

Rogue Angels - Len's Rules Summary (v3)

Setup for a new campaign (solo must play 2 Heroes):

1. Players gets 3 random Hero dossier envelopes. They keep 1.
2. Choose to use Hero miniature or standee.
3. Starting 7 Hero gray back Action cards in hand (gold backed cards go back in dossier until later when they get unlocked).
4. 1 double sided Hero character sheet (introduction side up).
 - o Place activation token on top right corner
 - o Place yellow focus marker on the max focus spot
 - o Place blue shield marker on the max shield spot
5. 1 legacy folder (12 page background about your Hero).
 - o Back of it is where you track relationships with characters.
6. 1 sticker sheet to use during game (extra copy back in box)
7. Place the large map book in the center of the table.
 - o The campaign book specifies the map to use (ie, 001).
8. Place nearby:
 - o Turn token (will go on the turn track of the map).
 - o Dice (each player may need them on their turn).
 - o Interaction bag (filled with all 28 interaction tokens).
 - o Deck of Enemy Behavior Cards (alpha order is handy).
 - o Shuffled deck of face down Damage cards.
 - o Ship Box (play area needed by some missions).
 - o Player aid card to each player (rulebook nearby)
9. Open Campaign Book Chapter 1 to start your adventure.
 - o The beginning of a mission starts with the Mission Title.
 - Each main mission will have updates as you play.
 - o Mission parameters give goals and failure criteria.
10. Mission Brief (in campaign book) specifies what map to use and what components to place on the map.
 - o The area labeled "Team" is where you place your heroes.
 - o Place enemy characters as noted by the map description. They are numbered. Do not place an enemy if the number is higher than the number of players (TS=Team Size).
 - o You may also need to place other objects such as doors, consoles, crates, etc as indicated on the map description.
 - o Place turn token on the turn track as specified by Mission Parameters (sometimes trigger tokens may be used too).
11. **Later missions:** distribute companions (required) and shared action cards (optional) among the players. Hand limit is 9.
 - o Players may change their personal action cards for shared action cards (but not their basic action cards).
12. Use the character sheet personality quadrant side after C1.
 - o Next missions: place 1 personality tokens for each personality mark in each quadrant

Concepts

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

● Campaign Book will include:

- o Cutscenes where non player characters talk to you.
- o Action / decision points. Decisions must be made!
- o Failure Criteria: might have you repeat the mission.
- **Mission Updates** may happen during a Mission Check.
 - o Map updates only show changes to the current map.
 - o Turn token location is always updated.
 - o Enemy Behavior Cards (EBC) might change.
 - o Enemies are activated (they go first after an update).
 - o Player character boards do **not** change.
- **Mission Aftermath** happens at the end of a mission.
 - o If the mission fails, players might need to add a scar.
 - o Typically everything's reset (no upkeep between missions).

Game Play (3 point summary then details):

1. Player takes two actions
2. Check first if Mission is a Success, then if it is a Failure
3. Enemy takes their turn (they go first after a mission update)

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. A Player does 2 of these 3 actions (a,b,c):

a. Play 1 Action card (see Action card types below).

- **Play an Action card** faceup on cooldown track (except o).
 - Number (top left) specifies where to place the card.
 - o 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 to a number in brackets
 -  Either gain 1 movement OR +1 to bracket number
 - o Spend an available **focus** to **reroll** a die if you wish.

■ Perform the action

- Choose your target, bonus, dice to use (each optional).

b. **Concentrate:** Gain 2 **focus** (slide focus marker up 2 spots)

c. **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.

d. **After their 2 actions**, players end their turn with these:

- Take a **free Rest** action.
- **Flip their activation token over** to exhausted (not ready).
- **Move the turn token 1 spot** to the right on the map.

2. Mission Check

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

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

- a. Each mission dictates the enemy performance via an Enemy Behavior Card (EBC).

- b. Enemies placed on the map are numbered via their base. The number on their base is their "initiative".
- c. Enemies can be **Red** or **Yellow** and alternate which color takes their turns (never both on the same turn).
 - Flip the EBC over as the enemy starts their turn.
 - This is so you don't see it while taking your turn.
 - If there is only one color enemy, set EBC to their color.
 - At times there also might be **Orange** enemies which use the current EBC after the current color enemy (but not if the current color had two enemies - then skip Orange).
- d. 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. No further enemies!
 - After enemies complete their turn, it's the player's turn.
- e. **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.
- f. **Enemy Priorities:**
 - Moves or Range: diagonal is further than straight. If 2 players are the same distance, use moves with least diagonal and range with straightest LoS.
 - If the EBC priority has more than 1 qualified player with same priority, use "last activated player" as tie breaker.

Action card types (icon in top right):

-  = MOVE
 - Movement can NOT move through objects or enemies (but can go through fellow Heroes and allies).
 - Walls/red lines block movement. Doors must be open.
 - Move 1 free square (with dot in middle) per movement point, diagonal or orthogonal (all 8 directions).
-  = Interact
 - A character may interact with other characters, enemies, structures and devices within their Line of Sight & range.
 - **Object Interact (Hacking):** requires 3 same 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 all tokens from that object back into the bag.
 - **Stop:** You may decide to stop after drawing 1 wild white to not risk drawing a 2nd white in that action. Place matching color tokens next to the object (another turn or player may 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 can be used only when card is played.
 - Recommend placing it in the highest available cooldown slot (which may be higher than the number on the card).

Attacking an Enemy (or obstacle like a fuel barrel):

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

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

If both **Red** and **Yellow** enemy units are on the board, begin the enemy turn by flipping the EBC to determine the enemy color to activate. **Orange** enemy units only activate after the current color (and only if less than 2 enemies activated).

Enemy Attacks (as per Enemy Standards and Priorities):

- Enemies cannot fire upon fuel barrels or other objects.
- An enemy unit may only attack one hero that is within Range **and** LoS per attack (unless otherwise specified).
 - Unblockable damage requires drawing 1 damage card per damage dealt.
 - Hero shields are not reduced due to unblockable damage.
 - Normal damage can be blocked by hero shields.
 - 1 shield will reduce enemy damage by 1.
 - When your shields hit 0, draw a damage card (one at a time) for each remaining point of damage left.
 - If an Action card is in the slot where the damage card is going to go, return that Action card to your hand first.
 - If you are unable to place a damage card in the cooldown slot indicated, you place it in a higher cooldown slot.
 - If you are unable to place the damage card (the slot and higher slots already have damage cards), you discard that damage card and your hero goes unconscious.
 - Any left over damage hits from that enemy are ignored.

Enemy Moves (as per Enemy Standards and Priorities):

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

Notes:

- Decisions have consequences! During gameplay you may be instructed to:
 - Add a mark to a specific color personality quadrant
 - Add a mark to your relationship to a specific character
 - Add a mark to a progression or memory dot
 - Add a sticker to an Action card (in its color quadrant)
 - Add a sticker to your character sheet (add an ability)
 - Color in a scar for your Hero (when all are filled the Hero dies).
- The ship itself has similar grid lines and often will extend the map. Missions may require you to actually enter the ship or even move around inside the ship.