DEGENESIS
CLAN WARS

RULE BOOK

THE RUBBLE

THE WUPPERCRATER

ARNSBERG

FERROPOL

THE FESTERING

THE KLAWEN

TUNDRA
FLATS

GRAZELANDS

A 235

SOUTHERN
HIGHLANDS

FALLOFF

IGNATZ

CATHEDRAL
CITY

SUNKEN
MEADOWS

WATCHTOWER AXIS NORTH

THE RAIN

THE REARGUARD

SEVERINUS

SIEGE

THE RED EXPANSE

LAST EXIT

FORWARD DEFENSE LINE

RELAY STATION

WATCHTOWER AXIS SOUTH

AMSUMO DEATH ZONE

GARRISON OUTPOST
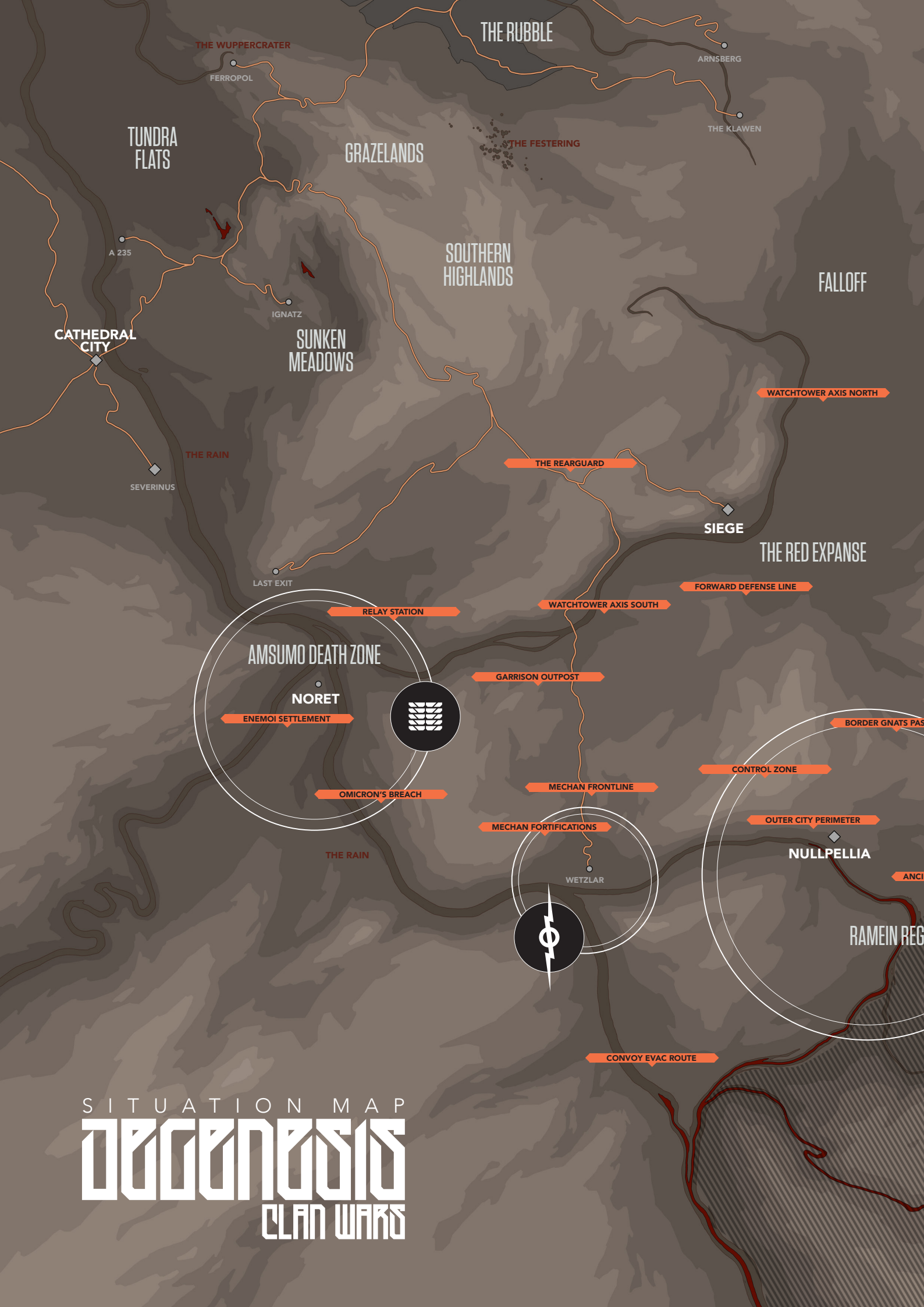
NORET

BORDER GNATS PAS

ENEMOI SETTLEMENT

CONTROL ZONE

OMICRON'S BREACH

MECHAN FRONTLINE

OUTER CITY PERIMETER

MECHAN FORTIFICATIONS

NULLPELLIA

THE RAIN

ANCI

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RAMEIN REG

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SITUATION MAP

DEGENESIS
CLAN WARS

WASTELANDS

SPHINGID TOTEM CLUSTER

THE BONEYARD

CHALK BREACH

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PLAINS OF EXALT

EXALTIAN BORDERLANDS

RUINS OF EXALT

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LONG SALT STRETCH

CARTEL SUPPLY CACHE

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BURNING SPRINGS

FIVE CANYONS

NIGHTSHADE

SSAGE

OLD TAUNAR TRACKS

ENT BATTLEGROUNDS

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BALE FIRE HILLS

PHOSPHORITE
HEARTLANDS

UNCHARTED
AREAS

LEGEND

SITUATION MAP // SUMMER 2598
SOUTHERN PROTECTORATE AND CLAN TERRITORIES

POINT OF INTEREST

CITY

SETTLEMENT

FORTIFIED ROAD

CONTROLLED TERRITORIES

COCKROACHES

MECHANS

ENEMOI

PNEUMANCERS

PHOSPHORITES

WORK IN PROGRESS...

CREDITS

2598
THE PROTECTORATE MUST PREVAIL

INTRODUCTION

The world ended in 2073. Asteroids rained down from the skies, all attempts to stop them coming to naught, and wiped the slate clean of all that the Bygone people managed to build. Ten thousand years of culture, extinguished in an instant. But humanity endured.

Survivors scavenged, scrounged, and fought for scraps of food and dirty water, wandering aimlessly through the ruins of the civilization they had shed. They discarded the mores of society, cast aside their lofty ideals of ethics and morality, and did whatever it took to keep going, to see the next day, to keep their flame burning.

Time passed, and eventually, bit by bit, inch by inch, humanity began to claw its way back to culture. To security, safety, progress. In the heart of Europe, in the year 2410, the Protectorate flares its way to life, emerging triumphant from a tumultuous war that leaves its scars on the burgeoning state, but doesn't bring it down completely. It expands, devouring land, brutally pushing out everyone who does not conform to its laws – a necessary evil, for the good of humanity. For almost 200 years, the Protectorate enjoys a time of unbridled prosperity and peace. Nothing could stop it now.

Or so they thought. The fractured tribes the Protectorate had pushed to the ends of the Earth, the Clans, returned; banding together, aligning themselves under a common cause. Teeth sharpened and swords bared, they would enact revenge on their ancestral foes, and drag humanity kicking and screaming back into the stone age. The Clan Wars had begun.

It is 2598. The war has been raging for four long, bloody years, and the Protectorate is steadily losing its grip; more and more raids occur deeper into its territory, and it finds itself running out of meat to throw into the grinder of the frontlines. Desperate and out of options, it begins assembling squads of irregulars, drawn from all walks of life, whether for money, amnesty, or simply a misguided attempt at finding meaning. These Operatives are sent on urgent, last-minute missions, frantic skirmishes with the savage Clanners out for their blood. Most don't make it back. More bodies on the pile.

The Protectorate cannot withstand the combined might of the Clans; unless their final gambit can tip the balance in their favor, humanity will be doomed to slide back into the hell it only just escaped from. The Operatives are the Protectorate's final hope.
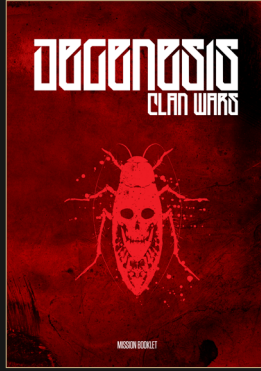
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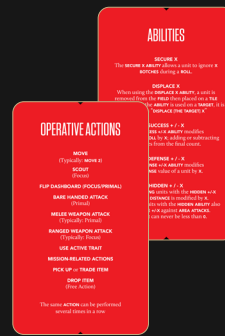
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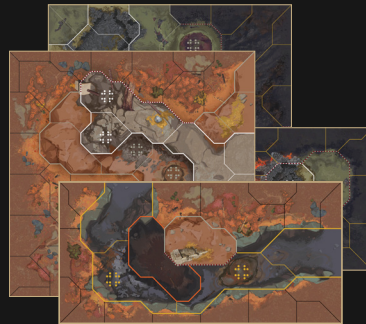
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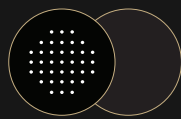
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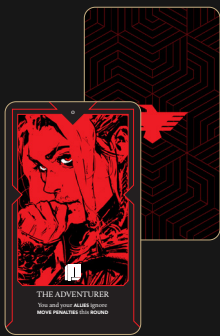
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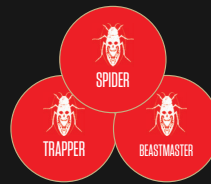
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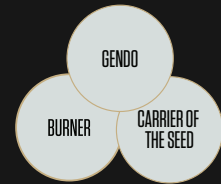
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BASIC RULES

Degenesis: Clan Wars is a story-based skirmish game, where a squad of Operatives – powerful and iconic heroes in service to the Protectorate – fight to ensure the survival of society itself. They will progress through a tense and brutal Campaign, facing off against a host of Clans who seek nothing less than their total annihilation. Throughout their journey, the Operatives will have to work together to survive and progress further into unknown territories, growing stronger and recruiting allies to their side, until they reach their final destination, or die trying.

THE FUNDAMENTALS

◇ The game is played by between **2** and **5 PLAYERS**. One of these **PLAYERS** takes on the role of the **HOSTILE**, managing the progression of a **CAMPAIGN** and handling the **CLANS** arrayed against the **OPERATIVES**, who are **CONTROLLED** by the remaining **PLAYERS**.

◇ Each **CAMPAIGN** is laid out in its own dedicated **MISSION BOOKLET**, which details the story and situations the **OPERATIVES** must progress through, along with the rewards and consequences of completing the **MISSIONS** along the path.

◇ Each **PLAYER CONTROLS** a number of **OPERATIVES** on the **FIELD**, usually **1** but sometimes more; these are individual, iconic, heroic figures fighting on the side of the Protectorate, striving to win the overall war for their own personal reasons. Each **OPERATIVE** is aligned with a single **CULT**, one of **13** powerful factions who have collectively been forced to band together against the onslaught of the **CLANS**.

◇ The **HOSTILE** instead **CONTROLS** a **CLAN** composed of **CLANNERS**, who are attempting to bring the Protectorate to its knees in revenge for past misdeeds. The term "**CLANNERS**" used in the context of game rules refers only to the **HOSTILE'S** forces, although some **OPERATIVES** also belong to a **CULT** of the same name.

◇ Additionally, some units are **NEUTRAL**, fighting on their own terms; these units have their own specific rules described in the **MISSION BOOKLET** whenever they appear.

◇ The **OPERATIVES** play collaboratively, and everything **CONTROLLED** by the **OPERATIVES** is considered **ALLIED** to each other. Similarly, everything **CONTROLLED** by the **HOSTILE** is also **ALLIED**, and they are both **ENEMIES** of each other. **NEUTRAL** elements may be **ALLIES** or **ENEMIES** to one side or the other, depending on the **MISSION**. Finally, no one is an **ALLY** to themselves.

◇ If a rule in this booklet contradicts or conflicts with the text of a card or specific rule in the **MISSION BOOKLET**, those take precedence. Additionally, if rules would apply simultaneously or come into conflict, the **HOSTILE** decides how they should be resolved. Unless stated otherwise, using terms such as "you may" or "this **ROUND**", all game effects are mandatory and permanent.

THE CAMPAIGN

Presented in the Corebox of Degenesis: Clan Wars is a single **CAMPAIGN**, which takes a squadron of unlikely comrades on a dive into the depths of hell, venturing across the Protectorate in a series of key flashpoint skirmishes, which may ultimately secure their faction's ultimate victory – or demise.

The **CAMPAIGN** is laid out in a series of **MISSIONS**, which are themselves depicted in the **MISSION BOOKLET**. In each **MISSION**, a **ROSTER** of **OPERATIVES** will enter the **FIELD** in pursuit of a series of **OBJECTIVES**, facing off against the **HOSTILE** and their force of **CLANNERS**. The **OPERATIVES** must survive, complete their **OBJECTIVES**, and proceed to their next **MISSION**, growing stronger throughout the course of the **CAMPAIGN** until they either complete their final **MISSION**, or die trying.

Each **MISSION** also corresponds to a location on the **SITUATION MAP** – a top-down view of the entire warzone, allowing the **PLAYERS** to trace the path of the **CAMPAIGN** through the landscape by matching each **MISSION** to its position.

DICE ROLLS

Three types of **DICE** are used when making **ROLLS** – **WHITE**, **BLACK**, and **FATAL**. Each **DIE** type has a combination of the faces below;

| BLANK | SUCCESS | BOTCH |

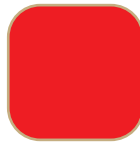Each **ROLL** is made up of a combination of **WHITE**, **BLACK**, and **FATAL DICE**.

◇ **WHITE DICE** are low-risk, but low-reward, as they lack a **BOTCH** face.

◇ **BLACK DICE** are an intermediate step, with higher potential values, but **1 BOTCH** face.

◇ **FATAL DICE** represent extreme reward and come with similar risks, reaching the highest possible results with **2 BOTCH** faces.

| WHITE | BLACK | FATAL |

Most **ROLLS** are made against a set **DIFFICULTY** – either determined in the **MISSION BOOKLET**, or the **DEFENSE** of a **TARGET**. This is often noted by a number after the **ROLL** is specified, such as "**PRIMAL 4**"

A **ROLL** is successful if the sum of **SUCCESSES** from the **DICE** is equal to or greater than the **DIFFICULTY**, while it is a failure if the sum is less than the **DIFFICULTY**, or any **DIE** shows a **BOTCH** face. Additionally, if a **ROLL** results in a **BOTCH**, any **ITEMS** used in the **ROLL** are **FLIPPED** to their **BOTCH** face.

Some **ROLLS** may not have a set **DIFFICULTY** – in these cases, the result is determined based on the number of **SUCCESSES** alone; **BOTCHES** simply count as a **BLANK** face.

Certain **TRAITS**, **ITEMS**, and other effects may grant **SECURE** effects to **ROLLS**. A **SECURED ROLL** ignores a set number of **BOTCHES**; instead of causing a **ROLL** to fail immediately, they are treated as **BLANK** faces. If the result of a **ROLL** contains more **BOTCHES** than the sum of **SECURES** affecting it, then the outcome is a **BOTCH** as normal.

Some effects may grant additional **SUCCESSES** to, or remove them as a penalty from, **ROLLS**. In these cases, the **ROLL** is carried out as normal, then the bonus or penalty is applied to the sum of the **SUCCESSES** on the **DICE**.

If an effect calls for a **REROLL**, then the result of the initial **ROLL** is ignored – the entire **POOL** is **ROLLED** again, with the same bonuses and penalties applied.

OVERCOMMITTING & PLAYING IT SAFE

OVERCOMMITTING

Before any **ROLL**, any **PLAYER** may choose to **OVERCOMMIT**, pushing themselves beyond normal limits to gain additional benefits. The two options they may choose are;

Add any **1 DIE** to their **ROLL**

or

Gain **SECURE 1** on their **ROLL**

However, doing so allows the opposing side to **DRAW 1 ARCANA** from the **APOCALYPTIC TAROT**, after the **ROLL** has been fully resolved.

PLAYING IT SAFE

The **POOL** used for a **ROLL** represents the maximum number of **DICE** it is possible to use – before any **ROLL**, any **PLAYER** may choose to use fewer **DICE** than the maximum, in any combination they wish.

ARCANA BREAKDOWN

1: The **ARCANA'S** position in the **APOCALYPTIC TAROT**, from 0 to XXI

2: The name of the **ARCANA**, along with its symbol

3: The game effect of playing each **ARCANA**

IV

THE RULER

MOVE an **ENEMY 3 TILES** ignoring **MOVE PENALTIES**

THE TAROT

The **APOCALYPTIC TAROT** is woven throughout the fabric of society, a series of 22 personality patterns that constantly appear and reappear, each incarnation twisted into a new perspective by each and every person. They are tied directly to the **CONCEPTS**, fundamental representations of each human's psyche, how they respond to stimuli on the most base, primal level. They represent turns of fate, unexpected advantages and unpredictable movements in the heat of battle, and give their users the chance to shift the tide of a conflict in their favor in the blink of an eye.

The **TAROT** consists of **22 ARCANA**, each with a unique and powerful gameplay effect. There is no limit to the number of **ARCANA** that a **PLAYER** may have in their hand, however each **PLAYER'S** hand is secret – they may each discuss and declare the cards they have, but cannot show them to anyone else directly.

ARCANA can be played at any time, and do not require any **ACTIONS** to play; however, unless stated otherwise, the effects of an **ARCANA** cannot affect a **ROLL** which has already been resolved. After an **ARCANA** is played and its effect is fully resolved, it is placed back into the **APOCALYPTIC TAROT** and the deck is shuffled.

At the beginning of each **MISSION**, every **OPERATIVE** that is part of the **ROSTER** is dealt the **ARCANA** which corresponds to their **CONCEPT**. If two **OPERATIVES** share the same **CONCEPT**, one instead **DRAWS** a card from the **APOCALYPTIC TAROT** while the other receives their specific **CONCEPT** as normal – the decision of who receives which is left to the **PLAYERS** of each **OPERATIVE**. If the **APOCALYPTIC TAROT** is ever completely emptied, then any indications to **DRAW** from the deck have no effect until **ARCANA** are played and returned to the deck.

OPERATIVES

Irregulars, mercenaries, criminals looking for forgiveness, or just lost souls helplessly out of their depth – the **OPERATIVES** may come from many walks of life, but their fate has found them all neck deep in havoc, struggling to stay afloat. One thing unites them; they're stuck in this mess together.

Each **OPERATIVE** is contained within a dedicated **SLEEVE**, holding everything needed to represent them on the board when combined with their corresponding **MODEL**. Inside each **SLEEVE** is an introduction to the **OPERATIVE'S CULT** – one of 13 powerful factions who have aligned themselves to fight for the survival of the Protectorate – along with the context for the **OPERATIVE'S** participation in the war, and a set of gameplay tips to provide a starting point for the **OPERATIVE'S PLAYER**.

The **SLEEVES** also serve as a place to store the **ITEMS** and **POTENTIALS** associated with an **OPERATIVE** in-between **MISSIONS**

– during the **MISSION END** phase, all of the cards are placed back inside the **SLEEVE**, ready for the next game.

At the beginning of the Corebox **CAMPAIGN**, four **OPERATIVES** are **UNLOCKED** – Timur, Pluto, Echo, and Feuerbach. Throughout the course of their journey, these four will find more comrades to join their fight by taking on special **RECRUITMENT MISSIONS**, adding them to the list of **UNLOCKED OPERATIVES** who can then be sent on **MISSIONS** of their own.

Across the **CAMPAIGN**, the **OPERATIVES** will grow in strength by unlocking new **POTENTIALS** and finding new **ITEMS** to augment their abilities, progressing through harder and harder challenges until the **CAMPAIGN** reaches its climax. If they survive long enough to see it, that is.

DASHBOARDS

TIMUR ③ ①

FOCUS ④

DEFENSE ⑤
2

PATCH UP
If Timur is **UNOPPOSED**, **FLIP 1** of his **FLESHWOUNDS** or that of an **ALLY** on his **TILE**

GOT YOU COVERED ⑥
ALLIES leaving Timur's **TILE** don't trigger **SUCKER PUNCHES** by doing so

BULWARK
DEFENSE +1 for **ALLIES** on Timur's **TILE**

THE MARTYR ⑦

DASHBOARD BREAKDOWN

Each **OPERATIVE** is represented by a **MODEL** and a **DASHBOARD**, which displays their game statistics and special **TRAITS**. Each **DASHBOARD** is double-sided; one side, red and black, is **PRIMAL** – pure, unconstrained emotion, fury, and instinct – while the other, black and gold, is **FOCUS** – logic, patience, and technical understanding. Each **DASHBOARD** side shows;

1: The **OPERATIVE'S** name

2: Their portrait

3: The **CULT** the **OPERATIVE** owes their allegiance to – this determines what **POTENTIALS** and **ITEMS** they have access to, along with **MISSION**-specific effects

4: Their **FOCUS** or **PRIMAL POOL** – how many **DICE** they may **ROLL**, and what types, when using **ITEMS** or activating **MISSION**-specific effects

5: Their **DEFENSE** value – the value that must be rolled to successfully **ATTACK** the **OPERATIVE**. The **OPERATIVE'S DEFENSE** may be different between **FOCUS** and **PRIMAL**

6: Their **TRAITS** – the first **TRAIT** is **ACTIVE**, and requires an **ACTION** to be used, while the second and third **TRAITS** are **PASSIVE**. The third **TRAIT** additionally is always shared between the **FOCUS** and **PRIMAL** sides

ACTIVE TRAITS

PASSIVE TRAITS

7: The **OPERATIVE'S CONCEPT** – a representation of their core personality archetype, and signifying which card of the **APOCALYPTIC TAROT** resonates most with them. At the beginning of each **MISSION**, each **OPERATIVE** will always receive their corresponding **ARCANA**

POTENTIALS

POTENTIALS BREAKDOWN

1: The symbol of the **CULT** associated with the **POTENTIAL**

2: The **POTENTIAL'S** name

3: The game effect of the **POTENTIAL**, which is active as long as the **POTENTIAL** remains face-up

4: Each **POTENTIAL'S** reverse face is a **FLESH-WOUND**, which allows the **OPERATIVE** to withstand **DAMAGE**

1 ✳

2 SPLAYING

DEFENSE +2 if you **WOUNDED** with a
MELEE WEAPON this **ROUND**
3

POTENTIAL

4
P ME OUT,
MMIT!"

OPERATIVES all begin with at least **2 POTENTIALS**, which represent unique benefits and bonuses – specific situations in which they become stronger, special attacks, or one-off powers.

Each **POTENTIAL** is associated with a specific **CULT**; only **OPERATIVES** who share that **CULT** may acquire and use it. The exceptions to this rule are the **CLANNER POTENTIALS**, which may be acquired and used by any **OPERATIVE**.

POTENTIALS also represent the ability of an **OPERATIVE** to withstand **DAMAGE**, acting as a marker for how close they are to death. After a **WOUND** is taken, an **OPERATIVE** must **FLIP** a **POTENTIAL** over to reveal a **FLESHWOUND**. This disables the **POTENTIAL** until it is **FLIPPED** back.

If an **OPERATIVE** has no more **POTENTIALS** to **FLIP**, they instead must **DISCARD** the **FLESHWOUND**, losing access to the **POTENTIAL** entirely unless they find an opportunity to gain more – this is **TRAUMA**. **POTENTIALS** lost to **TRAUMA** return to the **POTENTIALS RESERVE**. Some game effects inflict **TRAUMA** directly, this also qualifies as a **WOUND**.

When an **OPERATIVE** has no **POTENTIALS** or **FLESHWOUNDS** remaining, they are **DEAD**. All **POTENTIALS** tied to a **DEAD OPERATIVE** return to the **POTENTIALS RESERVE**.

GAMEPLAY EXAMPLE

HEALTHY

Timur begins the **CAMPAIGN** with two **POTENTIALS**, Splaying and Caregiver, which each grant him bonuses while they are face-up.

SPLAYING

DEFENSE +2 if you **WOUNDED** with a **MELEE WEAPON** this **ROUND**

POTENTIAL

CAREGIVER

Each time you **FLIP** an **ALLY'S FLESHWOUND**, **FLIP** another of their **FLESHWOUNDS** (this is not cumulative)
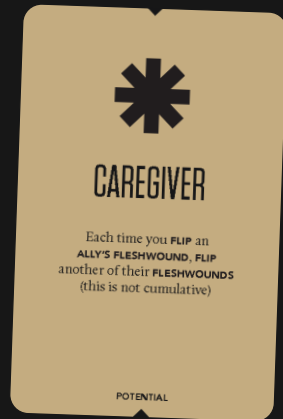
POTENTIAL

WOUNDED

Timur takes his first instance of **DAMAGE**, and must choose one of his **POTENTIALS** to **FLIP**. It becomes a **FLESHWOUND**, and he loses access to its effect.

SPLAYING

DEFENSE +2 if you **WOUNDED** with a **MELEE WEAPON** this **ROUND**

POTENTIAL

"OUT OF MORPHINE!"

TRAUMA

With both of his **POTENTIALS FLIPPED** to being **FLESHWOUNDS**, Timur takes **DAMAGE** and now must **DISCARD** one of the **FLESHWOUNDS**; he has taken one point of **TRAUMA**.

"HELP ME OUT, DAMMIT!"

"OUT OF MORPHINE!"

DEATH

Down to his last **FLESHWOUND**, Timur takes one more **TRAUMA** and no longer has any **FLESH-WOUNDS** – he **DIES**. Unless he is somehow **REVIVED**, at the end of the **MISSION** he will be dealt an **IN MEMORIAM** card; his journey is over.

IN MEMORIAM

"HE D

ITEMS

ITEMS COLOR CODE

PRIMAL: Red and Black Items can only be used in **PRIMAL**

FOCUS: Black and Gold Items can only be used in **FOCUS**

NEUTRAL: Grey and Black Items are available in both **FOCUS** and **PRIMAL**

ITEMS serve as tools for the **OPERATIVES** to use to **ATTACK** their enemies, or interact with the world around them – laying traps, increasing their **DEFENSE**, or unlocking new techniques and **ACTIONS**.

Each **ITEM** has two sides; an operational face, and a **BOTCH** face. **ITEMS** always begin a **MISSION** on the operational side, and can be **FLIPPED** through game effects such as special **ATTACKS** from **ENEMIES**. Additionally, whenever an **OPERATIVE** is using the **ITEM** as part of a **ROLL** and they suffer a **BOTCH**, the **ITEM** they were using is immediately **FLIPPED**.

Additionally, the color of the card indicates whether it must be used in **FOCUS** or **PRIMAL**. Some **ITEMS** are **NEUTRAL**, and may be used in both **FOCUS** and **PRIMAL** – these **ITEMS** are colored white and black. If an **OPERATIVE** is not on the corresponding side of their **DASHBOARD**, they cannot gain any benefit from the **ITEM**.

When an **OPERATIVE DIES**, all of their **ITEMS** are **DROPPED** on their **TILE**, unless stated otherwise.

OPERATIVES can **CARRY** up to **5 ITEMS,** this is their **ENCUMBRANCE LIMIT**. **OPERATIVES** cannot **PICK UP** an **ITEM** that would take them over their **ENCUMBRANCE LIMIT**, and if they receive an **ITEM** above this maximum it is automatically **DROPPED** on their **TILE**. **OPERATIVES** can **CARRY** the bodies of **DEAD** comrades – this counts as **2 ITEMS** for the purposes of **ENCUMBRANCE**, or **3** if the **DEAD OPERATIVE** was wearing an **ARMOR ITEM**.

ITEMS are divided into two **DECKS**; the **MISSION DECK**, and the **SCAVENGING DECK**. **ITEMS** in the **MISSION DECK** are **DRAWN** whenever a **MISSION** directly specifies an **ITEM**. If a **TRAIT** allows an **OPERATIVE** to **DRAW** an **ITEM**, it is taken from the **SCAVENGING DECK**. When an **OPERATIVE DISCARDS** an **ITEM**, it is placed in the **SCAVENGING DECK**.

ITEMS BREAKDOWN

1: The **ITEM'S** name

2: The **CULT** that it belongs to – **ITEMS** may only be used by **OPERATIVES** who share its **CULT**. If an **ITEM** does not show a **CULT** symbol, it may be used by any **OPERATIVE**

3: The **ATTACK** value – only present on **WEAPONS**. This value is added to the user's **FOCUS** or **PRIMAL POOL** when used to carry out an **ATTACK**

4A: The **RANGE** value – only present on **WEAPONS**. The distance at which the user of the **ITEM** can carry out an **ATTACK** on a **TARGET**
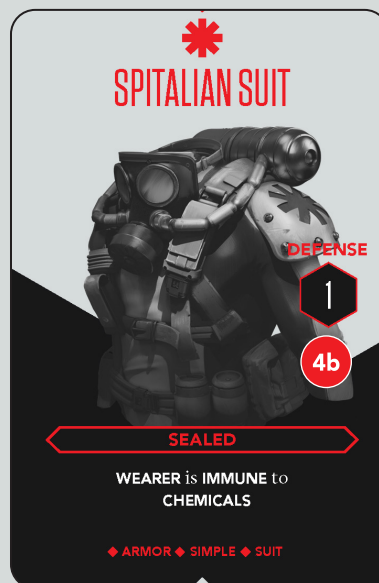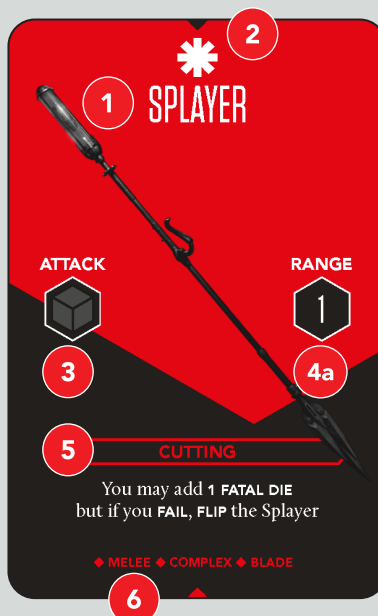**4B:** If the **ITEM** is an **ARMOR**, it will display a **DEFENSE** value, which adds directly to the **WEARER'S DEFENSE**

5: A **TRAIT**. If the **TRAIT** has a hollow background, it is **PASSIVE**, and always takes effect. If the **TRAIT** has a filled background, it is **ACTIVE**, and requires an **ACTION** to use

6: KEYWORDS, which may influence other game effects such as **OPERATIVE TRAITS** and other **ITEMS**

7: The **BOTCH TRAIT**, which, if present, states how the **ITEM** can be returned to the operational side

8: BOTCH KEYWORDS, which may influence other game effects such as **OPERATIVE TRAITS** and other **ITEMS**

SPLAYER

ATTACK
RANGE
1
CUTTING

You may add **1 FATAL DIE** but if you **FAIL**, **FLIP** the Splayer

◆ MELEE ◆ COMPLEX ◆ BLADE

"GODDAMN THING IS STUCK!"

IMPACT

ROLL PRIMAL 1 to **FLIP** this **ITEM**

◆ MELEE ◆ COMPLEX ◆ READYING

SPITALIAN SUIT

DEFENSE
1

SEALED

**WEARER** is **IMMUNE** to **CHEMICALS**

◆ ARMOR ◆ SIMPLE ◆ SUIT

KEYWORDS

The **KEYWORDS** present on **ITEMS** influence other rules in the game, such as **TRAITS** or **POTENTIALS**. Items with the **MELEE** or **RANGED KEYWORD** are **WEAPONS**; an **ATTACK** performed with a **MELEE WEAPON** or **BARE HANDED** is a **MELEE ATTACK**, an **ATTACK** performed with a **RANGED WEAPON** is a **RANGED ATTACK**.

ARMOR has some special mechanics due to the extra effort required to don protective clothing. An **OPERATIVE** can only benefit from an **ITEM** with the **ARMOR KEYWORD** if they were **CARRYING** it when the **MISSION** started – they are the **ARMOR'S WEARER**. Only one **ARMOR** may be **CARRIED** at a time, and **WORN ARMOR** cannot be **DROPPED** or **TRADED** during **MISSIONS**. When the **WEARER DIES**, the **ARMOR** does not **DROP** on their **TILE**.

Some **ITEMS** are **PERMANENT**. In this case, the **ITEMS** can never be **DROPPED** or **TRADED**; after they have been **PICKED UP** or otherwise acquired, they are an unremovable part of the **CARRIER**.

THE HOSTILE
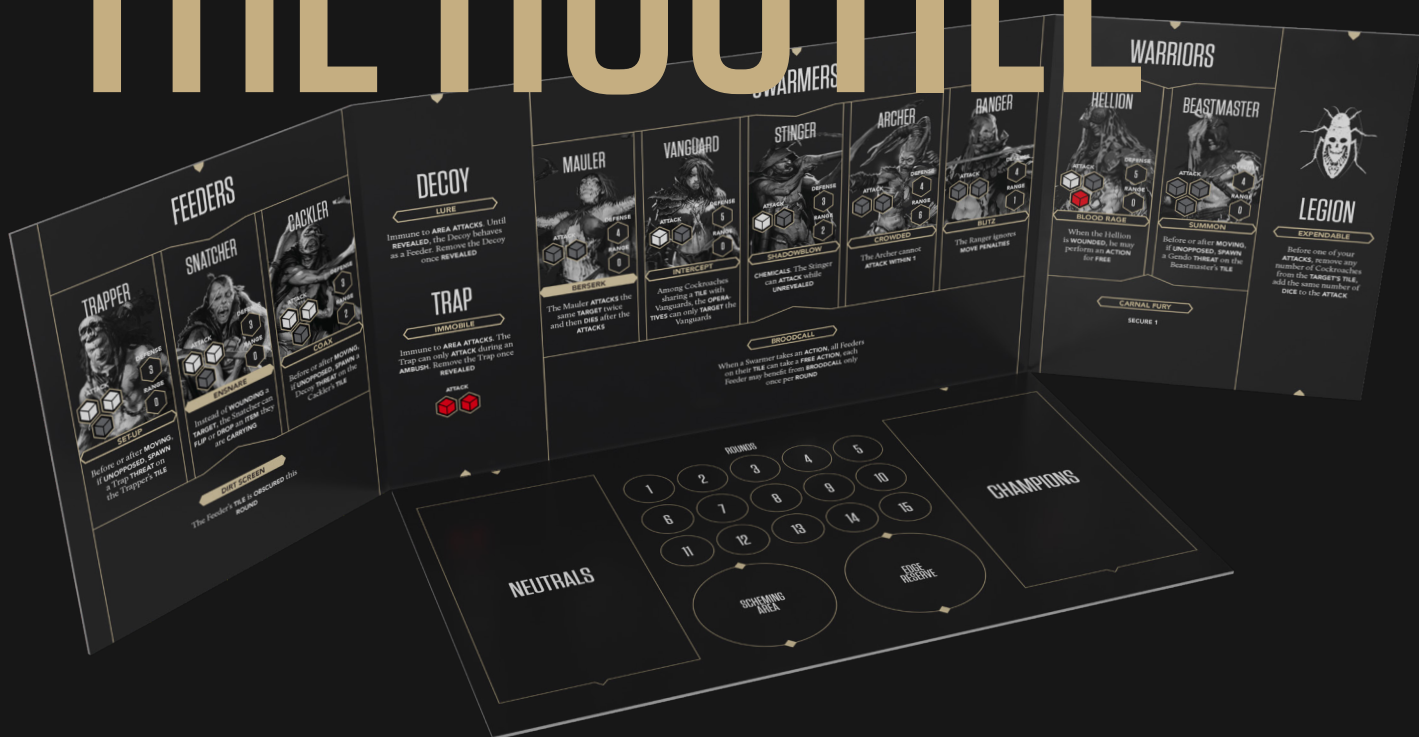
HOSTILE SCREEN BREAKDOWN

The **HOSTILE SCREEN** consists of two components; the **LEGION BOARD**, and the **SCHEMING BOARD**. The **LEGION BOARD** contains the gameplay stats of the various **LEGIONS** available to the **HOSTILE** along with certain **CLAN**-specific rules, while the **SCHEMING BOARD** contains a number spaces to track game effects, and space for **CHAMPION CARDS**. Each component is broken down further below.

◇ The **HOSTILE** directs the **CLANS** in their relentless assault on the Protectorate. Where the **OPERATIVES** are each individually powerful, the **HOSTILE** instead overwhelms them with sheer numbers.

◇ In the Corebox **CAMPAIGN**, the **HOSTILE** controls the **COCKROACH CLAN**, a feral swarm of cannibal warriors, fueled by worship of their ancestral Totems. What they lack in technological progress, they more than make up for in unmatched ferocity. For every Cockroach the **OPERATIVES** slaughter, another dozen are ready to take their place.

◇ Two types of unit are available to the **HOSTILE**; **LEGIONS** and **CHAMPIONS**. **LEGIONS** are low-level units, who can be respawned repeatedly, while **CHAMPIONS** are powerful, unique units who only appear once. In each **MISSION'S** entry in the **MISSION BOOKLET**, the **HOSTILE FORCES** section lays out the total number of units the **HOSTILE** has access to; this represents the maximum number of **MODELS** the **HOSTILE** could spawn at any given time.

◇ **LEGIONS** can only withstand a single **WOUND** before they are killed, and when they **DIE** they return to the **LEGION RESERVE** – the **HOSTILE** is then free to **SPAWN** the unit again. By contrast, **CHAMPIONS** have several **STAGES** requiring multiple **WOUNDS** before they **DIE**, at which point they may not be **SPAWNED** again.

FEEDERS (1)

TRAPPER (2)

ATTACK (3)

DEFENSE (4)
3

RANGE
0

SET-UP (5)

Before or after **MOVING**, if **UNOPPOSED**, **SPAWN** a Trap **THREAT** on the Trapper's **TILE**

SNATCHER

ATTACK

DEFENSE
3

RANGE
0

ENSNARE

Instead of **WOUNDING** a **TARGET**, the Snatcher can **FLIP** or **DROP** an **ITEM** they are **CARRYING**

CACKLER

ATTACK

DEFENSE
3

RANGE
2

COAX

RANGED ATTACK.
Before or after **MOVING**, if **UNOPPOSED**, **SPAWN** a Decoy **THREAT** on the Cackler's **TILE**

DIRT SCREEN (6)

The Feeder's **TILE** is **OBSCURED** this **ROUND**

---

(7)

LEGION

EXPENDABLE

Before one of your **ATTACKS**, remove any number of Cockroaches from the **TARGET'S TILE**, add the same number of **DICE** to the **ATTACK**

(8)

DECOY

LURE

Immune to **AREA ATTACKS**. Until **REVEALED**, the Decoy behaves as a Feeder. Remove the Decoy once **REVEALED**

TRAP

IMMOBILE

Immune to **AREA ATTACKS**. The Trap can only **ATTACK** during an **AMBUSH**. Remove the Trap once **REVEALED**

ATTACK

ROUNDS

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

(2)

NEUTRALS (1)

SCHEMING AREA (3)

EDGE RESERVE (4)

CHAMPIONS (5)

LEGION BOARD BREAKDOWN

1: The **RANK** of **LEGION**

2: The name of a specific **LEGION**

3: The **ATTACK POOL** of a specific **LEGION**, used to make **ATTACKS** against **ENEMIES**, or in some situations, make **FOCUS** or **PRIMAL ROLLS**

4: The **DEFENSE** and **RANGE** statistics for the **LEGION.**

5: The special **TRAIT** of each **LEGION**, which may be **PASSIVE** or **ACTIVE**

6: The special **TRAIT** of each **LEGION RANK**, which may be **PASSIVE** or **ACTIVE**

7: The special **TRAIT** of all of a certain **CLAN'S LEGIONS**, which applies to all units

8: Gameplay rules applied to certain Tools specific to the **CLAN**

SCHEMING BOARD BREAKDOWN

1: The **NEUTRAL CARD** area

2: A **ROUND** counter, which may be used to track timers in **MISSIONS**, or other game effects

3: The **SCHEMING AREA**, which is used by the **HOSTILE** to hold any stored **EDGES**. The number of **EDGES** which can be stored is equal to the number of **OPERATIVES** in the **ROSTER** at the beginning of a **MISSION**

4: The **EDGE RESERVE**, used to hold any unused **EDGES**

5: The **CHAMPION CARD** area

CHAMPIONS

CHAMPIONS are unique, powerful icons on the side of the **CLANS**, who only appear once in a **MISSION** and require more punishment than the average **LEGION** to bring down. Each **CHAMPION** is represented by a series of **CHAMPION CARDS**; one of which is the **BASE** card which does not change, and the rest being **STAGES**, which are cycled according to the rules on the card.

BASE CARD BREAKDOWN

1: The name of the **CHAMPION**

2: Their **BASE TRAIT**, which is available no matter what **STAGE** the **CHAMPION** is in
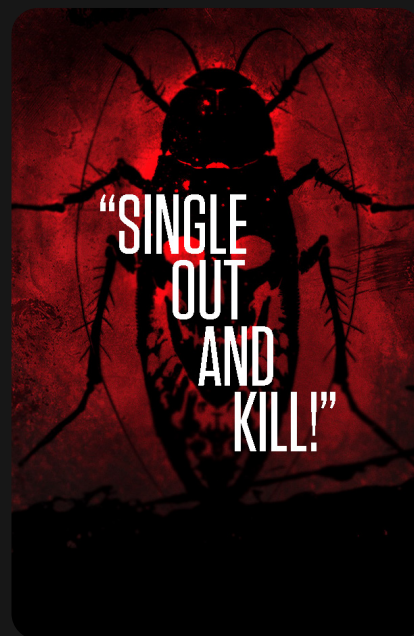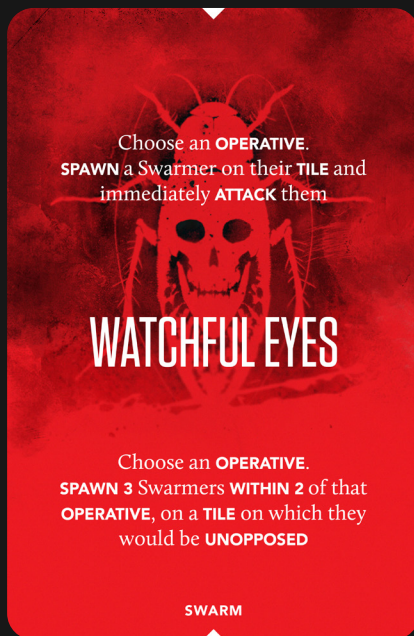
THE SPIDER
CHAMPION

CHAMPION

HARROWING

Before any **ACTION** by the Spider, **FLIP** an **OPERATIVE WITHIN 2**

THE SPIDER
CHAMPION

STAGE I

ATTACK

DEFENSE **5** RANGE **1**

QUADRUPEDAL

SPEED +1.
The Spider ignores the **MOVE PENALTY**
for entering **HARD TERRAIN**

WOUNDED: FLIP to **STAGE II**

STAGE CARD BREAKDOWN

1: The name of the **CHAMPION**

2: The game statistics of a given **STAGE**, including the **ATTACK POOL**, the **DEFENSE**, and the **RANGE** of the **CHAMPION** in that **STAGE**

3: The **STAGE** label, along with the **STAGE TRAIT**. The **STAGE TRAIT** includes rules declaring how the **CHAMPION FLIPS** to other **STAGES**

SWARM CARDS

Choose an **OPERATIVE**.
SPAWN a Swarmer on their **TILE** and immediately **ATTACK** them

WATCHFUL EYES

Choose an **OPERATIVE**.
SPAWN 3 Swarmers **WITHIN 2** of that **OPERATIVE**, on a **TILE** on which they would be **UNOPPOSED**

SWARM

"SINGLE OUT AND KILL!"

At various points throughout the **CAMPAIGN**, the **HOSTILE** will be able to acquire **SWARM CARDS**, unique and one-use bonuses that affect their forces. In addition to the **ARCANA**, the **HOSTILE** can use these cards to tip the balance in their favor, and destroy the carefully laid plans of the **OPERATIVES**.

Each **SWARM CARD** has two effects on it – when played, the **HOSTILE** must choose one of these effects, resolve the desired effect, and then **DISCARD** the **SWARM CARD**. **SWARM CARDS** may only be played during an **OPERATIVE'S REACTION PHASE**, but do not require **EDGES** to activate.

THREATS

When placed on the **FIELD**, unless stated otherwise, all units the **HOSTILE** controls begin as **THREATS** – anonymous tokens which hide their true nature. Each unit the **HOSTILE** has access to corresponds directly to a single **THREAT**, and a **THREAT** can only be **SPAWNED** if a corresponding **MODEL** is available.

Each **THREAT** can be **REVEALED** by various effects; when a **THREAT** is **REVEALED**, the token is **FLIPPED**, and then replaced with the relevant **MODEL**. **THREATS** may also **REVEAL** themselves during any **REACTION PHASE**, without spending an **ACTION**.

Until **REVEALED**, a **THREAT** cannot be chosen as the **TARGET** of an **ATTACK**, but otherwise behaves identically to the **MODEL** it stands for. Additionally, they have **DEFENSE +2** if affected by **AREA ATTACKS**. **THREATS** are not **REVEALED** if they are killed; instead, they are simply removed from the **FIELD**. Unless stated otherwise, if a **THREAT** makes an **ATTACK**, it is **REVEALED.**

Unless stated otherwise in the **MISSION BOOKLET**, **NEUTRAL** units which are hidden as **THREATS** are treated identically to **HOSTILE THREATS** – however, if the **NEUTRAL** units and **CLANNER THREATS** are not **ALLIES**, they may each **TARGET** each other without the other being **REVEALED.**

GAMEPLAY EXAMPLE

CACKLER

AMBUSH

Timur has let a **THREAT** get a little too close. During a **REACTION PHASE**, the **HOSTILE DISCARDS** an **EDGE** to activate the **THREAT**, which **MOVES** into Timur's **TILE**. As the **THREAT** now shares a **TILE** with an **OPERATIVE** at the end of its **ACTION**, an **AMBUSH** is triggered. The **HOSTILE REVEALS** the **THREAT**, replacing the **THREAT TOKEN** with the associated **MODEL**, and takes a **FREE ACTION** – in this case, an **ATTACK** against Timur!

BEASTMASTER

TRAPPER

TRAP

GENDO

BURNER
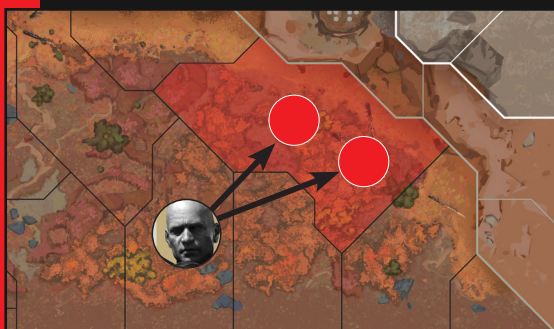
AREA ATTACK

Timur is faced with **2 THREATS** closing in fast – **SCOUTING** them individually could take too long, so instead he has chosen to fire on them with his Fungicide Rifle, which can **TARGET** their entire **TILE**. The **HOSTILE** knows that the **THREATS** are each a Cackler, a unit which has a **DEFENSE** of **3**. Timur **ROLLS**, and achieves a **3**, affecting both **THREATS** on the **TILE**. However, as the **THREATS** are **UNREVEALED**, they each gain **+2 DEFENSE** against **AREA ATTACKS**, and survive unscathed, for now.

THE FIELD

Each **MISSION** is played out on the **FIELD**, a top-down representation of the landscape of Borca. The **FIELD** is assembled according to the **MISSION BOOKLET** from a variety of modular **SECTORS**; square or rectangular plates which connect together to form a larger map. Each **SECTOR** is in turn divided into a number of **TILES**, small, irregular segments several meters across. There is no limit to the number of units which can share a **TILE**.

MOVEMENT

When a unit **MOVES**, it passes through a certain number of adjacent **TILES**, crossing a number of **BORDERS** determined by its **MOVE** score – most units **MOVE 2**. A **TILE** being **WITHIN X** of another **TILE** means that it could be reached by crossing **X BORDERS** – **X** is then the **DISTANCE** between the two **TILES**.

When taking a **MOVE ACTION**, a unit is always capable of **MOVING** at least **1**, no matter how many penalties are placed upon it.

ELEVATION

Certain **TILES** are at different **ELEVATIONS**, representing areas of high ground or low terrain on the **FIELD**. The **BORDERS** between **TILES** are color-coded to represent the change in **ELEVATION**; when crossing the **BORDER** from a **LOWER** to an immediately **HIGHER TILE**, a unit's **MOVE** is reduced by **1**. The colors between **ELEVATIONS** are shown below. **MOVING** from a **HIGHER TILE** to a **LOWER TILE** does not incur any penalty to movement.
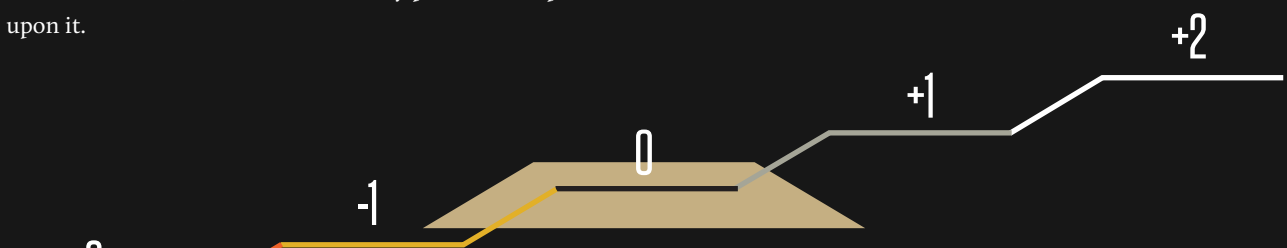
Units may not **MOVE** across the **BORDER** between **TILES** with an **ELEVATION** difference greater than **1**; this represents an impassable cliff, and is shown by a dashed red line along the **BORDER**.
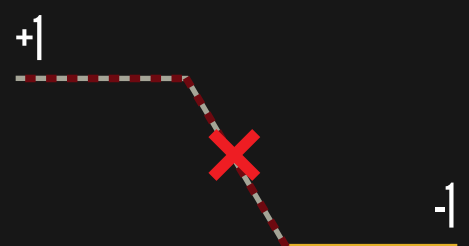
HARD TERRAIN

The battlefield is studded with pockets of rough ground, impact craters, or dense patches of rubble from the Bygone age – these are represented as **HARD TERRAIN**, and shown using the icon below. **TILES** marked as **HARD TERRAIN** are more difficult to enter, reducing a unit's **MOVE** by **1**, however while in **HARD TERRAIN** a unit is in cover, and receives **HIDDEN +1**.

Moving out of a **HARD TERRAIN TILE** does not incur any penalty to movement.

EXIT POINTS

An **EXIT POINT** is a location on the **FIELD** where it's possible to slip away, making a break for safety and leaving the **MISSION** behind. **EXIT POINTS** are often marked by an **EXIT TOKEN**, however some **MISSIONS** have specific conditions over when an **EXIT POINT** becomes available, or the token is placed. Unless stated otherwise, the **OPERATIVE SPAWN POINT**, displayed in the **FIELD SET-UP** as **MARKER OSP**, can also be used as an **EXIT POINT** in order to **RETREAT** from a **MISSION**.

Any unit may use an **EXIT POINT** when they are on its **TILE**. By using a **MOVE ACTION**, they leave the **FIELD**, and may not return. **OPERATIVES** who leave the **FIELD** in this way are no longer dealt **EDGES** at the beginning of each **ROUND**, but may still use their **ARCANA** up until the **MISSION** ends. Units leaving the **FIELD** trigger **SUCKER PUNCHES** as normal.
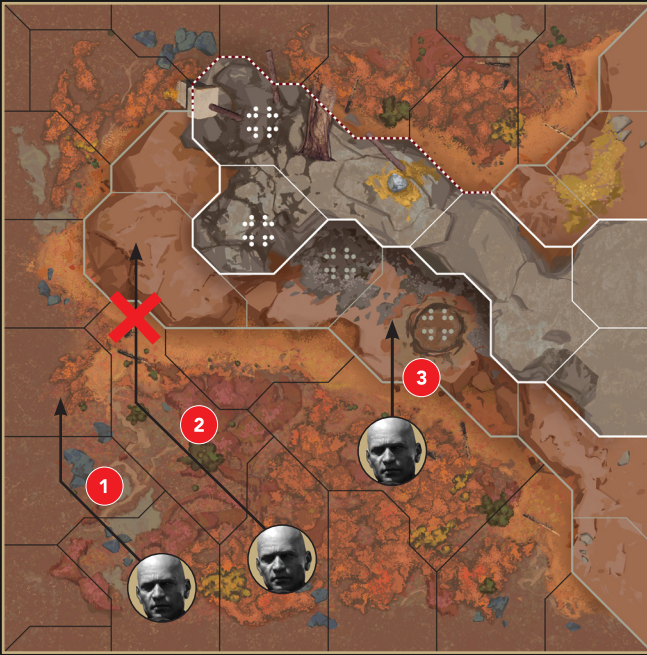
MOVEMENT EXAMPLE

In this example, Timur is attempting **3** different **MOVES**.

1: Timur makes a standard **MOVE ACTION** across flat terrain – he crosses **2 BORDERS**.

2: Timur attempts to **MOVE** to a higher **ELEVATION**, but as he attempts to cross the **BORDER** from the **LOWER TILE** to a **HIGHER TILE**, it reduces his **MOVE** by **1**, and so he cannot enter the **HIGHER ELEVATION TILE**.

3: Timur attempts to **MOVE** into a **TILE** which is both at a **HIGHER ELEVATION** and **HARD TERRAIN**, each of which reduces his **MOVE** by **1** – however, because a unit must always be able to **MOVE 1**, he is still able to successfully climb into the **TILE**.

TERRAIN

Certain **MISSIONS** may require specific, stand-out pieces of **TERRAIN** to be placed on the **FIELD**. These are notable constructions or landscape features, which all have additional, specific gameplay effects. The use of each specific **TERRAIN** is laid out in the relevant **MISSION**, and they are represented by tokens placed on stands. Unless stated otherwise in the **MISSION BOOKLET**, **TERRAIN** does not obstruct **LINE OF SIGHT**, nor do they impede movement.

SCRAPPER WALL

LINE OF SIGHT

When making **ATTACKS**, **SCOUTING**, or using **EQUIP-MENT** or **TRAITS** which require **LINE OF SIGHT**, each unit must check that it can see its **TARGET**. This is done by drawing a straight line from any part of the origin **TILE**, to any part of the **TILE** the **TARGET** is in. If the line does not cross an **OBSTACLE**, then the unit can see its **TARGET**.

A **TILE** is an **OBSTACLE** between two other **TILES** if it is higher than both the origin and destination **TILES**. Additionally, the absence of **TILES** is an **OBSTACLE**.
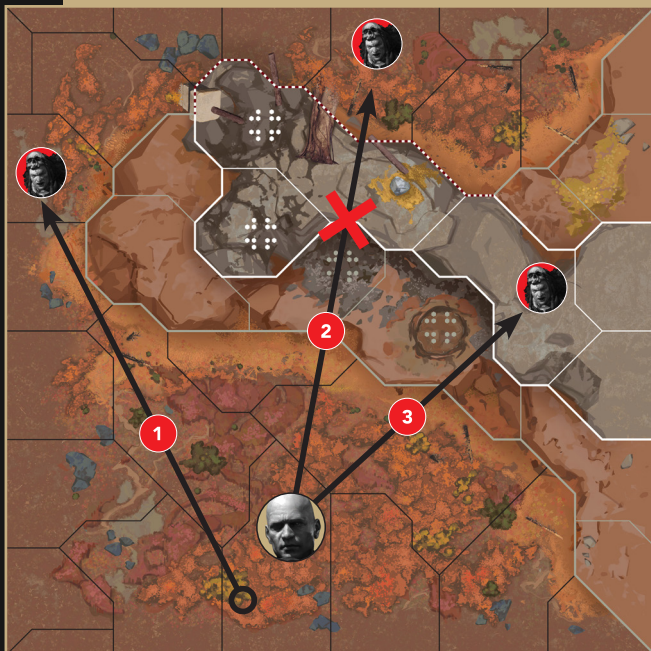
Here, Timur is faced with **3** Feeders, but only 2 are potential **TARGETS**;

1: This Feeder is a valid **TARGET** because it is in **LINE OF SIGHT** – Timur can draw a straight line from any point in his own **TILE** to any point in the Feeder's **TILE**.

2: This Feeder is not a valid **TARGET** because there is an **OBSTACLE** in the way – a **TILE** which is at a **HIGHER ELEVATION** than either the origin or destination **TILE**.

3: This Feeder is a valid **TARGET** because there are no **OBSTACLES** in the way – firing uphill additionally does not incur any penalties.

SHARING A TILE

Three special conditions can affect a unit, depending on whether they are sharing a **TILE** with others. If anyone has no **ALLY** on their **TILE**, then they are **ISOLATED**, while if instead there are no **ENEMIES** on their **TILE**, then they are **UNOPPOSED**. Finally, if someone is on a **TILE** which contains more **ENEMIES** than **ALLIES**, including themselves, then they are **OUTNUMBERED**.

1: Here, Timur is **ISOLATED** but not **OUTNUMBERED**, because the number of **ENEMIES** on his **TILE** is equal to the number of **ALLIES**, including himself.

2: In this case, Timur is **UNOPPOSED** due to no **ENEMIES** being on his **TILE**, only his **ALLY**, Echo.

3: Finally, here Timur is **OUTNUMBERED**, but not **ISOLATED** or **UNOPPOSED**, due to sharing the **TILE** with his **ALLY**, Echo.

MISSIONS

MISSIONS represent individual flashpoints in the overall **CAMPAIGN**, skirmishes throughout the greater war that have the potential to tip the balance one way or another. This is where the bulk of gameplay takes place, where the **OPERATIVES** struggle to survive while trying to complete their **OBJECTIVES**, and the **HOSTILE** fights to stop them and execute their own machinations.

MISSIONS proceed in 3 overall phases; **SETUP**, **GAMEPLAY**, and **END**, each of which is explored below.

MISSION SETUP

STEP 1
MISSION SELECTION

In the time between **MISSIONS**, the **OPERATIVES** are read all available **MISSION BRIEFINGS** from the **MISSION BOOKLET** by the **HOSTILE**, depending on the **MISSIONS** which lead on from their last completed **MISSION**, and what **MISSIONS** they have managed to unlock. If a choice is presented to them, they may select their path.

STEP 2
INTEL PHASE

Ahead of each **MISSION**, the **OPERATIVES** are given the chance to receive advance information about the challenges ahead of them; this is represented by **INTEL**. Each piece of **INTEL** is typically paired to a gameplay benefit, such as bonuses to specific **ROLLS**, or chances to take **ACTIONS** without allowing the **HOSTILE** to respond.

Each **INTEL** is divided into two components; first, the **CONTEXT**, and then the **BENEFIT**. The **HOSTILE** begins by reading the **OPERATIVES** the **CONTEXTS** of all available pieces of **INTEL**. The **OPERATIVES** may then collectively choose to purchase **INTEL**; from each piece the **OPERATIVES** choose to buy, the **HOSTILE** will **DRAW** one **ARCANA** during **FIELD SETUP**. If an **INTEL** piece is not purchased, its **BENEFIT** is disabled.

At any time during this phase, the **OPERATIVES** may choose to proceed to **ROSTER SELECTION**; after this point, no further **INTEL** may be bought.

STEP 3

ROSTER SELECTION

After the **INTEL PHASE** has resolved and the **OPERATIVES** have chosen to buy no further **INTEL**, they lock in their **ROSTER**. The **ROSTER** may be anywhere from **1 TO 4 OPERATIVES**, and must be constructed from **UNLOCKED OPERATIVES**. Some **OPERATIVES** may have special conditions that prevent them from being chosen alongside other **OPERATIVES**, or may force them to stay on the sidelines for a **MISSION**; it is the duty of all **PLAYERS** to ensure that the **ROSTER** is fully valid before proceeding.

After the **ROSTER** is fully locked in, any **OPERATIVE TRAITS**, **POTENTIALS**, or **ITEMS** that grant free **INTEL** are resolved. The **OPERATIVES** also **DRAW** the **ARCANA** corresponding to their **CONCEPTS**.

All **ITEMS** and **POTENTIALS** begin each **MISSION** as new – **BOTCHED ITEMS** or **FLESHWOUNDS** are always reset at the beginning of a **MISSION**.

STEP 4

FIELD SETUP

Following **ROSTER SELECTION**, the **HOSTILE** proceeds to set the **MISSION** up according to the **MISSION BOOKLET**, which may include arranging their initial **THREATS**, directing the **OPERATIVES** to their **SPAWN POINT**, placing **TERRAIN**, and informing the **OPERATIVES** of **OBJECTIVES**, **MISSION END** conditions, and any **SPECIAL FEATURES** which are relevant to them. These aspects are explained in more detail in the **MISSION BOOKLET**. The **HOSTILE DRAWS** a number of **ARCANA** equal to the number of pieces of **INTEL** the **OPERATIVES** bought.

At the beginning of every **MISSION**, unless stated otherwise, all **OPERATIVES** may choose whether they are in **FOCUS** or **PRIMAL**.

Finally, after any remaining pre-**MISSION** effects stated in the **MISSION BOOKLET** take place, **ROUND 1** begins.

MISSION GAMEPLAY

MISSIONS take place over a series of ROUNDS, in which each OPERATIVE takes one or several TURNS. In the ACTION PHASE, an OPERATIVE may take up to 2 ACTIONS of their choice, before the HOSTILE may activate their units in the REACTION PHASE.

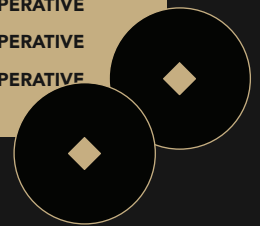## ROUNDS

At the beginning of each ROUND, the HOSTILE hands out a number of EDGE TOKENS to the OPERATIVES from the EDGE RESERVE. Each EDGE allows an OPERATIVE to take a TURN; the OPERATIVES may use their EDGES in any order they choose.

The number of EDGES handed out to each OPERATIVE is below. This value is determined only by the number of OPERATIVES in the ROSTER at the beginning of a MISSION; additional OPERATIVES not controlled by PLAYERS do not contribute.

After each TURN is concluded, if at least one OPERATIVE still has an EDGE, the ROUND continues. If all OPERATIVES have taken their TURNS, the next ROUND begins. Any effects that last a single ROUND end, any effects that take place at the beginning of a ROUND are carried out, and the OPERATIVES are handed out another set of EDGES.

MISSION	ROUND 1	TURN A	ACTION PHASE
			REACTION PHASE
		TURN B	ACTION PHASE
			REACTION PHASE
	ROUND 2	TURN A	ACTION PHASE
			REACTION PHASE
		TURN B	ACTION PHASE
			REACTION PHASE

4 OPERATIVES: 1 EDGE per OPERATIVE
3 OPERATIVES: 1 EDGE per OPERATIVE
2 OPERATIVES: 2 EDGES per OPERATIVE
1 OPERATIVE: 3 EDGES per OPERATIVE

ROUND EXAMPLE
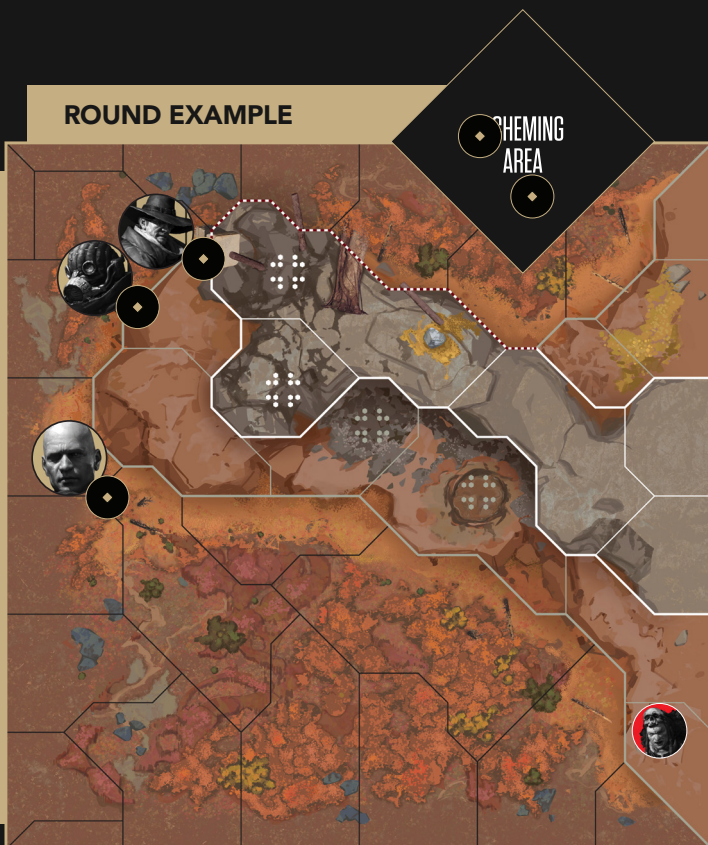
SCHEMING AREA

I.

A new ROUND begins. The HOSTILE has 2 EDGES saved from the previous ROUND in their SCHEMING AREA, and deals out 3 EDGES; 1 each to Timur, Echo, and Feuerbach. The OPERATIVES may choose amongst themselves who takes their TURN, eventually settling on Timur. He takes his 2 ACTIONS, MOVING twice, which allows him to travel 4 TILES.

TURNS: ACTION PHASE

During their **TURN'S ACTION PHASE**, an **OPERATIVE** may normally take **2 ACTIONS**. Some situations, including the use of **ARCANA** or **ITEMS**, may allow for additional **ACTIONS**.

Any combination of valid **ACTIONS** may be taken, including repeating **ACTIONS**, but each one must be fully resolved before beginning the next. The **ACTIONS** an **OPERATIVE** may take are explained more fully later, however in most cases an **OPERATIVE** may use an **ACTION** to;

◇ **MOVE**
◇ **SCOUT**
◇ **FLIP** their **DASHBOARD**
◇ **PICK UP** any number of **ITEMS**
◇ **TRADE ITEMS**
◇ **ATTACK**
◇ **USE** an **ACTIVE TRAIT**
◇ Activate **MISSION**-specific Effects

Additionally, some **ACTIONS** may be marked as **FREE**, such as **DROPPING ITEMS**, and so do not count towards the normal maximum number of **ACTIONS** which can be taken on a Turn.

On their **ACTION PHASE**, an **OPERATIVE** may also choose to skip taking any number of **ACTIONS** – however, they must still take their **TURN**, and pass their **EDGE** to the **HOSTILE**.

TURNS: REACTION PHASE

After completing their **ACTION PHASE**, the **OPERATIVE** hands their **EDGE** back to the **HOSTILE**, who stores it in the **SCHEMING AREA** of their **DASHBOARD**. The **HOSTILE** may only store a number of **EDGES** equal to the number of **OPERATIVES** – if there would be an excess, it is immediately **DISCARDED**.

The **HOSTILE** may then **DISCARD** an **EDGE** stored in the **SCHEMING AREA** to have a unit perform an **ACTION**. This may be repeated as long as they can continue **DISCARDING EDGES**, and units may perform **ACTIONS** multiple times sequentially. The **HOSTILE** may choose to not use all of the **EDGES** stored, and does not have to **DISCARD** an **EDGE** in any given **REACTION PHASE**.

II.

Afterwards, Timur's **REACTION PHASE** takes place – he passes his **EDGE** back to the **HOSTILE**, who places it in their **SCHEMING AREA**. The **HOSTILE** may store a number of **EDGES** equal to the number of **OPERATIVES**, in this case **3**, therefore the **HOSTILE** could not store more **EDGES**. As such, they decide to activate one of their units, choosing the Trapper adjacent to Timur. They spend **2 EDGES** to have it first **MOVE** into his **TILE**, and then **ATTACK!**
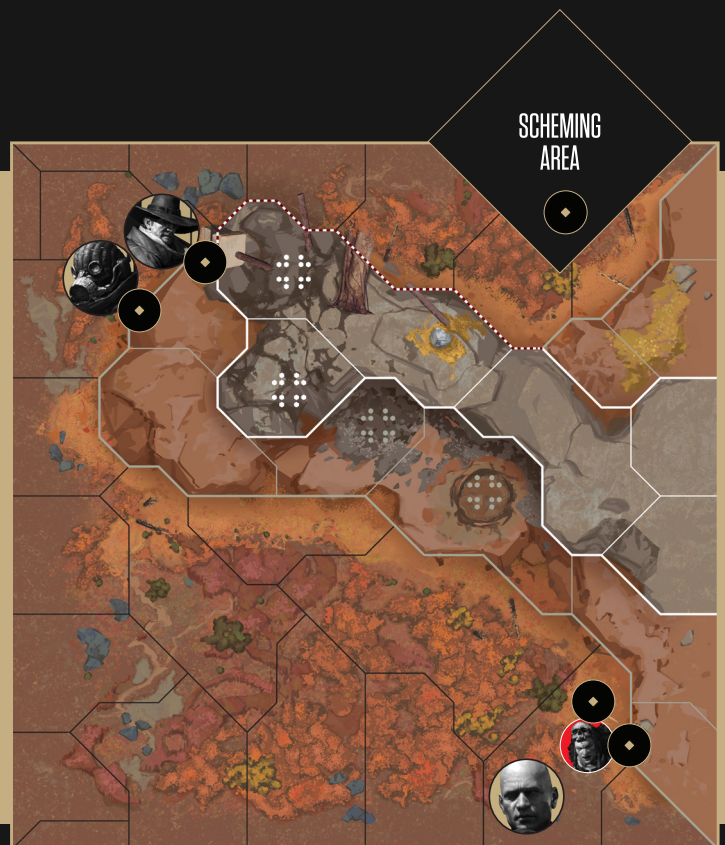
TIMUR

Visions of Chalk Breach in flames play on repeat behind his eyes, memories of his comrades dying left and right during the first Cockroach onslaught haunt his every waking moment. When he made it to Siege, he was one of only a handful of survivors to escape alive. Timur asked for immediate reassignment to the frontline. The only way to purge his smoldering nightmares is to face them head on. Splayer ready. Fungicide Rifle loaded.

TACTICAL GUIDE

- Timur is one of the few **OPERATIVES** able to heal his comrades – **PATCH UP** your **ALLIES** quickly, before **FLESHWOUNDS** start piling up.
- The Fungicide Rifle allows for devastating **AREA ATTACKS**. Watch out for clusters of **THREATS** headed your way, then wipe them out.
- Remember that other **OPERATIVES** will profit from Timur's defensive skills. Position yourself with others, and keep their flanks free, but beware of catching them in the backsplash of your Fungicide Rifle.

MISSION END

Whenever the **MISSION END** conditions stated in the **MISSION BOOKLET** are met, the **HOSTILE** declares that the **MISSION** has ended. At this point, the **CONSEQUENCES** section of the **MISSION** is read and played out, accounting for any **OBJECTIVES** which have been completed. Any rewards, such as **POTENTIALS** for **OPERATIVES**, or **SWARM CARDS** for the **HOSTILE**, are given out at this point. Some **CONSEQUENCES** carry a bonus for future **MISSIONS**; unless stated otherwise these rewards must be used in the immediate next **MISSION**.

Finally, the **OPERATIVES** store their **DASHBOARD**, current **ITEMS**, and **POTENTIALS** in their corresponding **SLEEVES** until the beginning of the next **MISSION**. At the end of each **MISSION**, all **FLESHWOUNDS** and **ITEMS** are **FLIPPED** back to their **POTENTIAL** and operational sides, respectively.

FAILURE

OPERATIVES may fail a **MISSION** through their **ROSTER** being completely depleted, the **HOSTILE** completing an **END CONDITION** in their favor, or through completing a **RETREAT**. In these cases, the **HOSTILE** is automatically considered to have completed all of their **OBJECTIVES**, while the **OPERATIVES** complete none. If, due to the **CONSEQUENCES** of the current or previous **MISSIONS**, the **OPERATIVES** have further **UNLOCKED MISSIONS**, and they are still capable of creating a **ROSTER**, they may continue – otherwise, the **CAMPAIGN** ends in victory for the **HOSTILE**.

RETREAT

When the tide turns against them, the **OPERATIVES** may decide that it's better to cut their losses and come back with a stronger force, although this is not without consequences. If the **OPERATIVES** leave the **FIELD** through the **EXIT POINT** placed at the **OPERATIVE SPAWN POINT**, they have initiated a **RETREAT**. After **OPERATIVES** leave the **FIELD** in this way, the **MISSION** ends in failure.

DEATH IS CERTAIN

It's a simple fact of life; not everyone will be coming back from a **CAMPAIGN** in one piece. The **IN MEMORIAM** cards represent the epilogue to each **OPERATIVE'S** story, a way to bookend their time on this mortal coil and provide some small degree of closure.

At the end of a **MISSION** in which an **OPERATIVE DIED** and is unable to be **REVIVED**, the **HOSTILE** takes the corresponding **IN MEMORIAM** card and deals it to the respective **PLAYER**, marking an end to this particular story. The **OPERATIVE'S POTENTIALS** are returned to the **POTENTIALS RESERVE**, and their **DASHBOARD** can be returned to their **SLEEVE**, along with the **IN MEMORIAM** card to mark that they can no longer be used.

ACTIONS

ACTIONS are typically performed by a unit during the relevant part of a **TURN**; the **ACTION PHASE** for **OPERATIVES**, and the **REACTION PHASE** for the **HOSTILE**. In some cases, a special **TRAIT**, **POTENTIAL**, or **ITEM** may allow an **ACTION** to be taken outside a **TURN**, these cases will be specifically described on the relevant effect. The same **ACTION** can be performed multiple times in a **TURN**, and there is no limit to the number of times it may be performed sequentially.

FREE ACTIONS do not count towards the number of **ACTIONS** an **OPERATIVE** can complete on their **TURN**, nor do they require the **HOSTILE** to spend an **EDGE** to carry them out. However, unless otherwise specified, **FREE ACTIONS** must still be taken during the correct timing for an **ACTION**.

UNIVERSAL ACTIONS

MOVE

◇ Unless stated otherwise, every unit **MOVES 2**. Additionally, no matter how many penalties are applied to a given unit, the **MOVE** rating cannot be reduced to below **1**.

◇ When entering a **TILE**, **MODELS** in that **TILE** do not prevent entry – there is no limit to the number of **MODELS** that can occupy a **TILE**.

◇ When leaving a **TILE** which contains **ENEMIES**, all **ENEMIES** on the **TILE** are granted a **SUCKER PUNCH** against the unit attempting to leave.

PICK UP

◇ A unit using the **PICK UP ACTION** takes a certain number of **UNCARRIED ITEMS** from their **TILE** and begins to **CARRY** them. **OPERATIVES** may take any number of **ITEMS**, while **CLANNERS** instead **PICK UP**, **DISCARD**, or **FLIP 1 UNCARRIED ITEM**.

◇ A unit **PICKING UP ITEMS** grants all **ENEMIES** on their **TILE** a **SUCKER PUNCH**.

TRADE

◇ When **TRADING**, a unit must have a willing partner on their **TILE** – they may switch any number of **ITEMS** with this partner, giving and receiving. **ITEMS** may be **TRADED** for **FREE** among **OPERATIVES** between **MISSIONS**.

◇ A unit **TRADING ITEMS** grants all **ENEMIES** on their **TILE** a **SUCKER PUNCH**.

DROP

◇ **DROPPING** is a **FREE ACTION** in which a unit stops **CARRYING** any number of **ITEMS** and places them down on their **TILE**. The **ITEMS** maintain their current face orientation even when **PICKED UP** by another unit, and are represented by **ITEM TOKENS**.

ACTIVE TRAITS

◇ **ACTIVE TRAITS** are present on **OPERATIVE DASHBOARDS**, **ITEMS**, the **LEGION BOARD**, and **CHAMPION CARDS**, and are represented by a filled **TRAIT** title. When a **TRAIT** is **ACTIVE**, it requires an **ACTION** to be used in order to activate the effect; the **ACTION** is consumed and performed for the purpose of the **TRAIT** alone.

MISSION ACTIONS

◇ Some **MISSIONS** may have special interactions with **TERRAIN** pieces or **OBJECTIVES** – these are each individually defined in the relevant **MISSION'S** description, and are communicated to the **OPERATIVES** as and when specified.

SUCKER PUNCH

◇ When leaving a **TILE** which contains **ENEMIES**, or performing a **RANGED ATTACK**, all **ENEMIES** on the **TILE** are granted an immediate **FREE ATTACK** against the unit doing so. This is a **SUCKER PUNCH**; every unit can perform a single **SUCKER PUNCH** each **ROUND** unless they, or a **POTENTIAL** or **ITEM** in their possession, have a **TRAIT** which grants the **DIRTY FIGHTING ABILITY**.

OPERATIVE ACTIONS

SCOUT

◇ **SCOUTING** must be performed by an **OPERATIVE** while they are in **FOCUS** and **UNOPPOSED**. The **OPERATIVE** chooses a **TILE** to which they have **LINE OF SIGHT**, and **ROLLS FOCUS** – the **DIFFICULTY** is equal to the **DISTANCE** to the chosen **TILE**. If the **OPERATIVE SUCCEEDS**, they can **REVEAL** a **THREAT TOKEN** on the chosen **TILE**. For every point of **SUCCESS** exceeding the **DIFFICULTY**, they can **REVEAL 1** additional **THREAT** on the chosen **TILE**.

FLIP

◇ An **OPERATIVE FLIPS** their **DASHBOARD** between **FOCUS** and **PRIMAL**.

ATTACK (OPERATIVE)

◇ First, any **OPERATIVE** chooses a **WEAPON** they are **CARRYING** to **ATTACK** with. If the **WEAPON** is a **FOCUS ITEM**, the **OPERATIVE** must be in **FOCUS**, and vice-versa for **PRIMAL ITEMS**.

◇ The **OPERATIVE** then chooses a **TARGET**, which must be both **WITHIN** the **RANGE** of the **WEAPON** used for the **ATTACK**, and in **LINE OF SIGHT**. The **OPERATIVE** is told the **DEFENSE** of the **TARGET** by the **HOSTILE** which becomes the **DIFFICULTY** of their **ROLL**, and then **ROLLS** their **FOCUS** or **PRIMAL POOL** accordingly, adding the **HANDLING POOL** of their **WEAPON**. If the **ROLL** succeeds, then the **TARGET** is **WOUNDED**.

◇ In **PRIMAL**, an **OPERATIVE** can **MELEE ATTACK** without a **WEAPON**; the **RANGE** is **0**, and there is no **HANDLING POOL**. This **ATTACK** is **BARE HANDED**.

HOSTILE ACTIONS

ATTACK (HOSTILE)

◇ First, the **HOSTILE** chooses a **CLANNER** to perform the **ATTACK**, before choosing a **TARGET**. The **TARGET** must be **WITHIN** the **RANGE** of the **CLANNER** performing the **ATTACK**, and in **LINE OF SIGHT**.

◇ The **OPERATIVE** then sums their **DEFENSE** value, along with any bonuses from **TRAITS**, **POTENTIALS**, and **ITEMS**, before telling it to the **HOSTILE** – this **DEFENSE** is the **DIFFICULTY** of the **HOSTILE'S ROLL**. The **HOSTILE ROLLS** the **FIGHTING POOL** of the **CLANNER**; if the **ROLL** succeeds, the **TARGET** is **WOUNDED**.

AMBUSH

◇ If, at the end of any **ACTION** or during any **MOVE**, an **OPERATIVE** and a **THREAT** share the same **TILE**, the **THREAT AMBUSHES** the **OPERATIVE**. The **THREAT** is **REVEALED**, and the **CLANNER** that has been **REVEALED** is granted an immediate **FREE ACTION**. If the **ACTION** is an **ATTACK**, the **HOSTILE** must choose one of the **OPERATIVES** who triggered the **AMBUSH** as the **TARGET**.

SPAWN

During any **REACTION PHASE**, the **HOSTILE** may use an **ACTION** to **SPAWN** an available **THREAT** at a valid **SPAWN POINT**.

ABILITIES

ABILITIES are notable features that appear on TRAITS, POTENTIALS, ITEMS, and other game effects. ABILITIES often have an associated numerical RATING, marked here as X. RATINGS are cumulative; if one effect adds SPEED +2 and another SPEED -1, the total is SPEED +1. The ABILITIES and their effects are listed below:

▶ AREA ATTACK

Instead of selecting a singular TARGET, when using an AREA ATTACK an entire TILE WITHIN RANGE is selected as the TARGET. The ATTACKER ROLLS only once, as usual, but the result counts towards all of the potential TARGETS on the TILE. THREATS can still be hit by AREA ATTACKS, but they have DEFENSE +2 against them. Additionally, TARGETS with the HIDDEN +/-X ABILITY add DEFENSE +/-X against AREA ATTACKS. MELEE AREA ATTACKS do not affect the source of the ATTACK, if they are in the TARGET TILE.

▶ CARRYING

The CARRYING +/-X ABILITY modifies the maximum number of ITEMS a unit can CARRY BY X. By default, OPERATIVES may CARRY 5 ITEMS, CLANNERS may CARRY 1 ITEM.

▶ DEFENSE

The DEFENSE +/-X ABILITY modifies the DEFENSE value of a unit by X.

▶ DIRTY FIGHTING

The DIRTY FIGHTING +/-X ABILITY modifies the number of SUCKER PUNCHES a unit may perform per ROUND by X. By default, units may perform 1 SUCKER PUNCH per ROUND.

▶ DISPLACE

When using the DISPLACE X ABILITY, a unit is removed from the FIELD then placed on a TILE WITHIN X. When the ABILITY is used on a TARGET, it is phrased as "DISPLACE [THE TARGET] X"

▶ HIDDEN

When TARGETING units with the HIDDEN +/-X ABILITY, the DISTANCE is modified by X. Furthermore, units with the HIDDEN ABILITY also add DEFENSE +/-X against AREA ATTACKS. A DISTANCE can never be less than 0.

▶ IMMUNE

When a TRAIT grants IMMUNITY to a specific KEYWORD, the unit affected cannot be impacted in any way by an element that bears that specific KEYWORD, such as ATTACKS or MISSION-specific effects.

▶ NEGATE

If anything is NEGATED, it is treated as if it never happened – the consequences are ignored. For example, if a WOUND is NEGATED, it is treated as if the WOUND was never inflicted.

► SECURE

The **SECURE X ABILITY** allows a unit to ignore **X BOTCHES** during a **ROLL**.

► STEALTH

STEALTH is a special state some **OPERATIVES** may enter, representing them skulking through the shadows and carefully disguising their movements. An **OPERATIVE** in **STEALTH** must also be in **FOCUS**; until they **FLIP** to **PRIMAL**, **FAIL** a **ROLL**, or **ATTACK**, they cannot be **TARGETED** and have **SPEED +1**. In addition, if they move into a **TILE** which contains an unrevealed **THREAT**, it does not trigger an **AMBUSH** unless it is a Trap, while also **REVEALING** the **THREAT** and removing the **OPERATIVE** from **STEALTH**. However, **OPERATIVES** in **STEALTH** generate **ACTIONS** for the **HOSTILE** as normal.

► STUN

When an **ITEM** has the **ABILITY** to **STUN**, it does not **WOUND** – instead, if an **ATTACK** is successful, the **TARGET** may not take any **ACTIONS** for the remainder of the **ROUND**, and receives **DEFENSE -2**.

► SPEED

The **SPEED +/-X ABILITY** modifies the number of **TILES** a unit **MOVES** during a **MOVE ACTION** by **X**. By default, units taking a **MOVE ACTION** can **MOVE 2 TILES**.

► SUCCESS

The **SUCCESS +/-X ABILITY** modifies the result of a **ROLL** by **X**; adding or subtracting successes from the final count.

► OBSCURING

When a **TRAIT** is **OBSCURING**, it **OBSCURES** the **TARGETED TILE** until the end of the **ROUND**. **OBSCURED TILES** are always considered **OBSTACLES** when determining **LINE OF SIGHT**, and block **LINE OF SIGHT** between anyone inside the **TILE** and anyone outside of it.

► RANGE

The **RANGE +/-X ABILITY** modifies the **RANGE** at which a unit may **TARGET** another by **X**. A **RANGE** can never be less than **0**.

► REVIVE

An effect which **REVIVES** an **OPERATIVE** returns them from being **DEAD**; they immediately **DRAW** one **POTENTIAL** from the **POTENTIAL RESERVE**. An **OPERATIVE** who has just been **REVIVED** cannot join the next **MISSION**.

CULTS

SPITALIANS

CHRONICLERS

HELLVETICS

JUDGES

CLANNERS

SCRAPPERS

NEOLIBYANS

SCOURGERS

ANUBIANS

JEHAMMEDANS

APOCALYPTICS

ANABAPTISTS

PALERS

TAROT EFFECTS

0 - THE ADVENTURER
You and your **ALLIES** ignore **MOVE PENALTIES** this **ROUND**

I - THE CREATOR
After a **ROLL**, **SUCCESS +3**

II - THE MENTOR
After a **ROLL**, **SECURE 3**

III - THE MARTYR
After an **ATTACK** is **ROLLED** against you or an **ALLY**, change the **TARGET**, the **TARGET** must be valid and cannot be an **ENEMY**

IV - THE RULER
MOVE an **ENEMY 3 TILES** ignoring **MOVE PENALTIES**

V - THE SEEKER
Choose an **ARCANA** then **DRAW** it

VI - THE HEALER
Flip a **FLESHWOUND**, revert a **CHAMPION** to its previous **STAGE**, or **NEGATE** a **WOUND**

VII - THE TRADITIONALIST
After an **ARCANA** is played, **NEGATE** it

VIII - THE MEDIATOR
You and your **ALLIES** cannot be **ATTACKED** during **AMBUSHES** or **SUCKER PUNCHES** this **ROUND**

IX - THE HERMIT
You or an **ALLY** cannot be **ATTACKED** from outside their **TILE** this **ROUND**

X - THE HERETIC
FLIP an **ITEM**

XI - THE CONQUEROR
You or an **ALLY** may **ATTACK** twice for each **ATTACK** this **ROUND** (this is not cumulative)

XII - THE ABOMINATION
After a **ROLL**, add **3 BOTCHES**

XIII - THE DESTROYER
WOUND a **TARGET**

XIV - THE CHOSEN
After any **ROLL**, **REROLL**

XV - THE DEFILER
After an **ARCANA** is played, **DRAW** that **ARCANA**

XVI - THE PROTECTOR
DEFENSE +5 for you or an **ALLY** this **ROUND**

XVII - THE VISIONARY
Choose a **TILE**, **REVEAL** all **THREATS** or revert all **CLANNERS** to **THREATS** on this **TILE**

XVIII - THE ZEALOT
You or an **ALLY** get **2** more **ACTIONS** this **ACTION PHASE**

XIX - THE DISCIPLE
DRAW 3 ARCANA, then **DISCARD 2** of them

XX - THE RIGHTEOUS
You or an **ALLY** can **OVERCOMMIT** this **ROUND** without the **ENEMY** **DRAWING** an **ARCANA**

XXI - THE TRAVELER
DISPLACE yourself or an **ALLY 3**

LEXICON

ACTION

◇ The unit of activity in a **MISSION**. **OPERATIVES** perform **2 ACTIONS** per **TURN**, the **HOSTILE** spends **1 EDGE** to perform **1 ACTION**.

ACTION PHASE

◇ The part of an **OPERATIVE'S TURN** where they perform **ACTIONS**. During their **ACTION PHASE**, an **OPERATIVE** may take **2 ACTIONS**. Taking **ACTIONS** on one's **TURN** is optional, but taking a **TURN** is not.

ACTIVE TRAIT

◇ A **TRAIT** which requires the user to expend an **ACTION** to gain the benefits. Indicated by a filled background in the **TRAIT'S** name.

ALLY

◇ Everything **CONTROLLED** by the **HOSTILE** is **ALLIED** to each other, and everything **CONTROLLED** by the **OPERATIVES** is **ALLIED** to each other. **NEUTRAL** units are defined depending on the **MISSION**. Nobody is an **ALLY** to themselves.

AMBUSH

◇ Occurs when a **THREAT** and an **OPERATIVE** share a **TILE**; the **THREAT** is **REVEALED** and granted a **FREE ACTION**.

ARCANA

◇ A component of the **APOCALYPTIC TAROT**. Can be played at any time to activate its effect.

ARMOR

◇ Can only be used if **CARRIED** from the start of a **MISSION**. **WORN ARMOR** cannot be **DROPPED** or **TRADED**.

ATTACK

◇ Select a valid **TARGET** and **ROLL** the relevant **DICE POOL**; the **DIFFICULTY** is the **DEFENSE** of the **TARGET**. If the **ROLL** succeeds, the **TARGET** is **WOUNDED**.

BARE HANDED

◇ In **PRIMAL**, an **OPERATIVE** can **MELEE ATTACK** without a **WEAPON**; the **RANGE** is **0**, and there is no **HANDLING POOL**.

BORDER

◇ The divider between **TILES**. **MOVING X** means moving through adjacent **TILES**, crossing **X BORDERS**. **BORDERS** with more than **1** difference in **ELEVATION** cannot be crossed.

BOTCH

◇ After a **ROLL**, if at least one **DIE** indicates a **BOTCH**, the **ROLL** is a **BOTCH** and a **FAILURE**. If an **OPERATIVE BOTCHES** while using an **ITEM**, the **ITEM** is **FLIPPED**.

CHAMPION

◇ Unique **CLANNERS** who have a **BASE CARD** and a series of **STAGES**. The **BASE CARD** is always active, but only the current **STAGE** is active at any time.

CLANNER

◇ The group the **HOSTILE CONTROLS** during a **CAMPAIGN**. Each **CLAN** comes with its own **TRAITS**, **LEGIONS**, and **CHAMPIONS**.

CONCEPT

◇ The psychological archetype of an **OPERATIVE**, linked to an associated **ARCANA** which the **OPERATIVE** receives at the beginning of every **MISSION**.

CONTROL

◇ Being in charge of the decisions concerning a **MODEL**. The **HOSTILE CONTROLS** the **CLANNERS**, the other **PLAYERS** each **CONTROL** an **OPERATIVE**.

CULT

◇ The group to which an **OPERATIVE** answers. The **CULT** determines which **POTENTIALS** and **ITEMS** an **OPERATIVE** has access to.

DEATH

◇ When an **OPERATIVE** has no **POTENTIALS** or **FLESHWOUNDS** remaining, they are **DEAD**. When a **LEGION** is **WOUNDED**, it is **DEAD**. **CHAMPIONS** have **STAGES** which explain how they **DIE**. All **CARRIED ITEMS** are **DROPPED** in the **TILE** they **DIED** in, all **POTENTIALS** return to the **POTENTIALS RESERVE**, **LEGIONS** return to the **LEGION RESERVE**.

DIFFICULTY

◇ Most **ROLLS** have a **DIFFICULTY**; to **SUCCEED** a **ROLL** must result in a number of successes equal to or greater than the **DIFFICULTY**.

DISCARD

◇ A **DISCARDED** game element is placed back in its respective **RESERVE**, or in the case of an **ARCANA**, the **APOCALYPTIC TAROT**, which is then shuffled.

DISTANCE

◇ The number of **TILE BORDERS** between two **TILES**.

DRAW

◇ Taking a game element from its respective **RESERVE**, or an **ARCANA** from the **APOCALYPTIC TAROT**.

EDGE

◇ Tokens which allow the **OPERATIVES** to take their **TURNS**, along with allowing the **HOSTILE** to perform **ACTIONS**. The **HOSTILE** may only store a number of **EDGES** equal to the number of **OPERATIVES** in the **ROSTER** at the beginning of the **MISISON**.

ELEVATION

◇ Some **TILES** are **HIGHER** or **LOWER** than others. Crossing the **BORDER** from a **LOWER TILE** to an immediately **HIGHER TILE** reduces a **MOVE** by **1**.

ENCUMBRANCE

◇ The limit to what a unit can **CARRY**. **OPERATIVES** can **CARRY** up to **5 ITEMS**, **CLANNERS** can **CARRY** up to **1**. **ITEMS** above the maximum are automatically **DROPPED** on the **CARRIER'S TILE**. **DEAD** comrades count as **2 ITEMS**, or **3** if they are **WEARING ARMOR**.

ENEMY

◇ Everything **CONTROLLED** by the **OPERATIVES** is the **ENEMY** of everything **CONTROLLED** by the **HOSTILE**, and vice versa. **NEUTRAL** elements depend on the **MISSION**.

FIELD

◇ The space in which a **MISSION** takes place. It is divided into modular **SECTORS**, and each **SECTOR** is divided into **TILES**.

FIGHTING POOL

◇ **NEUTRALS** and **CLANNERS** have only one **DICE POOL**; the **FIGHTING POOL**. For **CHAMPIONS**, the **FIGHTING POOL** may differ between **STAGES**.

FLESHWOUND

◇ When an **OPERATIVE** is **WOUNDED**, they **FLIP** a **POTENTIAL**; it becomes a **FLESHWOUND**, and its effect is no longer accessible. **FLESHWOUNDS** don't persist between **MISSIONS**.

FLIPPING

◇ The act of taking a game element and swapping which side is face up. Unless stated otherwise, only the face-up side is in effect. **OPERATIVES** may **FLIP** their **DASHBOARDS** as an **ACTION**.

FOCUS

◇ A manifestation of logic, patience, and technical understanding, represented by black and gold. If an **ITEM** is **FOCUS**, it can only be used by an **OPERATIVE** in **FOCUS**.

FREE

◇ An **ACTION** which doesn't require an **EDGE** from the **HOSTILE** or count towards an **OPERATIVE'S 2 ACTIONS** per **TURN**. It must still be done at the proper timing for an **ACTION**.

ITEM

◇ Tools used by the **OPERATIVES** on their **MISSIONS**. If an **OPERATIVE BOTCHES** while using an **ITEM**, it is **FLIPPED**. Some rules call for **ITEMS** with specific **KEYWORDS**.

HANDLING POOL

◇ The **DICE** of a **WEAPON'S HANDLING POOL** are added to the **OPERATIVE'S DICE POOL** whenever they use it for an **ATTACK**.

HARD TERRAIN

◇ Entering **HARD TERRAIN** reduces a unit's **MOVE** by **1**. Any unit in a **HARD TERRAIN TILE** has **HIDDEN +1**.

HOSTILE

◇ One of the **PLAYERS** who takes on the role of **CONTROLLING** the **CLANNERS**. When rules would apply simultaneously or come into conflict, the **HOSTILE** decides how they should be resolved.

ISOLATED

◇ A unit is **ISOLATED** when they have no **ALLIES** on their **TILE**.

KEYWORD

◇ Specific tags that certain rules interact with. Each **ITEM** has **3 KEYWORDS** on either face. **ITEMS** with the **MELEE** or **RANGED KEYWORD** are **WEAPONS**. An **ATTACK** performed with a **MELEE WEAPON** or **BARE HANDED** is a **MELEE ATTACK**, and an **ATTACK** performed with a **RANGED WEAPON** is a **RANGED ATTACK**.

LEGION

◇ Generic **CLANNERS** present as a **MODEL** multiple times. Unless stated otherwise, they **DIE** after sustaining one **WOUND**.

LINE OF SIGHT

◇ If a line can be drawn from any part of one **TILE** to any part of another **TILE** without crossing an **OBSTACLE**, then each **TILE** has **LINE OF SIGHT** to the other.

MISSION

◇ Each **CAMPAIGN** is broken down into a number of **MISSIONS**. **1 MISSION** is a typical game session. **MISSIONS** consist of 3 phases; **SETUP**, **GAMEPLAY**, and **END**.

MODEL

◇ The physical representation of a unit on the **FIELD**. There can never be more units on the **FIELD** than **MODELS** available.

OBSCURED

◇ An **OBSCURED TILE** is considered an **OBSTACLE** when checking **LINE OF SIGHT**, and blocks **LINE OF SIGHT** between anyone inside the **TILE** and anyone outside of it.

OBSTACLE

◇ When determining **LINE OF SIGHT**, an **OBSTACLE** is a **TILE** which is at a **HIGHER ELEVATION** than either the origin or destination **TILE**, or the absence of a **TILE**.

OPERATIVE

◇ An iconic individual fighting on the side of the Protectorate. **OPERATIVES** play collaboratively, and are the **ENEMY** of everything **CONTROLLED** by the **HOSTILE**.

OPERATIVE DASHBOARD

◇ A card which contains relevant game information about a specific **OPERATIVE**. It is double sided; black and gold is **FOCUS**, red and black is **PRIMAL**.

OUTNUMBERED

◇ If anyone is on a **TILE** which contains more **ENEMIES** than **ALLIES**, including themselves, they are **OUTNUMBERED**.

OVERCOMMITTING

◇ Before **ROLLING**, anyone may choose to add **1 DIE** of their choice to the **DICE POOL**, or add **SECURE 1**. After the **ROLL** is resolved, the opposite side **DRAWS** an **ARCANA**.

PASSIVE TRAIT

◇ A **TRAIT** requiring no **ACTION** to be used; it is always in effect. Indicated by a hollow background in the **TRAIT'S** name.

PLAYER

◇ Degenesis: Clan Wars is played by **2** to **5 PLAYERS**. One of them takes on the role of the **HOSTILE**, the rest control **OPERATIVES** on the **FIELD**.

PERMANENT

◇ A **PERMANENT ITEM** cannot be **DROPPED**, **TRADED**, or **DISCARDED** – it is an unremovable part of the **CARRIER**.

PLAYING IT SAFE

◇ Before a **ROLL**, anyone may decide to use only a portion of the **DICE** in their **POOLS**.

POTENTIALS

◇ Special situational bonuses for an **OPERATIVE**, along with a measure of their endurance. **OPERATIVES** may only choose **POTENTIALS** belonging to their **CULT**, or those belonging to the **CLANNER CULT**. **OPERATIVES** cannot have more than **5 POTENTIALS**.

PRIMAL

◇ A manifestation of pure, unconstrained emotion, fury, and instinct, represented by red and black. If an **ITEM** is **PRIMAL**, it can only be used by an **OPERATIVE** in **PRIMAL**.

RANK

◇ **CLANNERS** are divided into **RANKS**, which each may have special **TRAITS**. Several **LEGIONS** can be of the same **RANK**.

REACTION PHASE

◇ The part of an **OPERATIVE'S TURN** where the **HOSTILE** may **DISCARD EDGES** to perform **ACTIONS**.

REVEALED

◇ Until **REVEALED**, **CLANNERS** and **NEUTRAL LEGIONS** are **THREATS** on the **FIELD**. When **REVEALED**, they are **FLIPPED**, and replaced with the **MODEL** they represent.

ROLL

◇ Most **ROLLS** have a **DIFFICULTY**, and depend either on **FOCUS** or **PRIMAL**. **OPERATIVES ROLL** their respective **POOL**, while **CLANNERS** use their **FIGHTING POOL** or any **POOL** specified by the **MISSION BOOKLET**.

ROUND

◇ **MISSIONS** are broken up into **ROUNDS**, which are themselves divided up by **TURNS**. A **ROUND** is over when no **OPERATIVES** have an **EDGE** and the last **REACTION PHASE** has ended.

SCHEMING AREA

◇ A position on the **SCHEMING BOARD** where the **HOSTILE** places the **EDGES** they have stored. The **HOSTILE** may only store a number of **EDGES** equal to the number of **OPERATIVES**.

SECTORS

◇ The modular elements that compose the **FIELD**. Each **SECTOR** is divided into **TILES**. At the beginning of each **MISSION**, the **SECTORS** are laid out according to the **FIELD SETUP** section in the **MISSION BOOKLET**.

STAGE

◇ **CHAMPIONS** possess several **DASHBOARDS** called **STAGES**, which include their game statistics at each **STAGE**, and a process for moving to the next one. They also have a **BASE CARD**, which is always active no matter the **STAGE**.

TARGET

◇ Something that the **OPERATIVES** or **HOSTILE** have chosen as being at the receiving end of an **ACTION**.

TERRAIN

◇ Unique landscape features or constructions. Their specific use is laid out in the **MISSION BOOKLE**t; unless stated otherwise, they are not **OBSTACLES**, nor do they impair movement.

THREAT

◇ **THREATS** have an anonymous side, and a side which names the **MODEL** they represent. **THREATS** behave the same as the **MODEL** they stand in for but cannot be **TARGETED** by an **ATTACK**, and have **DEFENSE +2** against **AREA ATTACKS**.

TILE

◇ Each **SECTOR** is divided up into **TILES**, each of which is surrounded by a **BORDER**.

TRAUMA

◇ When an **OPERATIVE** is **WOUNDED** with no **POTENTIALS** left, they suffer a **TRAUMA** and **DISCARD** one of their **POTENTIALS**, which is returned to the **POTENTIALS** reserve. Some effects directly inflict **TRAUMA**, this is considered a **WOUND**.

TURN

◇ Each **ROUND** is split into **TURNS**, which are divided into an **ACTION** and **REACTION PHASE**. **OPERATIVES** may choose amongst themselves the order they take their **TURNS**. Taking **ACTIONS** on one's **TURN** is optional, but taking a **TURN** is not.

UNOPPOSED

◇ If a unit has no **ENEMIES** on their **TILE**, then they are **UNOPPOSED**.

WEAPON

◇ **ITEMS** with the **MELEE** or **RANGED KEYWORD** are **WEAPONS**. Their **HANDLING POOL** is added to the **OPERATIVE'S DICE POOL** when making **ATTACKS** with them. The **RANGE** value means the **CARRIER** can choose **TARGETS WITHIN** that **RANGE** when **ATTACKING**.
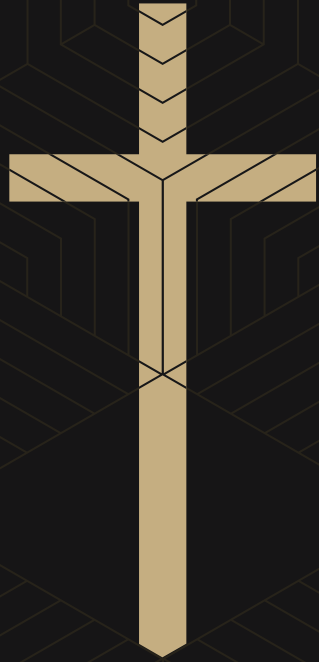
WEARER

◇ An **OPERATIVE CARRYING** an **ARMOR** from the start of a **MISSION** is its **WEARER**. **WORN ARMOR** cannot be **DROPPED** or **TRADED**, and is not **DROPPED** on **DEATH**.

WITHIN

◇ A **TILE** being **WITHIN X** of another **TILE** means that it could be reached by crossing **X TILE BORDERS** – **X** is then the **DISTANCE** between the two **TILES**.

WOUND

◇ When an **ATTACK** is a **SUCCESS**, the **TARGET** is **WOUNDED**. **LEGIONS DIE**, **OPERATIVES** must take either a **FLESHWOUND** or a **TRAUMA** or **DIE**, **CHAMPIONS** follow the rules written on their current **STAGE**.

IF HE DIES, HE DIES