EARTH REBORN
RULES OF PLAY
A GAME BY CHRISTOPHE BOHLINGER
1 double-sided board frame with score track, made of 8 puzzle pieces and 2 corner pieces

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

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

12 double-sided Character cards

31 double-sided Equipment cards

36 Mission cards (18 NORAD, 18 Salemite)

1 Turn marker, used on the score track

6 Combat dice

6 Search dice

12 Character markers: 4 NORAD, 8 Salemite

8 Decoy markers: 4 NORAD, 4 Salemite

69 double-sided Command Point/Wound counters:

- Command Point (CP)
- Wound

6 long Broken Wall markers

8 short Broken Wall markers

8 Large Door markers (double-sided)

16 Small Door markers (double-sided)

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

Note: Only the outdoor side is referenced in these rules. The indoor side is reserved for future scenarios or even your own scenarios.
Earth Reborn is a highly realistic, scenario-based simulation game which is rich in depth and possibilities. Although it may seem complex at first glance, it is in fact quite simple and intuitive once you have learned the basics. This book guides you step-by-step through the process of mastering all of Earth Reborn’s secrets. It serves as a rulebook, a tutorial and a scenario book all at once.

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

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

Note: Figuring out where everything goes is a little game in itself. If you give up and need help, visit the Earth Reborn web site for the solution (earthreborn.ludically.com).
The following section describes the three most fundamental components in *Earth Reborn*: Scenarios, Character cards, and Order tiles.

**Scenarios**

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

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

**Example:** this icon refers to the “Core Rules.”

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

**Character Cards**

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

**Scenario 1**

- Life Points
- Character name
- Armor value
- Movement value
- Close Combat chart
- Maximum Command Points (CP) per turn
- CP Bonus provided by this character
- Max CP per turn as traitor
- Character’s Special Ability

**Healthy side**

- Weight allowance
- Shooting value
- Scientific value
- Technical value
- Search value

**Scenario 3**

- Mission Point (MP) cost
- S.A.G.S.
- Damage inflicted by carried range weapon

**Scenario 4-5**

**Scenarios 4-5**

**Scenario 6**

**Order Tiles**

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

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

  - Search
  - Move
  - Close Combat
  - Shoot

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

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

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

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

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

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

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

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

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

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

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

**Setup**

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

- Choose a scenario: generally, playing the scenarios in sequential order is the best option, starting with Scenario #1.
- Build the map as shown in the Map section of the scenario, using the board frame, appropriate floor tiles, and doors.
- Decide who will play which faction and place a Player Aid screen directly in front of each player.
- Find the Character cards corresponding to the Characters in play for each faction, as specified in the scenario, and place them in front of each player's screen, with their Healthy side facing up (see Picture #2).
- Take the miniatures matching the Characters in play and position them on the map according to the scenario's description and the map.

**Turn Sequence**

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

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

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

### The Initiative Phase

#### Drawing Order Tiles

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

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

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

#### Obtaining Command Points (CP)

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

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

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

Place the CP counters behind the player screen.

#### Determining Initiative

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

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

### Other Effects

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

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

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

**Activate a Character (cost: variable)**

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

**Reactivate a Previously Activated Character (cost: variable)**

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

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

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

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

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

**Pass**

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

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

Possible reasons for wanting to pass:

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

**End of Round**

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

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

**Activating a Character**

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

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

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

Then perform either or both of the following options:

1. Assigning an Order Tile

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

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

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

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

2. Executing an Order

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

**Executing Multiple Orders**

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

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

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

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

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

**Waiting for Deployment**

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

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

**Possible reasons for wanting to pass:**

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

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

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

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

The total number of CP spent on the Character since the beginning of the turn may not exceed his Maximum CP per turn (as shown on this icon, also displayed on the Character card in Picture #1).

It is possible to spend less CP on an order section than the maximum allowed for that section. The remaining available CP on that order section are lost.

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

**Order Execution Constraints**

- An order section containing more than one CP must be executed as a single order. It cannot be split into several orders of fewer CP.
- Separate order sections must be executed as separate orders, even if they are of the same order type. They cannot be merged together into a single order.

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

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

**Order Tiles**

- NORAD Player
- Salemite Player

**To play Scenario #1, read:**

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

**Picture #3**

**Activation**

**The Final Phase**

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

Perform the following clean-up steps during this phase:

- **Check for victory conditions.** Some scenarios play in a predetermined number of turns, whereas others successfully complete when one player has achieved his own specific objectives. Refer to the scenario for the applicable victory conditions.

- **Disengage Character and Equipment cards** (by rotating them counterclockwise 90°).

- **Move all Order tiles assigned to Character cards** to the order discard pile, face down (in case there are too many Order tiles you can create more than one discard pile, but all discard piles must remain face down).

- **Return all CP counters from anywhere in the play area back to the Bank**, including all unused CP counters remaining behind the player screens. **Warning:** be careful to leave Wound counters on Character cards when performing this step!

- **Players must discard Order tiles in excess of five Order tiles from behind their screen.** In addition, they may discard all or part of their remaining Order tiles (for example, in the hope of drawing better tiles next turn). At this point, players announce and show to the other players how many tiles they are keeping behind their screen (turn them face down to keep their contents secret).

- **Other effects:** additional game elements may be triggered during this phase, such as removing time counters, etc. These effects will be described in future scenarios.

- **Proceed to a new turn, starting with the Initiative phase.**
Executing a Move Order

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

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

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

The Move Order Exception

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

- CP may be spent on Move order sections that already contain CP counters.
- Split Move order: A Move order section containing more than one CP may be split into individual Move orders.
- Merged Move order: Separate Move order sections coming from one or more Order tiles may be merged together to execute a single Move order.

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

Choosing the Miniature

Facing at the End of the Move

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

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

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

Movement Restrictions

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

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

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

- Characters cannot pass through enemy Characters, walls, or closed doors.

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

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

- Diagonals are never used for Movement.

Choosing the Miniature

Facing at the End of the Move

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

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

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

Doors

Doors are placed on the map during the Setup phase.

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

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

Picture #5

Opening Doors

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

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

Example: On Picture #4, Vasquez and Jack Saw have valid facings. Jeff Deeler and Franck Einstein have invalid facings.
Certain doors (whether Sliding or Wooden) show a Magnetic card icon. This means that a Character needs to carry a Magnetic card to be able to open such a door. If he doesn’t have one, he cannot open the door (that is why Nick Bolter cannot open the door on Picture #5). If he wants to pass through it, he will need to destroy it (see Destroying Floor Elements section).

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

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

Exiting the Map

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

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

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

Building the Map: Door Placement

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

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

- She can reach the pink triangle in 8 Movement points (2 CP on Move orders).
- She can reach the yellow triangle and close the door behind her in 14 Movement points (3 CP on Move orders).
- She can reach the red triangle in 4 Movement points (1 CP on Move order), but she cannot open the door at the end since she is not carrying a Magnetic card.

Franck Einstein can reach the light-blue triangle in 11 Movement points. This means he will have to spend 3 CP on Move orders to gain 15 Movement points. 2 CP would only provide him with 10 Movement points.

Jeff Deeler can reach the dark-blue triangle in 5 Movement points, since he is carrying a Magnetic card. This means he will have to spend 2 CP on Move orders to gain 8 Movement points. 1 CP would only provide him with 4 Movement points.

The weights in the gym, the tables in the refectory, and the furniture in the kitchen are all outlined with a yellow dotted line, which means that no miniature can enter these squares unless the corresponding Floor Element has been destroyed first.

The bed, the chair, and the desk in the Officer’s Bedroom (lower-left corner of the map) are not outlined with a yellow dotted line, so miniatures can enter these squares directly.
Executing a Close Combat Order

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

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

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

Close Combat Restrictions

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

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

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

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

Determining Combat Strength

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

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

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

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

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

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

Example: on Picture #9, Jack Saw gets:

- Your Combat dice when attacking or defending on his front side
- Your Combat dice also when attacking or defending on the left side (that’s where his circular saw is!!!)
- Two Combat dice when attacking or defending on the right side
- Zero Combat dice, but two automatic hits when attacking or defending from the back

Resolving Close Combat

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

Dice Result Chart

- one critical hit
- zero normal hit
- one normal hit
- two normal hits

Critical Hits

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

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

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

Normal Hits

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

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

If the total hits exceed the Defensive value, the Defender receives one Wound counter for each hit exceeding the Defensive value (Picture #11). If it is equal to or less than the Defensive value, then nothing happens.
Various examples of legal and illegal Close Combat situations are shown:

**Illegal Close Combat Situations**

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

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

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

**Legal Close Combat Situations**

Three examples of legal Close Combat situations are represented here:

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

✔ Jessica attacks James Woo (see Picture #12)

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

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**Wounded Characters**

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

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

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**Dead Characters**

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

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

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

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**Picture #10 - Close Combat**

**Picture #11**

**Nick Bolter Attacks Jeff Deeler**

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

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

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

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

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

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

7. The two normal hits do not exceed the Defensive value of 5, so nothing more happens.
**Healthy one Minute, Dead the Next!**

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

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

**Destroying Floor Elements, Doors, and Walls**

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

**Exception:** An open door cannot be destroyed.

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

- The Floor Element, door, or wall is the Defender.
- It does not roll any dice. It has no Combat Strength, Armor value, or Life Points.
- Its Defensive value is fixed:
  - For doors and Floor Elements, the Defensive value is shown on a Defensive value icon on the element itself.
  - For single or double walls, the Defensive value is 10 (see Picture #6 for an explanation of single vs. double walls).

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

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

**Example:** See Picture #14.

**Important:** when attacking a Character, the total hits must exceed its Defensive value. However, when attacking a Floor Element, door, or wall, it is sufficient to equal or exceed their Defensive value.
When a wall section is destroyed, place a destroyed marker on that section, whether the wall is single or double (see Picture #6 for an explanation of single vs. double walls).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Destroyed Doors

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

When a wall section is destroyed, remove it Line of Sight or LoS considered as normal floor, no longer blocking Movement squares covered by this and its properties or special capabilities are canceled. All every square it was covering is considered destroyed.
Several rules in *Earth Reborn* take advantage of the Line of Sight concept described in this section.

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

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

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

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

Dead Characters do not block LoS.

**Diagonal LoS**

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

**Example:** On Picture #16:

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

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

### Fighting the Duel

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

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

### Dueling for Initiative

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

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

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

### Dueling for Interruption

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

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

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

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

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

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

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

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

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

### Interruption Constraints

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

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

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

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

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

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

### Resolving a Duel for Interruption

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

- If the non-**Active player** wins the **Duel**, the **activated Character** goes on **Pause** and the non-**Active player** can perform either or both of the following options:
  - Assign a new **Order tile** to the **Interrupting Character**.
  - Execute up to two **Red** or **Gold** colored orders from any **Order tiles** assigned to the **Interrupting Character**. Such orders are called **Interrupting Orders**.

### Order Colors

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

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

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

### Pause

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

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

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

The NORAD Player is the Active player. He announces that he activates Vasquez' Activation. He assigns her a new Order tile, gives her a Move order, and moves her along the blue line on the map. Let's examine, with each square of Movement, when the Salemite player is allowed to ask for a Duel again:

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

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

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

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

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

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

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

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

To play Scenario #3, read:
- Equipment
- Shoot
Characters can carry Equipment. When a Character carries Equipment, place the corresponding Equipment card face up on the table, below the carrying Character's card, leaving some space between the Character card and the Equipment card to assign Order tiles (see Pictures #20, 22, 23).

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

### How to Get Equipment?

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

### Equipment Markers

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

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

### Weight Limit

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

### Dropping Equipment

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

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

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

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

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

### Transferring Equipment

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

### What Happens to my Equipment when I Die?

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

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

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

### Using Equipment

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

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

- **Firing Weapons and Explosive Weapons** (see Shoot section).

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

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

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

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

**Determine Required Range**

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

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

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

**Roll for Targeting**

To determine the chances of hitting the target:

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

**Shooting Icon Examples**

- ![Icon](image1.png)
  - Roll 1 additional yellow die for targeting
- ![Icon](image2.png)
  - Add 2 automatic distance points to the targeting result.

**Improved Targeting**

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

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

**Scenario Dice Result Chart**

<table>
<thead>
<tr>
<th>Dice Result</th>
<th>Distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>distance +0</td>
</tr>
<tr>
<td>2</td>
<td>distance +1</td>
</tr>
<tr>
<td>3</td>
<td>distance +2</td>
</tr>
<tr>
<td>4</td>
<td>distance +2 &amp; out of ammo</td>
</tr>
</tbody>
</table>

**Resolving Targeting**

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

- If the Shooter rolls at least one perfect shot, targeting is successful no matter the range.
- If the total distance rolled equals or exceeds the range, targeting is successful.

In any other situation, targeting fails. All CP spent on the Shoot order remain spent.

**Running Out of Ammunition**

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

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

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

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

**Reloading a Firing Weapon**

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

**2 Fixed Ammunition Weapons**

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

**Transferring Weapons with Depleted Ammunition**

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

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

- Looking at the outer circle on the **Shooter**'s miniature base, check whether the target is in the **Shooter**'s red or orange fire arc. If the target is exactly between two different fire arcs, the **Shooter** chooses which arc to use.

- On the Equipment card, look up the matching red or orange damage icon. For example:

### Damage Icon Examples

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

### Pour it On!!!

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

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

### Resolving Damage

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

**Dice Result Chart**

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

### Critical Hits

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

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

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

### Normal Hits

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

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

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

### Important

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

### Picture #20

**Jack Saw Shoots at James Woo**

1. **Jack Saw** is the **Shooter**. In **Picture #19**, the **Shooter** has a LoS to James Woo, Nick Bolter and Vasquez. James Woo is at range 3 from the **Shooter**, while Nick Bolter is at range 4, Vasquez is at range 7. The **Shooter** carries a Light Bolter. Add the Shooting value of the **Shooter** and the Light Bolter to get +3 automatic distance points. That means that Jack Saw can **shoot** at James Woo and have successful targeting without rolling any dice. So he declares that James Woo is the target.

2. The **Shooter**’s controller spends 3 CP on a Shoot order section of an assigned Order tile.

3. The first CP is used to trigger the Shoot order using the basic Shooting values on both the **Character** and the Equipment card.

4. The results are:

- One critical hit directly applied as a Wound counter placed on the target’s Character card.
- 5 normal hits. Since James Woo’s Armor value is 3, James Woo suffers two more Wounds.

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

### Shooting Doors, Walls, and Floor Elements

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

- The Floor Element’s Defensive value is fixed:

- For doors and Floor Elements, the Defensive value is shown on the splash icon.

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

- When the **Shooter** rolls his Combat dice for damage, each critical hit counts as three normal hits. Add automatic hits as required.

- If the total number of hits **equals or exceeds** the Floor Element’s Defensive value, the Floor Element is destroyed.
Vasquez can **Shoot** at the adjacent door to the east, at range zero. At this range, targeting doors or walls is automatically successful.

She can also **target** the Wooden door (Defensive value 5) to the south at range 1, or the Wooden door (Defensive value 2) to the west at range 2.

The wall that is north-east of her is at range 2 and can also be **targeted**. She cannot **target** the large Sliding door at the end of the hall since the crate and a zombie are blocking her **LoS**. But she could **target** the crate at range 3 to destroy them, and then **target** the large door with a second **Shoot** order.

**Picture #21**
**Targeting Doors and Walls**

**Picture #22**
**Nick Bolter Shoots at Jack Saw**

**Picture #23**
**Vasquez Shoots at Jack Saw**

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

**To play Scenario #4, read:**
- I.P.S.
- INTERACT

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

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

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

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

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

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

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

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

Roll for Damage with an Explosive Weapon

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

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

Picture #24

Picture #25 - Vasquez Launches a Grenade

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

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

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

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

5. Orange Damage Roll against Jack Saw

6. Orange Damage Roll against Jack Saw

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

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

9. To summarize, in this situation, with just one grenade launched on the proper square, Vasquez Rolled for Damage twice in the red damage area and five times in the orange damage area. Fortunately, she was smart enough to stay out of the Explosion's area of effect, because if not, she would have suffered from the Explosion as everyone and everything else did...
Many Characters, Equipment cards, and Floor Elements have Special Abilities which are described in a graphical way using the Iconographic Phrasing System (I.P.S.):

### Timing | Conditions | Threshold | Effect
--- | --- | --- | ---

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

- **Threshold:** The icon inside the red zone indicates the phase in which the Special Ability can be used. In this example: during the Activation phase.
- **Condition:** The icon(s) in the purple zone specify the conditions that must be met before attempting the Special Ability. In this example: a Salemite Character must pay 1 CP and must be immediately facing a cadaver.

#### Chance: The icon in the blue zone indicates how many yellow or black dice the activated or Interrupting Character must roll to attempt the ability. Sometimes, the icon shown refers instead to one of the Character's characteristics (e.g. its Scientific or Technological value, see Picture #1). In this case, the number of dice to roll or the number of automatic hits is specified on the Character card next to the corresponding icon.

#### Threshold: The icon in the green zone indicates the threshold level for a successful test.

#### Effect: The icon(s) in the yellow zone indicate the effects of the Special Ability. If the timing is respected, if the conditions are met, and if the test is successful, then the effects are applied.

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

### How to Use an IPS Line

The abilities of Equipment cards and Floor Elements are triggered with an Interact order of at least the number of CP required by the conditions (see Interact section).

- Characters’ special abilities do not need an Interact order to be triggered (see Characters’ Special Abilities section).
- If no CP is required to meet the conditions, an Interact order is not necessary. The effect is automatic.

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

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

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

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

### Switch ON

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

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

Multiple IPS Lines

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

Special Items with Limited Number of Uses

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

Destroyed Floor Element

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

Timer

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

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

Electricity

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

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

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

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

Scientific value, which is only +1 yellow die. Since 1 CP needs to be spent to use the Serum, only 3 CP remain to boost the chances. Each extra CP provides an extra yellow die. So Jeff Deeler rolls 4 yellow dice and needs to score 4 test points or more in order to trigger the effect which would be to create a new zombie on the cadaver square.

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

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

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

To use the Zombie Serum, he needs to spend 1 CP on an Interact order and be immediately facing a cadaver. The Salemite player attaches an Order tile with a 4 CP maximum Interact section. He decides to spend 4 CP on this order. The Zombie Serum’s IPS chances requires the use of Jeff Deeler’s

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

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

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

During a Final phase, if the electrical power is down in this room, no time counter will be removed, thus delaying the launch but not stopping it.
When it comes to improving troop morale, nothing quite beats the exhilaration and adrenaline that comes from the successful completion of a great mission. And when their morale is high, soldiers are capable of pushing beyond their normal abilities performing extraordinary feats.

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

### Starting MP

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

### Earning MP

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

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

### Spending MP

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

### Executing a Search Order

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

- **Gain 1 Mission Point (MP)**
- **Secretly look at and sort the top 3 cards of the Search deck:**
  
  Take the top three cards of the Search deck in hand. Place the Search deck back on the table, all players can see the 4th card of the Search deck, which is temporarily at the top. Then the searching player can look at both sides of the cards he took (meaning 6 pieces of Equipment) and sort them anyway he likes. He decides on the order of the cards and their sides. It is strongly suggested that this be done secretly under the table. Once he is done, he places the three cards back on top of the Search deck (Note: For 2 Spy Points, you can look at and sort the top 6 cards of the search deck, and so on).

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

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

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

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

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

### Scenario Setup

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

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

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

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

- **Pass an undesirable card**: use 1 SP to pass the topmost card to the bottom of the Search deck, being careful to keep the same side facing up. This can be done as many times as there are still SP remaining.

- **Use a special icon**: at any time during the Search, use one of the special icons rolled (Flip, Shuffle, Spy Point; see below for details). These icons are optional. It is not mandatory to use all of them, or even any of them.

- **Take the desired card**: If the topmost card shows at least one “Room Type where found” icon matching a Room Type icon printed on the floor tile the Character is currently searching in, the Character can take the card, as long as the remaining unused SP are at least equal to the Find Factor printed on the card (See Picture #31 for an example).

Once an Equipment card is taken, the Search order is over and all remaining SP or unused special icons are lost.

Players can take Equipment cards of any color, regardless of the side they are playing. For example, the NORAD player can take a card showing a Salemite side or the Salemite player can take a card showing the NORAD side. The Equipment cards’ background color is only relevant during the setup of S.A.G.S. (see S.A.G.S. section).

Once the Character gets the Equipment, he must check his Weight Limit and discard sufficient Equipment cards as necessary to respect the Weight Limit rule. All discarded cards go to the bottom of the Search deck with the discarded Equipment facing up.

Flip the Search Deck

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

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

Spy Point

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

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

Dropped Equipment

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

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

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

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

- **No Interact Order tile:** A Character does not need an Interact Order tile to use his Special Ability because he does not need to Interact with Equipment to trigger it. If any CP need to be spent, they are placed directly on the Character’s card and not on an Order tile. These CP count towards the Maximum CP per turn to which this Character is entitled.

- **Unlimited uses:** A Character can use his special ability multiple times during the same turn and even during the same Activation round, as long as he can apply the IPS conditions each time. If the Special Ability involves a test, the test must be performed each time the special ability is used in order to trigger the effect.

- **No chance boosting:** Since a Character’s Special Ability does not require any Order tile, it is not possible to gain additional dice for the test by spending additional CP, as would be possible on an Order tile.

- **An Interrupting Character** can use his Special Ability. Each time a Special Ability is used, it counts as one of the two orders he can execute during the Interruption. So an Interrupting Character can use his Special Ability once or twice per Interruption. If he uses it twice, he cannot use his Special Ability on his opponent(s) during the same turn.

- **Multiple IPS lines:** If a Character card has more than one IPS line, the controlling player chooses which one to use.

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

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

To play Scenario #7, read:

- **LARGE MINIATURES (MAMMOTH MK II)**

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

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

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

**Initiative Phase: Switching Radio Channels**

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

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

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

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

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

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

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

**Radio Scrambling ON**

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

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

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

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

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

**Initiative Phase: Radio Scrambling Setup**

During the Initiative phase, each player who has switched ON a Radio Scrambler MUST dispatch his 6 Radio-Scrambling markers. He secretly looks at these 6 markers and attaches one marker, face down (meaning side with NORAD or Salemite symbol visible), to Characters controlled by opponent(s) as he wishes.
The CP Bonus. applicable when and if the +2 earns he was not supposed to, the player controlling this Character MUST reveal the Radio Scrambling marker. The Scrambling player should pay attention that the Scrambled player does not forget this step, but it is the Scrambled player’s responsibility to do it.

Three possibilities can occur:

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

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

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

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

Switch OFF a Radio Scrambler

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

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

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

Reactivating the Radio Scrambler

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

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

Electrical Power Down

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

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

Portable Radio Scrambler Dropped

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

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

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

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

Jeff Deeler reveals his marker as soon as he spends his 3rd CP and we see that he is spied on. The NORAD Player earns 1 Spy Point that he uses immediately. Meanwhile, Jeff Deeler can keep on spending CP up to its maximum 5 CP allowed. He spent 3 CP. Pr John Kendall Jr. has spent 2 CP to create a zombie, and 1 CP to move. He can do so since his Radio channel is clear. The marker that was set aside will never be revealed.
Large Miniatures cover four map squares. *Earth Reborn* the Basic Set contains the first Large Miniature: the powerful Mammoth MK II, with more to come in future expansions.

**Moving a Large Miniature**

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

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

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

*Moving Sideways*: Large Miniatures cannot move sideways.

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

**Large Miniature Blocking Doors**

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

**Explosion on Big Miniatures**

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

**Large Miniature and Floor Elements’ Special Abilities**

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

**LoS to a Large Miniature**

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

**LoS from a Large Miniature**

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

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

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

**Moving Sideways**: Large Miniatures cannot move sideways.

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

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

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

Case Study: Mammoth MK II

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

Destroying Walls and Doors

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

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

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

Roll 3 yellow dice. If the result is 4 test points or more, remove any targeted doors and/or place long or short Broken Wall markers on any targeted walls as appropriate.

Note: The Defensive values of the targets are ignored.

Running Out of Ammo

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

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

To play Scenario #8, read:
- Capture
- Torture
Once a Character is Wounded, it is subject to being Captured by adjacent enemy Characters.

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

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

Prisoner Limitations
- A Prisoner cannot execute orders, and does not provide Bonus CP during the Initiative phase.
- Order tiles cannot be assigned to a Prisoner.
- A Prisoner cannot use his Character’s Special Ability.
- A Prisoner cannot keep any Equipment.
- A Prisoner is treated exactly the same way as an Equipment card. It can be transferred between friendly Characters as long as the Weight Limit is respected by the new Captor.
- A Captor can voluntarily free a Prisoner. He can do so for zero Movement points when executing a Move order. The freed Prisoner is placed on any valid square adjacent to the Captor.

✓ A Prisoner can be Tortured (see Torture section).
✗ A Captor cannot carry more than one Prisoner.

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

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

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

Capturing a Large Miniature
A Large Miniature can be Captured using the same method as above. If a Large Miniature is successfully Captured:
- The Large Miniature stays on the map.
- Place a Prisoner marker on the Large Miniature’s Character card.
- The Captor takes the Large Miniature’s Character card in front of him.
- Place the Captor’s miniature on the Large Miniature’s Character card to symbolize that the Captor is piloting it.

Large Miniature Prisoners
- The Captor must stay inside the Large Miniature if he wants to keep it as a Prisoner.
- The Captor can move (control) the Large Miniature using the Large Miniature’s Movement value.
- The Captor takes on the Armor value, Close Combat chart and Weight allowance of the Large Miniature.
- The Captor keeps his own Life Points, CP Bonus, and Maximum CP per turn.

✓ For all other Character statistics, the Captor decides whether to use his own or the Large Miniature’s when needed.
✗ If the Large Miniature has built-in weapons (specified in the Character card), the Captor can use them.
✓ The Captor can trigger the Large Miniature’s Special Ability as well as his own.
✗ Other miniatures controlled by the Captor’s controlling player can move through the Large Miniature as long as it remains his Prisoner.
✓ Miniatures controlled by the player who originally controlled the Large Miniature cannot move through the Large Miniature as long as it remains a Prisoner.
✗ If the Captor inside the Large Miniature is Captured or killed, the Large Miniature is automatically freed. If there is no Captor inside the Large Miniature at the end of any Activation round, it is automatically freed.

There can only be one Captor inside the Large Miniature but a transfer of Captor can occur. This can only be done using a Combined Move order with two Characters (see Combination section). One Character moves out of the Large Miniature and another one enters it during the same Activation round.

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

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

The color of the order sections executed by all other Characters are called Combined Characters. They can join in by using Gold order sections of the same order type so that they can collectively perform a more powerful Combined Order in a single Activation round. The Characters executing the Combined Order are called Combined Characters.

**Setting Up a Combined Order**
- All Combined Characters must be controlled by the Active player.
- All Combined Characters must execute the same order type (Move, Close Combat, Shoot, Interact, Search, Torture).
- Only one Character is considered the activated Character. He is the Character that has been activated by the Active player this Activation round.
- The color of the order section executed by the activated Character can be of any color: Black, Red or Gold.
- The color of the order sections executed by all other Combined Characters MUST be Gold.
- Since only the activated Character can receive an Order tile, the other Combined Characters must use previously assigned Order tiles to participate in the Combined Order.

The Active player must spend at least 1 CP on each order section of each Combined Character (including the activated Character). He can spend more than 1 CP on some Characters if the corresponding order sections assigned to these Characters allow for more than 1 CP.

None of the Combined Characters can exceed his Maximum CP per turn.

Except in the case of a Combined Move, all dice granted by all Combined Characters executing a Combined Order are rolled all at once, adding all automatic bonuses if any. It is the main purpose of Combined Orders.

The Active player must spend all the CP he wishes to spend on all Combined Characters before starting the actual execution of the Combined Order.

The Active player can execute more than one Combined Order in the same Activation round but each Combined Order must be resolved independently.

A Combined Order cannot be executed during an Interruption.

Characters cannot combine together to trigger a Character’s Special Ability.

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

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

This provides Jessica Hollister 3 Torture dice.

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

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

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

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

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

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

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

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

Combined Close Combat Example

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

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

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

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

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

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

Combined Shoot

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

Combined Shoot Example

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

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

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

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

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

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

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

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

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

**Combined Interact with Equipment Card**

- One of the Combined Characters must be carrying the Equipment to Interact with. He is called the carrier.
- All other **Combined Characters** must be adjacent to the carrier.
- If the IPS Condition asks to spend 2 CP or more (Secret Files for example), only the carrier needs to spend this amount of CP. All other **Combined Characters** need only spend 1 CP; each additional CP spent above that provides one extra die.
- If the IPS condition asks to spend only Salemite CP, only Salemite Characters can be **Combined** to Interact with this Equipment. Same thing for NORAD CP.
- If the IPS condition asks for a cadaver, the carrier must be immediately facing the cadaver (Zombie Serum for example).
- If the Equipment’s effect is to be applied to a Character (Morphine, Medical Kit for example), any **Combined Character** can benefit from its effect. The Active player must choose which Character receives the effect. Only one Character can benefit from the effect. Regardless of who receives the benefit, the Equipment card remains with its carrier.
- If the Equipment card is supposed to leave a marker on the map, the marker is placed under the carrier (Mines or Deadly Virus for example).
- If the Equipment card triggers an effect in a floor tile, the affected floor tile is the one where the carrier is standing (Wiring Plans or Magnetic Disrupter for example).

**Combined Interact with Floor Element**

- If a Floor Element shows only one facing icon, Combining Characters to Interact with this Floor Element is not possible (Satellite Com Room, Generator, Cryogenic Chamber for example). The Zombie Lab and the Morgue provide more than one facing icon, but each facing icon is dedicated to a different Floor Element, so then again Combined Interaction is not possible.
- If a Floor Element shows more than one facing icon, each combined Character must be standing on a facing icon, correctly facing the Floor Element (Missile Room, Infirmary or Video Surveillance Room, for example).

**Combined Torture**

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

**Combined Search**

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

**Combined Interact with Equipment Card**

- One of the Combined Characters must be carrying the Equipment to Interact with. He is called the carrier.
- All other **Combined Characters** must be adjacent to the carrier.
- If the IPS Condition asks to spend 2 CP or more (Secret Files for example), only the carrier needs to spend this amount of CP. All other **Combined Characters** need only spend 1 CP; each additional CP spent above that provides one extra die.
- If the IPS condition asks to spend only Salemite CP, only Salemite Characters can be **Combined** to Interact with this Equipment. Same thing for NORAD CP.
- If the IPS condition asks for a cadaver, the carrier must be immediately facing the cadaver (Zombie Serum for example).
- If the Equipment’s effect is to be applied to a Character (Morphine, Medical Kit for example), any **Combined Character** can benefit from its effect. The Active player must choose which Character receives the effect. Only one Character can benefit from the effect. Regardless of who receives the benefit, the Equipment card remains with its carrier.
- If the Equipment card is supposed to leave a marker on the map, the marker is placed under the carrier (Mines or Deadly Virus for example).
- If the Equipment card triggers an effect in a floor tile, the affected floor tile is the one where the carrier is standing (Wiring Plans or Magnetic Disrupter for example).

**Combined Interact with Floor Element**

- If a Floor Element shows only one facing icon, Combining Characters to Interact with this Floor Element is not possible (Satellite Com Room, Generator, Cryogenic Chamber for example). The Zombie Lab and the Morgue provide more than one facing icon, but each facing icon is dedicated to a different Floor Element, so then again Combined Interaction is not possible.
- If a Floor Element shows more than one facing icon, each combined Character must be standing on a facing icon, correctly facing the Floor Element (Missile Room, Infirmary or Video Surveillance Room, for example).

**Combined Torture**

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

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

### LoS and Stairs

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

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

### Close Combat in Stairs

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

### Shooting through Stairs

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

### Explosion through Stairs

If a stair tile is in an Explosive Weapon's red damage zone (Mines, Time Bomb, Plastic Explosive, Grenades, or Bazooka for example), the area of effect is applied as normal, and then the effect extends to the corresponding stair tile on the connecting level, and only to that square. There is no new area of effect to apply on the connecting level.
The S.A.G.S. is a game mode which allows players to generate different scenarios automatically by following specific rules. Therefore, this chapter serves both as a rule section and a scenario description. To play Earth Reborn using the S.A.G.S., proceed with each step in the following order:

**Step 1 – Building the Map**

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

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

The Salemite player takes the 12 doors with a Salemite MP cost icon on their back, while the NORAD player takes the 12 doors with a NORAD MP cost icon.

Starting with the first player, each player takes a group of floor tiles from the Construction Zone and chooses a tile from his group. If a player does not like anything in his group, simply return it to the Construction Zone and select another.

Players continue choosing and placing tiles in the same way. They take turns placing the tiles. However, they do not wait on each other for the choosing process. They are free to take and return groups available in the Construction Zone as they wish until they have found the next tile they want to put down.

To earn or lose MP on the score track as follow:

- Floor tiles with an MP icon cause one or the other player to earn or lose MP on the score track as follow:
  - Salemite player earns 1 MP
  - NORAD player earns 1 MP
  - Constructor decides who earns 1 MP
  - Constructor decides who loses 1 MP

**Tactical Advice**

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

- The Constructor chooses a door from his door reserves.
- Pay the MP cost indicated on the back of the door, if any.
- Place the door according to the following constraints:
  - Doors are placed at the junction between two floor tiles, not inside a floor tile.
  - A door can cover any empty line between two squares or a single wall (see Picture #6).
  - Both ends of a door must be in contact with walls *(Note: this is a construction rule, not a gameplay rule. If a connected wall is destroyed during gameplay, the door stays)*.
  - A door cannot cover a double wall (see Picture #6).
  - A door cannot be placed so that it leads to an impassable adjacent square (yellow dotted line).
  - A door cannot be placed so as to separate two outdoor squares (see Picture #49).
- Doors cannot cover walls with this texture (Secret Safe Room walls).

**Step 2 – Assembling a Team**

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

Players secretly choose the Characters they want to control during this scenario.

Players simultaneously reveal the Characters they selected and remove the other cards from the game.

Each player pays the MP costs indicated on the Character cards they control, lowering his MP marker on the score track by the corresponding amount.

**Step 3 – Selecting Equipment**

- The Salemite player shuffles the deck of Equipment cards under the table, randomly flipping the cards over at will as he shuffles them. He puts the deck back on the table. The NORAD player has the option to flip the deck over once.
- The Salemite player takes the Equipment deck in hand, without flipping it, and divides the cards in two sets: the Salemite deck (cards with a green background) and the NORAD deck (cards with a yellow background). It is possible for the two decks to be disproportionate in size, but that is not important at this stage.

Each player takes his deck and secretly chooses one Equipment card from it which he places behind his screen. Players can check out the back side of their cards, but the Equipment chosen must be of the side with their color. Important: The Equipment card’s MP cost, if any, will be paid when revealed in Step 6 – Assigning Equipment.

Players now switch decks with their opponent, flip over their new deck so their faction color is facing up, and choose another Equipment card from their new deck. Repeat this process until each player has as many Equipment cards as Character cards or has passed.

**Pass**: Instead of choosing an Equipment card from his deck, a player can pass. However, once a player has passed, he must pass again every time the decks are switched. *(Note: the deck switching process still goes on as before; the other player is not given the entire deck of cards at once to choose from, just because one player has passed.)*
**Step 4 – Deployment**

Each player takes the Character markers matching the Characters he controls plus 2 Decoy markers and places them face-up (Character name showing) behind his screen.

The Salemite player goes first, selects one marker, and places it face-down on any valid indoor square of the map.

The NORAD player goes second, selects one marker, and places it on any outdoor square or Driller.

Players take turns deploying their Character markers and Decoys until all markers are on the map. Limit one marker per square or Driller.

Players now reveal their markers. The Salemite player reveals his markers first, followed by the NORAD player. Decoys are removed from the game and Character markers are replaced with their corresponding miniature, choosing their facing. Large Miniatures are allowed to stand partially outside the map as long as they cover a minimum of two squares inside the map.

The NORAD player also turns over his Drillers face up, chooses their orientation, and pays any required MP cost (Note: Construction Rules regarding access, door placement, etc. no longer apply at this point). If a Character marker was on a Driller, choose which square the corresponding miniature goes on and its facing.

**Step 5 – Receiving Missions**

The Salemite player randomly draws 4 Salemite Mission cards (green back) that he must keep very secret!

The NORAD player randomly draws 4 NORAD Mission cards (red back) that he must keep very secret!

If a player has a Mission card that cannot be completed because the specific Character or floor tile designated by the mission is not in play, show the card to the opponent, discard it, and draw another one to replace it. Repeat until each player has four achievable Mission cards in hand.

Remove all remaining Mission cards from the game, without looking at them.

During play, if the same condition triggers the effect of two different Mission cards in the hand of the same player, he must choose which effect to apply. He cannot benefit from both cards. In particular, he cannot score MP twice (e.g., the NORAD player has the ‘Kill Jeff Deeler’ and ‘Eradicate’ mission: if Jeff Deeler dies, both cards could apply, but he must choose one: probably ‘Kill Jeff Deeler’ which scores him +10 MP).

**Step 6 – Assigning Equipment**

Players reveal the Equipment cards they selected in Step 3, paying the MP cost indicated on each card, if any. If a player does not have sufficient MP left to pay for his Equipment, he must discard all his Equipment cards and move his MP marker to 0 MP on the score track, as punishment for his incompetence.

Players assign their Equipment cards to the Characters they control, with a maximum of one per Character.

The Equipment card’s faction must match the Character’s faction (green background Equipment cards attached to Salemite Characters, yellow background Equipment cards attached to NORAD Characters). Franck Einstein and Cherokee Bill are still considered Salemite during this step.

In addition, the Salemite player receives two Magnetic card markers that he places on two different Character cards.

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**Sample Mission Card IPS Lines**

- If the Deadly Virus Equipment card’s effect is triggered in the Chemistry Lab, the Salemite player earns +15 MP.
  - Each Spy Point obtained while Torturing James Woo grants +6 MP to the Salemite player.
  - If a NORAD Character exits the map with the Zombie Serum, the NORAD player earns +12 MP.
  - At each Final phase, if the Communication Room is occupied by NORAD Characters and no Salemite Character is present, the NORAD player earns +3 MP.

**Examples of Icon Combinations**

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

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**End of Game**

**Any Salemite Character**

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

**Any NORAD Character**

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

The Salemite player receives the Initiative each turn.

SAGS scenarios happen on Salemite Ground.

Prepare the Search deck with all unassigned Equipment cards, as described in the Search Rule section.

Each player’s base CP allowance is 15 CP (remember to add Bonus CP from all Characters in the player’s control).

The game last 6 turns.

SAGS scenarios use all modular rules except for Multiple-Levels.

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

**Victory Conditions**

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

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

“Kill Traitor” Mission Card (Addendum)

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

**Step 1 – Building the Map**

Build the board frame and create the Construction Zone as in the SAGS - 2 Players.

Place all door markers in the empty cloth bag. Each player draws doors from the bag as indicated below, ignoring the MP cost icons (they are not used), and places them in front of him, face-up, to constitute his door reserve:

- 3-player: 2 large doors and 5 small doors
- 4-player: 2 large doors and 4 small doors

Remove the remaining doors from the game.

Place all order Tiles in the bag.

Remove the Driller which is surrounded by solid walls on all sides from the game. Each player secretly draws one Driller from the remaining Driller tiles, looks at it, and places it face-down in front of him. Remove from the game any remaining Driller tile.

Each player chooses an MP marker color and places the corresponding MP marker on the MP score track as follows:

- 3-player: 25 MP
- 4-player: 20 MP

Randomly determine who goes first in the construction step.

Starting with the first player and continuing clockwise, build the map as explained in the SAGS - 2 Player. The MP cost is ignored for doors (although players who are unable to place a mandatory door must still pay -2 MP). Each player has one Driller that he can place during the construction phase if he wants to.

Floor tiles with an MP icon cause players to earn or lose MP on the score track as follow:

- The Constructor earns +1 MP on the score track.
- All players except the Constructor lose –1 MP on the score track.

**Step 2 – Assembling a Team**

Remove the Character cards for Cherokee Bill, Zombie 1, and Zombie 2 from the deck of Character cards. Display the remaining 9 Character cards by the board for all to see. They are ready to be enrolled!

Randomly determine who goes first in choosing a Character.

The first player chooses any Character card yet to be enrolled and immediately pays its MP cost (regardless of faction). Players are not limited to one faction: they can control Characters from different factions.

Continue in clockwise order until each player has reached the maximum number of Characters allowed, as indicated below, or nobody wants to enroll any more Characters. Remove any Character cards not enrolled from the game.

- 3-player: maximum 3 Characters per player
- 4-player: maximum 2 Characters per player

**Step 3 – Selecting Equipment**

Remove the Radio Scrambler Equipment card from the game.

The last player to enroll shuffles the remaining Equipment cards under the table. He puts the deck back on the table and asks a player to cut the deck. Then he distributes the cards as follow:

- 3-player: 10 Equipment cards per player
- 4-player: 7 Equipment cards per player (the remaining cards are set aside for now)

Each player secretly chooses an Equipment card from his deck, and places it behind his screen:

- The player can choose from either side of each Equipment card.
- Only one Equipment card per Character.
- The MP cost icon’s faction must match the Character’s faction, so you can only assign Salemite Equipment (green background) to a Salemite Character; same for NORAD.

Each player passes the remaining cards from his deck to the player to his left. Each player can now select a 2nd Equipment card from the new deck he received.

If any players control 3 Characters, proceed with a third deck rotation so they can select a 3rd Equipment card.
**Step 4 – Deployment**

Each player takes the Character markers matching the Characters he controls plus 1 Decoy marker (faction of his choice) and places them face-up (Character name showing) behind his screen.

Randomly determine who goes first in the Deployment step.

Starting with the first player and continuing clockwise, each player chooses a Character marker from behind his screen and places it face-down on the map. Repeat until all markers are placed.

- Salemite Character markers must be deployed on indoor squares.
- NORAD Character markers must be deployed on outdoor squares or Drillers. **Note:** it is legal to place a marker on a Driller that was placed by an opponent.
- Limit one marker per square or Driller.
- There must be a minimum distance of 4 squares between two markers controlled by different players. The distance is measured as for targeting (no diagonals), and passes through doors but not walls.

The first player reveals his markers and any Driller where he has a marker, followed by the other players in clockwise order. Decoys are removed from the game and Character markers are replaced with their corresponding miniatures, choosing their facing. Drillers without a marker on them are revealed by the first player.

Choose the orientation of the Driller (Note: construction rules regarding access, door placement, etc. no longer apply at this point). Ignore its MP cost: Drillers are free when playing with 3 or 4 players. If a Character marker was on a Driller, choose which square the corresponding miniature goes onto and its facing.

**Step 5 – Receiving Missions**

Each player draws one green-back Mission card for each Salemite Character he controls, and one red-back Mission card for each NORAD Character he controls. These cards are kept secret.

4-players: each player gets a bonus Mission card, of a faction color of his own choosing as long as it is already represented by one of the Characters in his control.

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

- Mission must be completed by a NORAD Character
- Mission must be completed by a Salemite Character
- Mission can be completed by either a NORAD or Salemite Character
- Discard this Mission card and draw another

If a player has an Mission card that cannot be completed in a SAGS 3/4-player game because the specific Character or floor tile designated by the Mission is not in play, or because the Mission specifies that he must kill a Character he controls, show the card to the opponents, discard it, and draw another one to replace it. Repeat until each player has achievable Mission cards in hand.

Remove all remaining Mission cards from the game without looking at them.

During play, if the same condition triggers the effect of two different Mission cards in the hand of the same player, he must choose which effect to apply. He cannot benefit from both cards.

**Step 6 – Assigning Equipment**

Salemite Equipment cards are assigned to Salemite Characters. NORAD Equipment cards are assigned to NORAD Characters. Pay each Equipment card’s MP cost as described in the SAGS - 2 Players section.

Each player controlling at least one Salemite Character receives one Magnetic card marker (limit of one Magnetic card per player) and assigns it to the Character of his choice regardless of faction.

**Start the Game**

Each player adds up the MP cost of the Salemite Character cards he controls. The player with the highest total MP cost in Salemite Character cards is called the Salemite Mercenary. The Salemite Mercenary receives the Initiative each turn. (Note: The other players can always ask for a Duel during the Initiative phase, see Special Rules for 3 or 4 Player rules).

The Salemite Mercenary collects the unassigned Equipment cards (except the Radio Scrambler) and prepares the Search deck as described in the Search Rule section. Now, and every time the deck is shuffled, the player to the right of the shuffling player can decide to cut the deck if he wants to.

SAGS scenarios happen on Salemite Ground

Each player’s base CP allowance is:

- 3-player: 15 CP
- 4-player: 10 CP

The game lasts 5 turns and uses all modular rules except Multiple Levels.

Just as in SAGS – 2 Players, a Spy Point can be used to secretly view a Mission card from one of the opponents, selected at random. The opponent does not know which card was viewed. Use 2 Spy Points to view 2 different Mission cards from the same opponent, and so on. **Note:** This information is invaluable, do not share it with other players unless maybe during tough negotiations.

**Victory Conditions**

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

**Special Rules for 3 or 4 Players**

**Turn Sequence**

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

**Passing through Enemy Miniatures**

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

- Player B may ask for Interrupt. If he does, Player A’s request to pass through is automatically denied. Proceed with the Duel for Interrupt as normal.
- If Player B does not ask for Interrupt, Player A can ask to pass through:
  - If Player B accepts, Player A can pass through Player B’s miniature.
  - If Player B refuses, Player A cannot pass through Player B’s miniature but can otherwise resume his actions normally.

**Note:** Once Player A’s miniature is on the other side of Player B’s miniature, Player B can no longer ask for Interrupt, since Interrupting is only possible the first time an enemy miniature becomes adjacent. However, Player A’s miniature could still be interrupted by another of Player B’s miniatures.
When enemy miniatures are momentarily on the same square, they can exchange Equipment cards and markers if both controllers agree. Make sure to respect the Weight limit!

Completing Missions

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

Resolving Simultaneous Actions

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

Duel for Initiative

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

Duel for Interrupt

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

Characters’ Special Abilities

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

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

Nick Bolter

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

Franck Einstein

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

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

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

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

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

Cherokee Bill

Cherokee Bill carries a Flamer (see Equipment glossary).

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

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

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

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

Of course, this spying traitor ability can only be used once per turn by the NORAD player, since it involves engaging Cherokee’s card.
Professor Kendall must be immediately facing a cadaver, i.e. being adjacent to and facing a cadaver, to be able to turn it into a zombie. A cadaver is represented by a skull icon directly printed on a floor tile (such as the Morgue, Cemetery, Zombie Lab, or Cryogenic Room) or by a Character marker placed on the board to represent a Dead Character. Professor Kendall spends 2 CP, and if he successfully performs the scientific test indicated on his card, the cadaver is re-animated as a zombie. In case of a Floor Element, place an Empty Grave marker on the appropriate square and place an available zombie miniature on top. The Empty Grave marker indicates that the square on which it is placed no longer contains a cadaver that can be reanimated as a zombie.

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

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

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

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

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

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

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

Zombies

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

Armory

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

Cemetery

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

Chemistry Lab

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

Command Post

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

Communication Room

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

Cryogenic Chamber

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

Armory

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

Cemetery

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

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

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

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Cryogenic Chamber

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

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

Driller

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

Generator

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

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

Infirmary

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

Missile Room

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

Morgue

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

Officers’ Quarters

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

Patient Room

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

Robot Assembly Workshop

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

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

Satellite Com Room

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

Secret Safe Room

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

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

Stairs Up / Down

(see Multiple Levels section)

Torture Chamber

Salemite Characters standing in the Torture Chamber receive a +2 Black dice bonus when Torturing a Captured Character. This bonus is cumulative per Character standing and Torturing in the Torture Chamber (see Torture section).

Video Surveillance Room

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

Zombie Lab

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

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

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

Ammunition

A Character carrying Ammunition cannot run out of ammo.

Bazooka

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

Chainsaw

Spend 1 CP and perform a successful technical test to destroy any type of door, no matter its Defensive value. The carrier must be adjacent to the door and the door must be in its dark-blue or light-blue arc. The Chainsaw can also be used as a Close Combat Weapon as indicated by the Close Combat chart represented on the Equipment card.

Deadly Virus

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

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

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

Flamer

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

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

Gas Mask

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

Infrared Goggles

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

Jet Pack

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

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

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

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

Kevlar Armor

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

Laptop Computer

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

Magnetic Card

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

Magnetic Disruptor

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

Medical Kit

Spend 1 CP and perform a successful scientific test to gain 2 Life Points. The carrier can heal himself or any Character he is immedi-
atel facing, meaning adjacent and which he is facing. If the healing brings back the Character from its Wounded side to its Healthy side, his new characteristics are immediately applicable.

### Mines

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

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

### Morphine

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

### Motion Detector

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

### Plastic Explosive

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

### Power Fist

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

### Radio Scrambler

(see Radio Scrambling section)

### Secret Files

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

### Smoke Grenades

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

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

### Targeting Lens

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

### Taser

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

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

### Technical Toolbox

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

### Time Bomb

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

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

### Torture Kit

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

### Toxic Gas Capsule

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

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

### U.S. Constitution

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

### Wiring Plans

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

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

### Zombie Control Device

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

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

### Zombie Serum

Only the Salemite Player can use the Zombie Serum. The carrier must be immediately facing a cadaver, i.e. being adjacent to a cadaver and facing it. A cadaver is represented by a skull icon directly facing the cadaver.

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

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

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


**Credits**

Game Design and Rules: Chris Boelinger

Artwork: Thierry Masson, Paul Mafayon, David Goujard, Jean-Charles Mourey, Clovis Gay

Background Stories: Chris Boelinger & Jean-Charles Mourey

Translations: Jean-Charles Mourey, Chris Boelinger, Fabrice Wiels

Rules & Story Editing: Jean-Charles Mourey, Chris Boelinger, Zev Shlasinger, Cecilia Mourey, Fabrice Wiels, Jérôme Cataneo

Graphic Layout & Programming: Jean-Charles Mourey

Miniature sculptors: Zobobiz International Ltd.

Examples of Painted Miniatures: Antoine & Catherine Racano

Playtesters: Monica Barradas, Jérôme Cataneo, Guillaume Angoustures, Fabrice Wiels, Zev Shlasinger, Raphael Puch, Jean-Charles Mourey, Guillaume Guaron, Sophie Juge, Steven Humm, Alexandre Del Ben, Eric Vandebo, François Hubin, Thomas Auda, Alexandre Figuière, Olivier Grassini, Illia Racunica, Stephane Lameul... I am deeply sorry if I left any playtester out of this list and truly deserve that you send me an atomic bomb if I did...

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

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

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Manufactured in China by:

zibobiz@gmail.com

Visit the Earth Reborn website: earthreborn.ludically.com for more scenarios, news, etc.

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