Rogue Angels - Len's Rules Summary *(v2)*

Setup:

- Starting a new campaign, give each player 3 random dossier envelopes to choose 1 and return 2. Solo must play 2! [House rule: each player choose their own hero].
  - Open dossiers and take out all items. Add your character mini or standee from the box.
  - Keep the 7 Action cards (locked cards go back in dossier).
  - 1 double sided character sheet (introduction side up).
    - After mission C1 use flip side (personality diagram).
  - 1 legacy folder (12 pages about your character).
  - 1 sticker sheet (that you will use throughout the game).
- Place the large map book in the center of the table.
  - The campaign book will tell you which map to use.
- Place nearby:
  - Turn token (will go on the turn track of the map).
  - Dice (each player will need them on their turn).
  - Interaction bag (filled with interaction tokens).
  - Deck of Enemy Behavior Cards.
  - Shuffled deck of Damage cards.
  - Ship Box (open with play area inside visible).
  - Rule book and player aid cards as needed.
- Open Campaign Book Chapter 1 to start your adventure.
  - The beginning of a mission starts with the Mission Title.
    - Each main mission will have updates as you play.
  - Mission parameters give goals and failure criteria.
- Mission Brief (in campaign book) specifies what map to use and what components to place on the map.
  - The area labeled "Team" is where you place your heroes.
  - Place enemy characters as noted by the map description. They are numbered. Do not place an enemy if the number is higher than the number of players (TS=Team Size).
  - You may also need to place other objects such as doors, consoles, crates, etc as indicated on the map description.
  - Place turn token and trigger token(s) on the turn track as specified by Mission Parameters.
- Each player gets their character ready.
  - Place activation token on character board ready side up.
  - Clear cooldown track (all cards are in hand).
  - Place focus and shield tokens on maximum spots.
  - After mission C1, place one matching color personality token for each personality mark on their character board.
- Later missions: distribute companions (required) and shared action cards (optional) among the players. Hand limit is 9.
  - Players may change their personal action cards for shared action cards (but not their basic action cards).

Concepts

- **Line of Sight** (LoS): can draw an unobstructed line from center dot on current square to center dot on target square.
  - Other characters or objects do not block LoS.
  - Walls, red lines, closed doors DO block LoS.
- **Personality tokens** can be spent on a player's turn to use the boost on the bottom of an Action card of the same color.
  - Only 1 boost per action. Pay boost cost before rolling dice. If it applies to another hero they must be in Line of Sight.

- **Range**: a number of adjacent squares.
  - Adjacent squares can be orthogonal or diagonal.
- **Campaign Book will include:**
  - Cutscenes where non player characters talk to you.
  - Action / decision points. Decisions must be made!
  - Failure Criteria: might have you repeat the mission.
- **Mission Updates** may happen during a Mission Check.
  - Map updates only show <u>changes</u> to the map.
  - Turn token location is always updated.
  - Enemy Behavior Cards (EBC) might change.
  - Enemies are activated (they go first).
  - Player character boards do not change.
- **Mission Aftermath** happens at the end of a mission.
  - If the mission failed, players may need to add a scar.
  - Typically everything's reset (no upkeep between missions).

Game Play:

Once mission setup is complete, play begins. There is no set turn order. Players decide who should go first, next, etc. All players must take a turn in a "round", then they decide (again) who should go first, etc. A players turn follows this sequence:

1. **Player performs their turn doing 2 of these actions**:
   - **Play 1 Action card** *(see Action card types below).*
     - Play an Action card faceup on cooldown track (except 0).
       - Number (top left) specifies where to place the card.
         - If slot is taken, use next higher slot (or don't play it).
       - Option (after Mission C1): Spend a personality token to Boost your action (apply bonus before rolling dice)
     - Roll the dice (number of dice is specified on the card)
       - **[+1]** Increase the number in brackets on the card +1
       - **[+2]** Increase the number in brackets on the card +2
       - Gain 1 shield
       - Gain 2 movement points (move 2 squares)
       - **[+1]** Either gain 1 shield OR +1 the number in brackets
       - **[+1]** Either gain 1 movement OR +1 bracket number
         - Use an available focus to reroll a die if you wish.
     - Perform the action
       - Choose your target, bonus, dice to use (each optional).
   - **Concentrate**: Gain 2 focus (slide focus marker up 2 spots)
   - **Rest**: Move all cards on cooldown track to the left 1 spot.
     - Damage cards slid off are removed.
     - Action cards slid off are returned to your hand.
   - **After their 2 actions**, players end their turn with these:
     - Take a free Rest action.
     - Flip their activation token over to spent (not ready).
     - Move the turn token 1 spot to the right.
2. **Mission Check**
   - Check if the mission goal was accomplished (**Success**).
   - Might trigger a condition or mission update - then continue on to step 3 as usual.
   - Check if mission failure criteria was met (**Failure**).

3. **Enemies take their turn after each player's turn**
   - Each mission dictates their performance via Enemy Behavior Cards (EBC).
   - Enemies placed on the map are numbered via their base. The number on their base is their "initiative".
   - Enemies can be Red or Yellow and alternate which color group will take their turn (never both on the same turn).
     - Flip the EBC over as the enemy starts their turn.
       - This is so you don't see it while taking your turn.
       - If there is only one color enemy, set EBC to their color.
     - At times there also might be Orange enemies which use the current EBC after the current color enemy.
   - The enemy with the lowest initiative of the color taking their turn goes first, following directions on the EBC. Then the 2nd lowest initiative enemy goes.
     - After enemies complete their turn, it's the player's turn.
   - **Enemy Standards**:
     - Will fulfill each separate action in the fastest/shortest possible way (regardless of its next possible action).
     - When placed/activated by global effects/conditions, will go in the order Red 1-8 then Yellow 1-8.
   - **Enemy Priorities**:
     - Moves or Range: diagonal is further than straight. If 2 players are the same distance, use moves with least diagonal and range with straightest LoS.
     - If the EBC priority has more than 1 qualified player with same priority, use "last activated player" as tie breaker.

Action card types *(icon in top right)***:**

- ⇶ = Move
  - Movement canNOT move through objects or characters.
  - Walls/red lines block movement. Doors must be open.
  - Move 1 free square (with dot in middle) per movement point diagonal or orthogonal (all 8 directions).
- ⟆ = Interact
  - A character may interact with other characters, enemies, structures and devices within their Line of Sight & range.
    - Interact with Objects: requires 3 matching color tokens.
      - 3 token colors (red, blue, purple) plus wild (white)
      - Dice (+1 or +2) can increase number of tokens to draw
      - Draw tokens from bag one at a time (stop at any time)
        - **Fail**: If you draw 2 white during one Action. Must return tokens drawn during that turn's action to bag.
        - **Stop**: You may decide to stop after drawing 1 wild white to not risk drawing a 2nd white. Place matching color tokens next to object (another turn or player may try to add more later). Unused tokens go back into the bag.
        - **Success**: Stop when there are 3 same color or wild (matching tokens are not returned to bag). Unused tokens go back into bag. Remove object from map.
- ⊚ = Effect *(ongoing)*
  - Effects are ongoing bonuses or abilities while they remain on your cooldown track.

- Boost and dice results (if applicable) can only be used when the card is played (not while it is in cooldown).
- Recommend placing it in the highest available cooldown slot (which may be higher than the number on the card).

Attacking an Enemy:
- Play an action card to attack an enemy within LoS & Range.
  - To boost the action, pay the cost before rolling dice.
  - Roll the number of dice indicated under the card image.
    - You may use one of your yellow focus to reroll a die.
  - Reduce your total hits by subtracting the enemy shield amount (unless your weapon deals unblockable damage).
  - Reduce enemy health by your hits. If less than 1 remove that enemy from the board.

Enemy Behavior Card (EBC) determines which enemy unit activates and how they move and/or attack.

If both Red and Yellow enemy units are on the board and an EBC is active, flip the EBC to determine which color enemy to activate. If Orange enemy units are on the board, they activate after the current color.

Enemy Attacks *(as per Enemy Standards and Priorities)*:
- Enemy cannot fire upon fuel barrels or other objects.
- An enemy unit may only attack one hero that is within Range and LoS per attack (unless otherwise specified).
  - Unblockable damage requires drawing 1 damage card per damage dealt.
    - Hero shields are not reduced.
  - Normal damage can be blocked by hero shields.
    - Reduce enemy damage by 1 for each shield used.
    - After your shields hit 0 enemy damage requires drawing a damage card for each point of damage left.
  - If you are unable to place a damage card in the cooldown slot indicated (upper left of damage card), you may place it in a higher cooldown slot.
    - If you are unable to place the damage card, you discard that damage card and your hero goes unconscious.
      - Any left over damage hits from that enemy are ignored.

Enemy Moves *(as per Enemy Standards and Priorities)*:
- Enemy units may not open closed doors (unless specified).
- An activated enemy unit moves towards the indicated hero.
  - It moves only until it is within range (then stops moving).
    - If it already was within range it does not move.
  - If blocked, it moves as close as possible then ends its move.