


Rogue Angels - Rules Summary (v1)

Setup:

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

Concepts







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

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

Game Play:

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

1. Player performs their turn doing 2 of these actions:

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

2. Mission Check

- Check if mission goal was reached (**Success**)
- Might trigger a condition or mission update - then continue on to step 3 as usual
- Check if mission failure criteria was met (**Failure**)

3. Enemies take their turn after each player's turn

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

Action card types (icon in top right):

• = Move

- Movement canNOT move through objects or characters
- Walls/red lines block movement. Doors must be open.
- Move 1 free square (with dot in middle) per movement point diagonal or orthogonal (all 8 directions)

• = Interact

- A character may interact with other characters, enemies, structures and devices within their Line of Sight and range
 - **Interact with Objects:** requires 3 matching color tokens
 - 3 token colors (**red**, **blue**, **purple**) plus wild (**white**)
 - Dice (+1 or +2) can increase number of tokens to draw
 - Draw tokens from bag one at a time (stop at any time)
 - **Fail:** If you draw 2 white during one Action. Must return tokens drawn during that turn's action to bag.
 - **Stop:** You may decide to stop after drawing 1 wild white to not risk drawing a 2nd white. Place matching color tokens next to object (another turn or player may try to add more later). Unused tokens go back into the bag.
 - **Success:** Stop when there are 3 same color or wild (matching tokens are not returned to bag). Unused tokens go back into bag. Remove object from map.

• = Effect (ongoing)

- Effects are ongoing bonuses or abilities while they remain on your cooldown track
 - Boost and dice results (if applicable) can only be used when the card is played (not while it is in cooldown)
 - Recommend placing it in the highest cooldown slot