn. When an Inspiration card is revealed, it cancels an "X" that has already been revealed or that may be revealed later, allowing an additional "X" to be drawn without causing the player to stumble. Like Malware, Inspiration cards activate only once and are returned to the reserve at the end of the turn in which they are revealed.

ITEMS

There are two types of Item cards in the game: Consumables and Weapons.

CONSUMABLES

Consumables can be used once as a Free Action at any moment during the "TAKE ACTION" step of a War Roadie's turn. They are resolved immediately and must be discarded after use.

AMMONIA

Recover from stun or help another War Roadie sharing your space to recover from stun.
Get 1

CONSUMABLE

ITEM NAME

ITEM EFFECT

ITEM TYPE
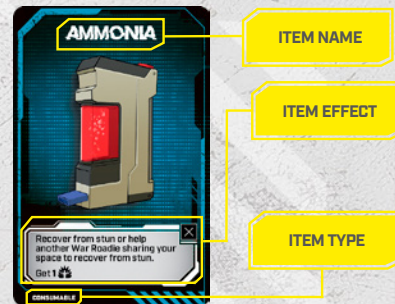
WEAPONS

Items that remain with the player and can be used against enemies by spending one of your turn's actions.

Weapons labeled "Once per Turn" can only be used once each turn, regardless of how many actions the player has available. After using the weapon, rotate the card 90 degrees. At the end of your turn, rotate it back to its original position.

PLASMA CHAINSAW

Attack with Roll +1

If you roll 2 or more, you get stunned.

WEAPON

ITEM NAME

ITEM EFFECT

ITEM TYPE
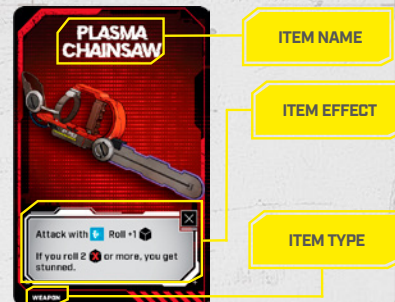
ITEM SLOTS

Each War Roadie has 4 slots to hold Items during the game. If a War Roadie obtains a 5th item, the Items can be rearranged, discarded, traded with other War Roadies in the same space, or immediately used (for Consumables only) until there are no more than 4 Items remaining.
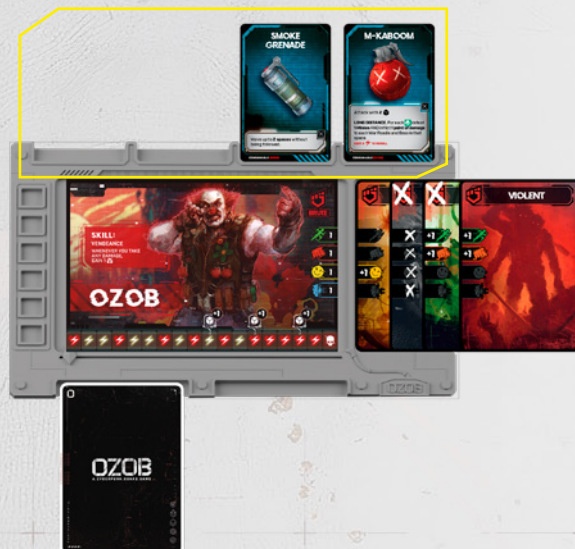
STARTING ITEMS

Each War Roadie begins the game with unique starting Items specific to their character. These Items are distinguished from regular Items by the War Roadie's name on the front and a unique card back. Starting Items can be discarded, but cannot be traded with other War Roadies.
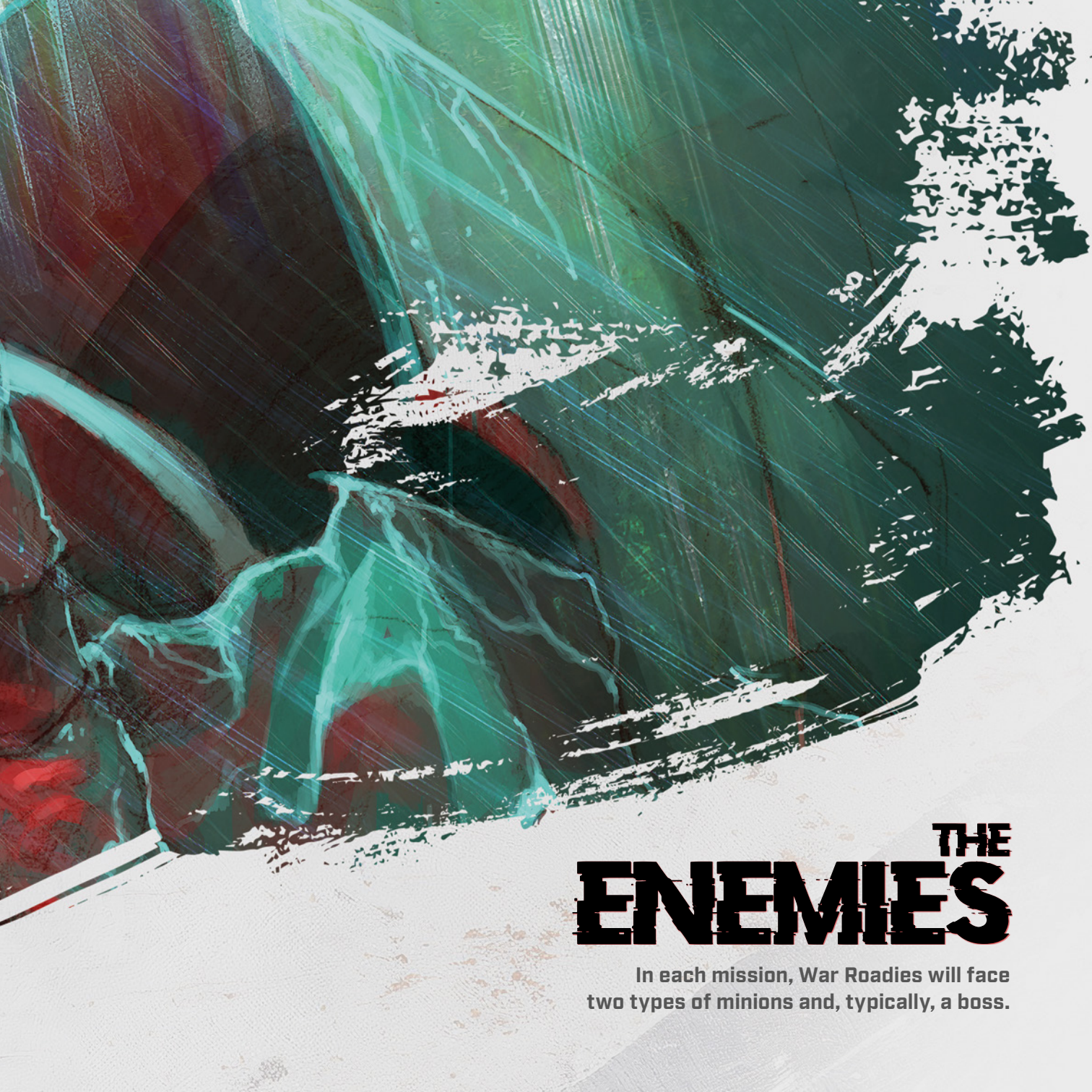
THE
ENEMIES

In each mission, War Roadies will face
two types of minions and, typically, a boss.

MINIONS

Each minion card displays, in the top-right corner, the number of resistance points each miniature of that type has, as well as the enemy's attack strength—the number of dice the enemy rolls to attack War Roadies if it ends its turn in the same space as the current player.

The top of the card also shows the name and type of miniature the enemy represents, allowing you to match it with the corresponding event cards.

Additionally, the card may indicate special effects or conditions that the minion inflicts on a player it wounds. Some enemies may also have unique characteristics, such as Special Interactions that players can perform against them.

Minions do not retain damage between turns, meaning you must deal damage equal to or greater than their resistance in a single attack to defeat them. Be sure to check the bottom of the card for possible loot.

PROXY

3

x1

A

Whenever Proxy causes damage to a War Roadie, put 1 Malware on that War Roadie's discard pile.

STIR THE POT
Defeat this and 1 other Proxy in the same space.

5

+ WHEN DEFEATED, GET 1 ITEM AND 1 POINT OF FAME.

MINION'S RESISTANCE

MINION'S ATTACKING DICE

MINION'S TYPE

SPECIAL INTERACTIONS

MINION'S LOOT

BOSSES

CHERNOBYL

15

BOSS' LIFE

BOSS' ATTACKING DICE

Whenever Chernobyl deals damage to a War Roadie, put 1 Malware on that War Roadie's discard pile.

BOSS, UNIQUE EFFECT

ACTIVATION:
Chernobyl moves 2 spaces towards the nearest War Roadie and then attacks the active War Roadie if they are in that space.

BOSS' ACTIVATION

TROJAN HORSE
Stun Chernobyl

Special Interactions

In addition to Minions, most missions also feature stronger enemies known as Bosses. Bosses are special creatures controlled according to the Stage's instructions and are often managed by unique Event cards specific to that Stage. In most missions featuring a Boss, your objective will include defeating this enemy.

Boss cards are similar to Minion cards, but they typically contain multiple special effects and specific instructions for the Boss's attacks and movements.

Unlike Minions, damage dealt to Bosses is tracked using Damage tokens on their card and accumulates over the course of the game.

Some Bosses have two "phases" and must be defeated twice. The Boss's effects and attributes change between phases, and each phase is represented by a different side of the Boss card. The card may also indicate what happens when the Boss is defeated for the first time. When encountering a two-phase Boss, the Stage Setup will provide reminders of these rules.

THE GAME
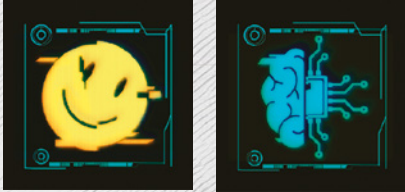
TASKS

Each mission includes Task tokens that players can interact with by performing checks based on specific Attributes. Details on how to interact with these tokens are provided in the mission introduction.

EVENTS

At the end of each player's turn, an Event card is drawn from the Event Deck prepared for the mission. Event cards can include a variety of occurrences, but they primarily indicate the spawning of new enemies on the map, along with the movement and actions of these enemies.

Each mission has a unique Event Deck composed of base Event cards, specific Event cards corresponding to the Minions present in the mission, and additional cards specific to that stage, as defined by the Mission Book.

EVENT

TACTICAL OPS

EVENT NAME

- If there are 7 or less Enemies in play:
Change 🎰 Spawn ⭐ ⭐ Ⓑ
- **Then:** Move all Minions 1 space towards the nearest War Roadie.

EVENT EFFECT

PRIDE
- Spawn 🔼 Change 🎰
- Then: Move all the VACs 1 spa the nearest War Roadie.
- If the Evangelizer is in play: Sp in the Evangelizer's space.

SOLAR SODO
- If Chernobyl is in play: Move towards the nearest War Roa
Else: Spawn Ⓒ ⭐⭐⭐
- Then: Buy another Event car

MANDATORY SUGGESTION MODIFICATIO
- Move all the Proxies 1 space nearest War Roadie.
- Each War Roadie with 1 or m in their space loses 1 (Adrenal
- Then: Buy another Event Car

TACTICAL OP
- If there are 7 or less Enemies
Change 🎰 Spawn 🔼 Ⓑ
- Then: Move all Minions 1 spa the nearest War Roadie.

SONIC ATTAC
- If there are 2 or less Nexus in p
Change 🎰 Spawn ⭐⭐ Ⓑ
- Then: Move all the Nexus in a space towards the nearest Wa
- Each War Roadie in the same Nexus gets stunned.

DISTORSION
- Change 🎰 Spawn 🔼
- Then: Each War Roadie puts 1 Malware on their discard pile.
- If the Regulator is in play: Move the Regulator 1 space towards Molotov.

EVENT

⟩⟩⟩⟩⟩⟩ ROAD TO FAME

During a mission, players gain 1 Fame point for each enemy they defeat and each task they complete.

As the Fame Tracker advances along the War Roadies' Road to Fame, **reaching spaces marked with an icon grants all players the indicated bonus.**

ADRENALINE
Gain the indicated amount of adrenaline.

UPGRADE
Choose an Upgrade card that matches the current mission's level and add it to the top of your Attribute Deck. This card stays in your deck until the end of the Stage, or, if playing a campaign, until the end of the campaign.

ITEM
Gain 1 item.

>>>>> SETUP

- Choose a mission from the Mission Book and set up the board using the indicated Stage tiles.

- Place all interaction tokens, the Start Here space, the Portals, and the enemy miniatures in the spaces specified by the Mission setup.

- Take the Minion cards and Boss card (1) and place them near the map.

- Set up the War Roadies' Road to Fame next to the board. Place the Fame Tracker on the starting space of the Road to Fame (2).

- Prepare the Event Deck (3) as described on the mission page and place it near the board, within reach of all players.

- Shuffle the Item cards (4) and place them beside the Event Deck.

- Place the Malware and Inspiration cards next to the board (5).

12

- Place the 8 dice (6) and 24 Motivation tokens (7) within reach of all players.

- Each player chooses a War Roadie and takes their character sheet (8), placing it on top of the plastic dashboard. Take a Health Tracker and place it on the leftmost space of the Health Track (9).

- Take the War Roadie's Starting Items and place them on the Item Slots of the plastic dashboard (10).

- Prepare the War Roadie's Attribute Deck by separating the starting Attribute cards. Shuffle these cards and place them face down below the plastic dashboard to form the Attribute Deck (11). The remaining Attribute cards are left next to the dashboard, forming the Attribute Upgrade Deck (12).

- Take the miniature representing the War Roadie and place it on the Start Here space (13).

- Any other components not mentioned by the overall setup and mission setup can be left in the box.

- The player who read the rules starts the game.

SOLO MISSIONS:

If players choose not to follow a campaign sequence, refer to the mission's Difficulty Class in the Mission Book.

- Difficulty Class 2: Add two Rank 1 Upgrade Attribute cards to your starting Attribute Deck.

- Difficulty Class 3: Add two Rank 1 Upgrade Attribute cards and two Rank 2 Upgrade Attribute cards to your starting Attribute Deck.

TURN SEQUENCE

Starting with the first player and proceeding clockwise, players take turns until they either succeed or fail the mission. During their turn, each player goes through the following phases:

1. REVEAL ATTRIBUTES

Reveal a card from your Attribute Deck and place it to the right of your character's dashboard. Then, choose one of the following options:

- **Continue:** Reveal another Attribute card and place it on top of your last revealed Attribute card so that only the attributes and any relevant text are visible. After each card revealed (beyond the first one), check if there are 3 visible "X" symbols. If there are, the player Stumbles - loses 2 Health points and must stop revealing Attribute cards.

- If there are fewer than 3 "X" symbols, the player may continue revealing cards if they choose.

OR

- **Stop:** Cease drawing Attribute cards and move on to the next phase of your turn.

1

It's Ozob's turn. He reveals an Attribute card from his deck. It's a Charismatic card, so now Ozob has 2 points of Charisma.

2

Ozob chooses to reveal another Attribute card, and it turns out to be a Trauma. Since he has only one "X" card revealed, Ozob can choose to keep revealing cards.

3

Ozob reveals another card, and it's a Posthuman. In addition to an "X," this card grants 1 point of Agility and 1 point of Strength. The situation is risky for Ozob—if he reveals another "X," he will lose 2 Life points. However, with only 2 points of Strength, he doesn't think it's enough.

4

Ozob reveals one more card, and fortunately, it is not another "X." The Violence card grants 1 point of Agility and 1 point of Strength—exactly what Ozob was looking for. Satisfied, he decides to stop and proceed with the actions for his turn.

2. TAKE ACTIONS

You can take up to 3 actions, indicated by the ▶ icon. Additionally, some cards and free actions can be used without spending one of the player's 3 actions. These are marked by the ▷ icon.

There are several different actions you can perform. Some are linked to Attributes (Agility, Strength, Intelligence, and Charisma). Each character has a base value for these Attributes, as shown on their character sheet. This base value is added to the values revealed by the Attribute cards during that turn.

▶ Movement

With a movement action, you can move up to 2 spaces. You can move 1 additional space for every 2 Agility "🏃" points.

▶ Attack

Whenever you're in a space with one or more enemies, you can spend 1 action to make an attack. First, choose which enemy to target. Then, total your Strenght attribute for the turn and roll that number of dice. Be sure to include any additional dice granted by your current Life points or abilities from your Attribute cards. At this point, you may also spend Motivation tokens to add more dice to your attack.

After rolling, you can spend 1 Adrenaline point to reroll as many dice as you like (except for those showing a padlock "🔒" face). You may continue spending Adrenaline to reroll until all remaining dice faces are locked or you choose to stop.

If you're attacking a Minion and achieve a number of successes equal to or greater than its resistance, you defeat it and gain 1 Fame point. Otherwise, your attack fails. If you're attacking a Boss, place damage tokens on the Boss equal to the number of successes rolled.

▶ Use a Weapon

When making an attack, you may use a Weapon card you possess. Some weapons require you to roll a specific number of dice (ignoring the total Attributes revealed by your cards), while others scale based on an Attribute. Weapons may also have special effects that are applied either before or after rolling the dice.

► **Check**

In most stages, Attribute checks are required to interact with elements on the map. Perform a check using the required Attribute by rolling a number of dice equal to the Attribute's value, as determined by the Attribute cards revealed this turn.

If you're in a space with an interaction token and there are no engaged enemies present, you can spend 1 action to make a check using the Attribute shown on the token. The difficulty class of the check is defined in the mission's description. If you succeed, flip the token, receive the indicated rewards, and remove it from the game.

Minions and Bosses in your space can also be influenced using Attribute checks. The Attribute required, the difficulty class, and the effect of a successful check are all described on the tokens.

► **Get Up**

Spend 1 action to help your War Roadie or another War Roadie in your space get up.

► **Rest**

Heal 2 Life points. This can only be performed if you are in a safe space (with no engaged enemies in your space).

Free Actions

▷ **Trade Items**

Give an Item to, or take an Item from, another War Roadie in the same space as you.
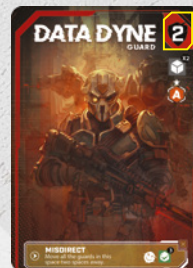
▷ **Use Consumables**

Use a Consumable item and discard it after use.

With 3 Agility, Ozob (Miniature A) can move up to 3 spaces per movement action (2 from his base movement and 1 from his card's Attributes). He spends his first action to move two spaces.

For his second action, Ozob chooses to attack the DataDyne Guard in his space. With 3 points of Strength, he rolls 3 dice.

The DataDyne Guard has 2 points of Resistance, so Ozob needs at least 2 successes to defeat him.

Ozob rolls only one success. However, his attack hasn't failed yet—by spending Adrenaline, Ozob can reroll as many dice as he wants.

Since one of the failed dice shows a padlock symbol, Ozob cannot reroll it. He rerolls the other failed die instead.

And he gets another success! The DataDyne Guard is defeated, his miniature is removed from the map, and the War Roadies gain 1 Fame point, advancing one space on the War Roadies' Road to Fame.

Since Ozob's space is now free of engaged enemies, he spends his third action attempting to bribe the DataDyne Scientist.

Difficulty Class **3** The difficulty class for this test is 3, as defined in the Mission Book.

Ozob has only 2 points of Charisma, so he rolls 2 dice.
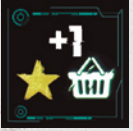
He rolls 2 successes, but it's not enough, so Ozob spends 1 Adrenaline to reroll both dice.

Once again, he rolls 2 successes. He spends another Adrenaline, rerolling only the failed die this time.

Ozob gets the 3 Successes he needs and successfully bribes the DataDyne Scientist!

He flips the DataDyne Scientist's token and gains the indicated rewards: 1 Fame point and 1 Item.

3. DRAW AN EVENT CARD

After taking your actions, reveal the top card from the Event Deck and resolve its effect. Certain Event cards spawn new enemies on the map, while others move existing ones. Some special Event cards may apply different effects, such as switching the active spawn portal.

Stunned enemies do not move, even if the Event card instructs them to.if the card requires the closest enemy to be moved towards a player.

The revealed Event card causes a Type [A] enemy to spawn at the active portal.
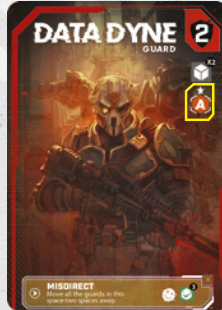
In this mission, the Type [A] enemy is the DataDyne Guard, as defined in the Mission Book.
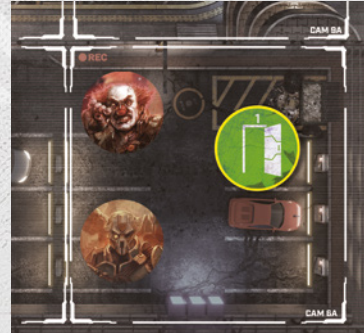
The active portal is in the same space as Ozob.

The active portal then shifts from Portal 1 to Portal 2
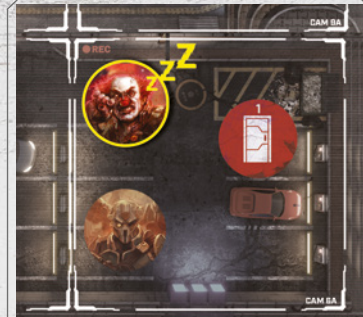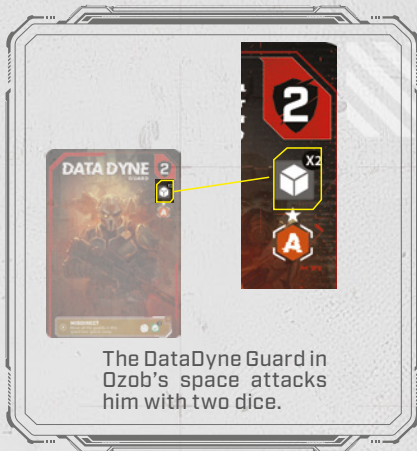
Lastly, the Event card stuns all War Roadies in spaces with enemies. Since there is now an enemy in Ozob's space, he is stunned and his miniature is laid down. To stand up, Ozob or another War Roadie in his space must perform a Get Up action.

4. MINIONS ATTACK
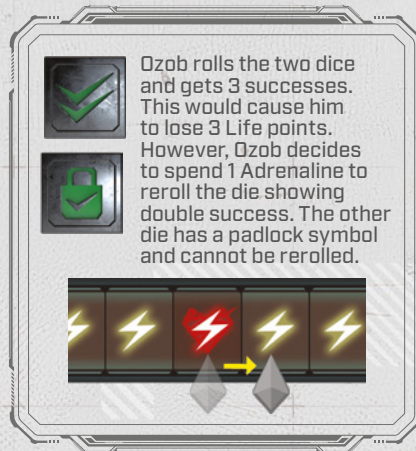
In an order chosen by the active player, each Minion in the same space attacks.
IMPORTANT: Only the active player is targeted, even if other War Roadies share the space.

The number of dice rolled for the attack is shown in the top-right corner of the Minion's card. Each success represents 1 point of damage. Remember, you can spend Adrenaline to reroll the Minion's dice results to try to minimize or avoid damage. If there are no Minions in the active player's space, nothing happens.

The DataDyne Guard in Ozob's space attacks him with two dice.

Ozob rolls the two dice and gets 3 successes. This would cause him to lose 3 Life points. However, Ozob decides to spend 1 Adrenaline to reroll the die showing double success. The other die has a padlock symbol and cannot be rerolled.

The rerolled die lands on a failure. Ozob now loses 1 Life point from the DataDyne Guard's attack, moving his Life tracker to the next heart space on the Health Track.

Ozob's skill, Vengeance, allows him to gain 1 Motivation token "👣" each time he takes damage. He takes a Motivation token "👣" from the reserve and places it in one of the left-side slots on his player dashboard.

5. THE BOSS ACTIVATES

Resolve the effects described in the Activation section of the Boss card in play. If there are no Bosses in the game at this moment, ignore this step. Remember, the Boss only attacks if its Activation effect specifies it—it does not attack during "Phase 4: Minions Attack."

END OF TURN

Ozob places the revealed Attribute cards into his discard pile, and the next War Roadie's turn begins.

All stunned enemies recover from Stun, and their miniatures are placed upright again.

The active player then discards all Attribute cards revealed this turn and untaps all Items (if applicable), returning them to their original position.

The next player clockwise becomes the new active player and begins their turn with the "Reveal Attributes" step.

END OF MISSION

Each mission defines objectives that players must complete to achieve victory, as well as conditions that result in defeat.

Regardless of other conditions, if any War Roadie dies (i.e., if their Health Track reaches "☠"), the game automatically ends in defeat.

CAMPAIGN MODE

Missions can be played in sequence, allowing players to accumulate upgrades along the way. The Mission Book includes three campaigns, with missions that must be played in order. There is also an ultra-difficult double mission to conclude the final campaign. To advance to the next mission, players must first win the previous one. If a mission ends in defeat, players must retry it to progress.

After completing a mission and moving on to the next one, players remove any temporary Attribute cards (e.g., Malwares and/or Inspiration) from their Attribute Deck but keep any earned Upgrades. They also retain the War Roadie's Starting Items, whether used or discarded, and discard any other Item cards acquired during the mission. Motivation tokens are also discarded.

If players complete a campaign and move on to start a new one, the characters are reset entirely, discarding all upgraded Attribute cards and starting fresh.
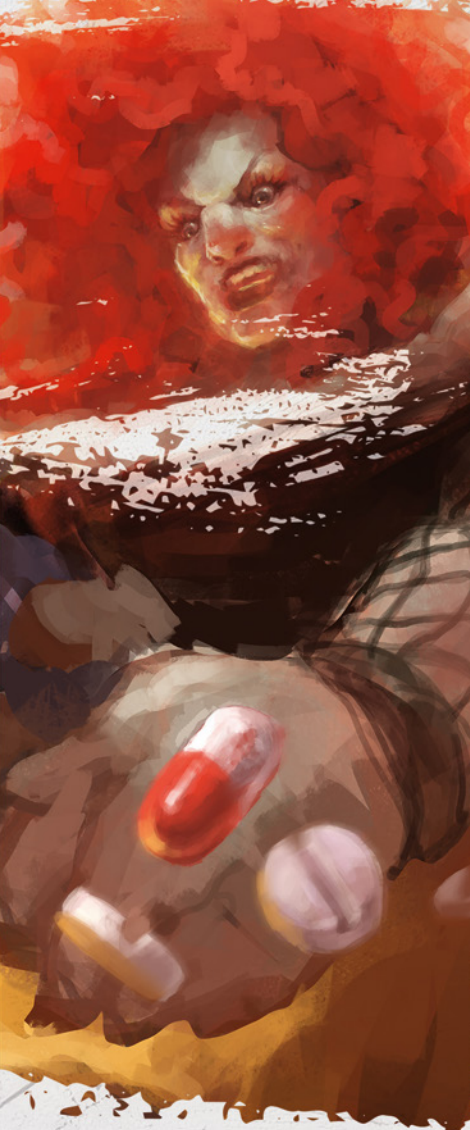
THE WAR ROADIES
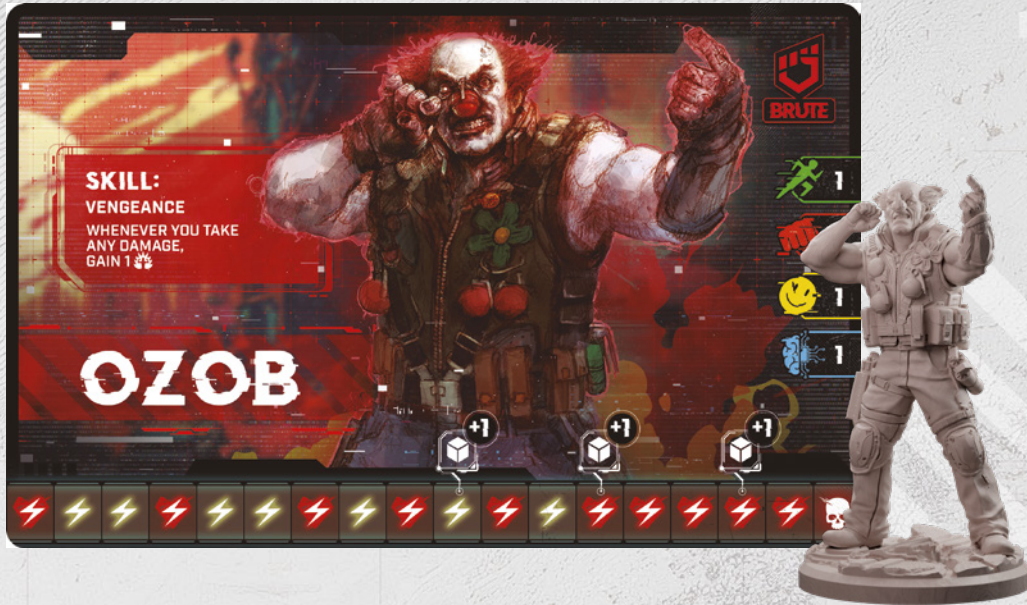
SKILL

VENGEANCE

Whenever Ozob takes any amount of damage—whether from an enemy attack, stumbling, or the effect of an item or ability—he gains 1 Motivation token "🧠".

STARTING ITEMS

SMOKE GRENADE

Ozob can move up to two spaces without being pursued by enemies.

M-KABOOM

Choose an adjacent space or Ozob's current space and roll 2 dice, plus any additional dice. For each success rolled, defeat a Minion of your choice in the target space and deal 1 damage to each War Roadie and Boss in that space. Rerolling this item costs 3 Adrenaline.

UPGRADE CARDS

ADRENALINE 2 / ADRENALINE 3

Whenever an attribute card with the ADRENALINE ability is revealed, Ozob recovers the specified amount of Adrenaline.

MOTIVATION 1

Whenever an Attribute card with the Motivation "🔥" ability is revealed, Ozob gains 1 Motivation token.

SACRIFICE

Whenever an Attribute card with the Sacrifice ability is revealed, Ozob must either lose 1 Life point or discard the card.

ALLIANCE

If an Attribute card with the Alliance ability is revealed during Ozob's turn, he gains 1 additional die for any check he performs, provided there is at least one other War Roadie in his space or an adjacent space.

VENDETTA

If the Vendetta card is revealed during Ozob's turn, he loses only 1 Life point whenever he takes damage, regardless of how many successes the enemy's attack roll generates.

BOMBARDIER

When the Bombardier card is revealed during the Reveal Attributes phase, Ozob can draw a grenade from the Item discard pile, whether it's one of his own grenades or one from the Item Deck.

MOMENTUM

If the Momentum card is revealed during Ozob's turn, he does not lose Motivation tokens when using them to add dice to a test and can reuse them in future tests.

SKILL:
FLY THE DRONE

FREE ACTION: ONCE PER TURN, YOU MAY MOVE YOUR DRONE UP TO 3 SPACES.

TECH EXPERT

CALIFORNIA

SKILL
FLY THE DRONE

Once during each of her turns, California can move her SUPPORT DRONE up to 3 spaces. Enemies do not follow the drone when it moves and do not attack it at the end of a turn.

STARTING ITEMS
SUPPORT DRONE

California is assisted by a Support Drone, which grants an additional die to her and all other War Roadies performing a test in the same space as the drone. The Support Drone is represented by a drone miniature and starts in the same space as California at the beginning of the game. The Support Drone is not considered a War Roadie.

UPGRADE CARDS

ALLIANCE

If an Attribute card with the Alliance ability is revealed during California's turn, she gains 1 additional die for any check she performs, provided there is at least one other War Roadie in her space or an adjacent space.

CODING

If an Attribute card with the Coding ability is revealed during California's turn, she gains 1 additional die when performing tests in the same space as her drone.

SOURCE CODE

If an Attribute card with the Source Code ability is revealed during California's turn, she can reroll once without spending Adrenaline, including rerolling padlocked dice.

PRESCIENCE

When Prescience is revealed during the Reveal Attributes phase, California may look at the next card in her Attribute Deck and place it either on the top or bottom of the deck.

FORETOKEN

When Foretoken is revealed during the Reveal Attributes phase, California may look at the next 3 cards in her Attribute Deck and place each one on either the top or bottom of the deck, in any order the player chooses.

FOREBODING

When Foreboding is revealed during the Reveal Attributes phase, California may look at the next 3 cards in the Event Deck and place each one on either the top or bottom of the deck, in any order the player chooses.

FORESHADOWING

When Foreshadowing is revealed during the Reveal Attributes phase, California may look at the next 3 cards in the Item Deck, choose one, and shuffle the remaining two back into the deck.

SKILL:
SWORDSMAN
IF YOU REVEALED 1 OR LESS X
AMONG YOUR ATTRIBUTES,
GAIN +1 ▶

SHIMIRA

BRAWLER

SKILL

SWORDSMAN

After revealing attributes, if up to 1 "X" symbol is revealed, Shimira can perform an additional action during his turn.

STARTING ITEMS

77 YEAR OLD WHISKY

Perform 1 additional action this turn.

KATANA

Make a Strength attack. If your previous action this turn was a movement action, roll 1 additional die.

UPGRADE CARDS

SACRIFICE

Whenever an Attribute card with the Sacrifice ability is revealed, Shimira must either lose 1 Life point or discard the card.

ALLIANCE

If an Attribute card with the Alliance ability is revealed during Shimira's turn, he gains 1 additional die for any check he performs, provided there is at least one other War Roadie in his space or an adjacent space.

SOURCE CODE

If an Attribute card with the Source Code ability is revealed during Shimira's turn, he can reroll once without spending Adrenaline, including rerolling padlocked dice.

INERTIA

In turns where an attribute card with the INERTIA ability is revealed among Shimira's attributes, whenever he performs a movement action, he gains 1 Motivation marker.

BERSERK

If the Berserk card is revealed during Shimira's turn, he gains 1 Motivation token when performing a test, which can be used immediately for that test.

SPARK

If the Spark card is revealed during Shimira's turn, it cancels an "X" that has already been revealed or is about to be revealed, similar to Inspiration. This allows an additional "X" to be drawn without causing Shimira to stumble and makes it easier to trigger the Swordsman ability.

SURPRISE

When SURPRISE is revealed during the REVEAL ATTRIBUTES phase, Shimira can place up to 3 cards from his discard pile on top of his deck in any order he chooses.

SKILL:
BROTHEL KEEPER
WHENEVER YOU END A MOVEMENT ACTION IN A SPACE WITH OTHER WAR ROADIES IN IT, HEAL 1 ❤ OF ONE OF THEM.

SUPPORT

MAMA GUZZO

SKILL

NIGHT CLUB OWNER

Whenever Mamma Guzzo ends a movement action in a space with other War Roadies, she chooses one War Roadie in her space to recover 1 Life point.

STARTING ITEMS

BODYGUARDS

Stun a Minion in your space by laying the enemy's miniature down.
At the end of your turn, all stunned Minions stand back up.

UPGRADE CARDS

ALLIANCE

If an Attribute card with the Alliance ability is revealed during Mamma Guzzo's turn, she gains 1 additional die when performing a check, provided there is at least one other War Roadie in her space or an adjacent space.

RESCUE

Whenever an Attribute card with the Rescue ability is revealed, draw 1 of your personal Item cards from the Item discard pile. If no personal Item cards are in the discard pile, nothing happens.

LEADERSHIP

Once per turn, if an Attribute card with the Leadership ability is revealed, Mamma Guzzo can move a non-stunned War Roadie up to 3 spaces. The War Roadie is followed by enemies as usual.

NEUTRALIZE

If the Neutralize Attribute card is revealed during Mamma Guzzo's turn, she can stun all enemies in her space once that turn.

SMUGGLER

If the Smuggler Attribute card is revealed during Mamma Guzzo's turn, she and all other War Roadies in her space may each draw 1 Item from the Item Deck, once that turn.

BLOOD PACT

If the Blood Pact Attribute card is revealed during Mamma Guzzo's turn, she gains 3 additional dice for each attack she performs, as long as there is at least one other War Roadie in her space or an adjacent space.

SKILL:

RUSSIAN ROULETTE

FREE ACTION: ONCE PER TURN, MAKE AN ATTACK ACTION. IF YOU DON'T DEFEAT THE ENEMY, LOSE 2 ❤️

GUNSLINGER

OLEG

SKILL

RUSSIAN ROULETTE

Once per turn, Oleg can make an attack without spending an action, with or without a weapon. However, if this attack does not defeat any targets, he loses 2 Life points.

STARTING ITEMS

SNIPER RIFLE

Make an attack with 3 dice, capable of targeting enemies at Range 0/1.

UPGRADE CARDS

ALLIANCE

If an Attribute card with the Alliance ability is revealed during Oleg's turn, he gains 1 additional die for any check he performs, provided there is at least one other War Roadie in his space or an adjacent space.

ADRENALINE 2 / ADRENALINE 3

Whenever an Attribute card with the Adrenaline ability is revealed, Oleg recovers the specified amount of Adrenaline.

MOTIVATION 1

Whenever an Attribute card with the Motivation ability is revealed, Oleg gains 1 Motivation "🔥" token.

STRONG GRIP

If an Attribute card with the Strong Grip ability is revealed during Oleg's turn, he rolls 1 additional die for each Strong Grip card revealed whenever he attacks with a weapon.

WEAPON MASTER

If the Weapon Master Attribute card is revealed during Oleg's turn, after performing a range 0/1 attack, he may choose a second target in his space or an adjacent space to receive the same amount of damage.

BLOOD RAGE

If the Blood Rage Attribute card is revealed during Oleg's turn, he may spend up to 3 Adrenaline when attacking to gain 1 additional die for each Adrenaline spent.

GRAND FINALE

If the Grand Finale Attribute card is revealed during Oleg's turn, he may roll 5 additional dice for a weapon attack once during that turn, then discard the weapon after the attack.

SKILL:
LIKE A JAGUAR
WHENEVER YOU DEFEAT AN ENEMY WITH AN ATTACK, YOU MAY MOVE 1 SPACE WITHOUT BEING FOLLOWED.

VIVIKA

HUNTER

⟫ SKILL

LIKE A JAGUAR

Whenever Vivika defeats an enemy in an attack, she may move 1 space as a free action without being followed by enemies.

⟫ STARTING ITEMS

CLAWS

Attack using your Agility.

>>>>>> # UPGRADE CARDS

ALLIANCE

If an Attribute card with the Alliance ability is revealed during Vivika's turn, she gains 1 additional die for any check she performs, provided there is at least one other War Roadie in her space or an adjacent space.

PROVOKE

If an Attribute card with the Provoke ability is revealed during Vivika's turn, she can pull an enemy from an adjacent space into her space once per turn.

BLOODTHIRSTY

If an Attribute card with the Bloodthirsty ability is revealed during Vivika's turn, she recovers 1 Life point each time she defeats an enemy.

EASY PREY

If an Attribute card with the Easy Prey ability is revealed during Vivika's turn, she rolls 1 additional die when attacking an enemy that is not accompanied by other enemies in the same space.

PSYCHO KILLER

If the Psycho Killer attribute card is revealed during Vivika's turn, whenever she defeats an enemy in an attack using her Claws, she can perform another attack without spending an action, rolling one fewer die than the previous attack. The number of dice for subsequent attacks is fixed, and additional dice are not used. This ability can be activated multiple times in succession.

REBELLIOUS SHOUT

If the Rebellious Shout attribute card is revealed during Vivika's turn, whenever she fails a check, she can spend 3 Adrenaline to gain an additional action for that turn.

BATTLE TRANCE

If the Battle Trance attribute card is revealed during Vivika's turn, she recovers 1 Adrenaline for each different space she traverses whenever she moves.

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