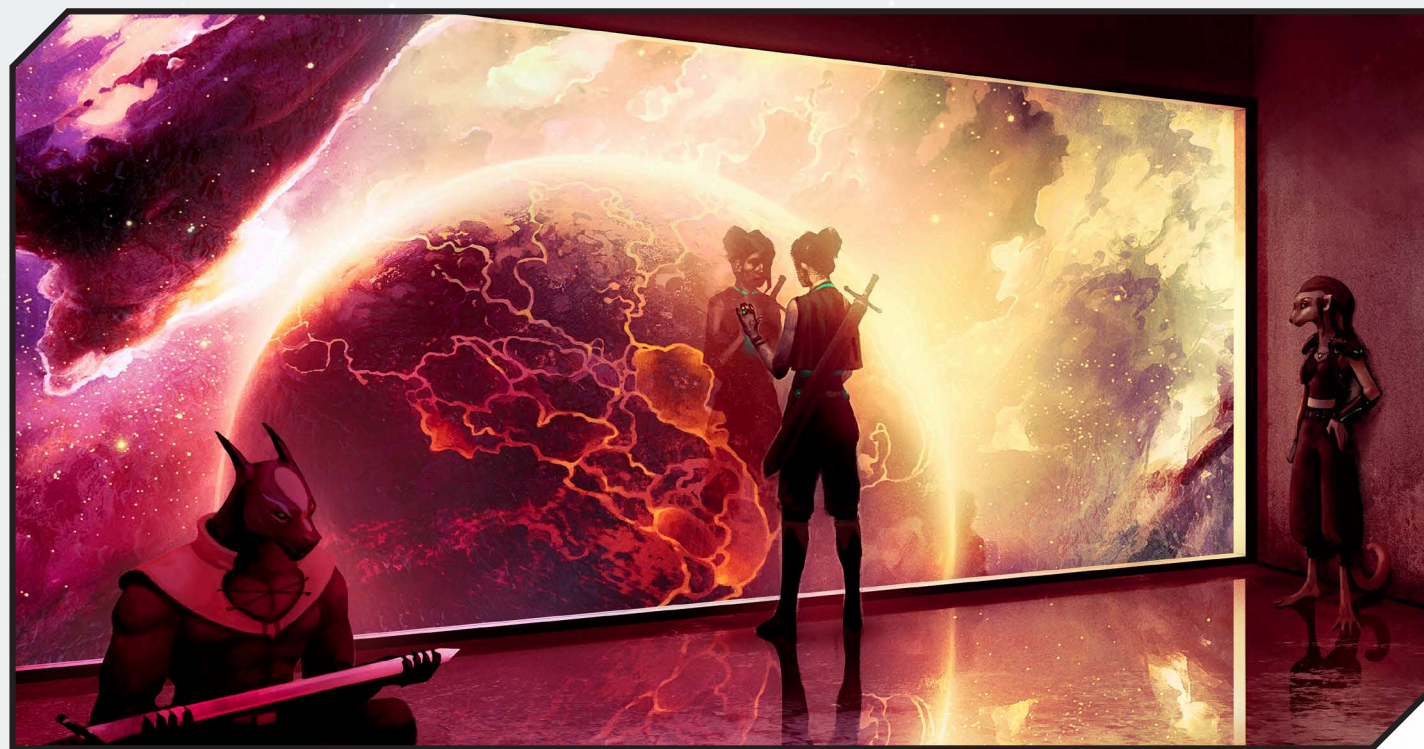




PHANTOM EPOCH

RULEBOOK

PHANTOM EPOCH



Millennia ago, a spacefaring species (now known as the Vanished) united the inhabited planets of the galaxy. The mighty Gralloks, the clever Slinks, and the adaptable Humans lived in unity, guided by this ancient nation – until it disappeared without a trace.

With the Vanished starships gone, travel between planets has become impossible, leaving many stranded lightyears from their home planets with no way to return. Rumors spread that the worlds' elite must have a way to travel or communicate between planets, but if it exists, the common people have never been given access to it.

Generations have come and gone, and the only remaining signs of the Vanished are bits and pieces of their technology, which no one has been able to successfully replicate. It did not take long after their disappearance for wars to break out over their abandoned treasures, the most abundant of which are known as nova cells: extremely small sources of incredible energy that have many applications.

Now a mysterious threat to the galaxy approaches. A small team has been selected to follow in the Vanished's footsteps to repel it.

Little is known of the Vanished. Who were they, really? What did they look like? What were their goals? Were they truly as benevolent as the legends say? And most importantly, where did they go?

– Sylvestria Skytouched (2302 AV). *The Vanished Truth*.

INTRODUCTION



PHANTOM EPOCH is a cooperative 1–4 player tactical combat role-playing board game with a persistent, choice-driven campaign that blends sci-fi and fantasy themes.

In a galaxy where the secrets of interstellar travel have been lost to time and primitive species war over ancient technology, players are thrust into missions to stop an encroaching threat. As players complete missions on numerous planets with a wide variety of biomes, they will discover the true nature of their enemy and can unearth the rich story of the world of Phantom Epoch.

A wide range of character choices allows players to create and develop their characters to match their own play style. Each mission has its own map, objectives, enemies, and challenges. Because every map has a completely unique layout, no two missions will be the same, and players will have to adjust their strategies accordingly.

Outside of missions, players will need to gather resources to repair and restore functionality to the starship that serves as their headquarters, the *Phantom Epoch*. Doing so will unlock facilities to improve their characters with upgraded equipment, attributes, and skills. As secrets from the past are revealed, players will gain combat knowledge in the form of branching advanced classes that allows players to further customize and empower their characters.

GAME STRUCTURE

Each game of Phantom Epoch is a campaign comprised of missions which range in difficulty.

Each mission has rounds (see the Rounds section for more information) which are played until the mission is complete or all characters are defeated.

A round consists of each character and adversary taking a single turn (see the (1) **CHARACTERS | TURNS**, (2) the **ADVERSARIES | REGULAR ADVERSARIES**, and (3) the **ADVERSARIES | BOSS ADVERSARIES** sections for more information).

Character and adversary turn order is determined by initiative (see the **ROUNDS | ROUND FLOW** section, Step 6 for more information).

There are also activities which take place between missions (see the **ABOARD THE PHANTOM EPOCH** section for more information).

TUTORIAL MISSION

The first mission, “Awakening”, is designed to serve as a tutorial for first time plays and is necessary to complete as it contains important story text.

If you prefer to learn the rules while playing, open both mission books to the first page, and follow the instructions found there. The tutorial references each rule in the rulebook as you encounter it.

Note that some future missions refer to the story text in the “Awakening” mission.

For future campaigns, you may skip the “Awakening” mission, but be sure to gain its rewards as if the mission had been completed before you play the next mission. If playing with players who are new to the game, consider having them read the story text in the “Awakening” mission.

KEY TERM ABBREVIATIONS

The following are considered key terms. Readers may or may not be familiar with some key term abbreviations. For those who are not familiar, they are included below. Please refer to the Glossary for the definitions of these other terms.

- **ACTION POINTS (AP)**
- **HIT POINTS (HP)**
- **MOVEMENT POINTS (MP)**
- **SKILL POINTS (SP)**

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WHAT'S IN THE BOX

BOOKS

- 1 x Extras Book
- 1 x Glossary
- 2 x Mission Books
- 1 x Rulebook

OPEN TUCK BOXES

- 4 x Character Class Tuck Boxes



[SEALED TUCK BOXES]

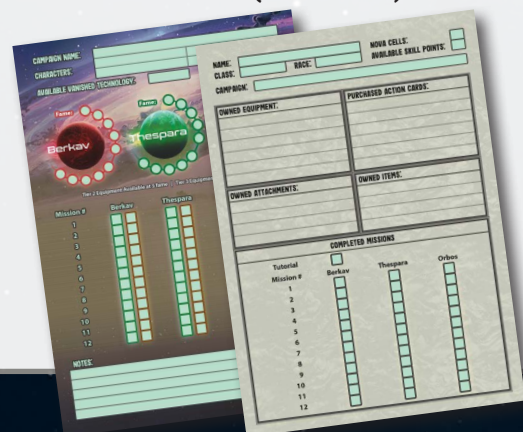
For a list of contents in each of these sealed tuckboxes, see: <https://doteiragames.com/spoilers/>

- 1 x Laboratory Tuck Box
- 1 x Workshop Tuck Box
- 1 x Surgical Room Tuck Box
- 1 x Steady Tuck Box
- 1 x All-In Tuck Box
- 8 x Emblem Tuck Boxes



SHEETS

- 1 x Pad of Campaign (TBD count) Sheets
- 1 x Pad of Character (TBD count) Sheets



BOARDS

- 4 x Character Class Board
- 5 x Boss Adversary Description Board
- 1 x Phantom Epoch Upgrade Board



TOKENS

- 8 x Bandage Tokens
- 120 x Condition Tokens
- 12 x Damaged Tokens
- 22 x Destroyed/Hazard Tokens
- 45 x Nova Cell Tokens
- 6 x Open Door Tokens
- 7 x Orb Tokens
- 6 x Treasure Tokens

DICE

- 1 x Basic Attack Die
- 1 x Blitz Attack Die
- 1 x Decision Die
- 1 x Accuracy Die

ADVERSARY PIECES

- TBD x Adversary Standees
- 15 x Adversary Stands



FIGURE PIECES

- 20 x 10+ HP Discs
- 20 x HP Tracking Bases



CHARACTER PIECES

- 6 x Character Miniatures



- 6 x Character Species Action Cards



- 56 x Character Action Cards



- TBD x Expedition Cards



- TBD x Event Cards



- TBD x Adversary Description Cards



- TBD x Adversary Species Action Cards



- 60 x Adversary Class Action Cards



- 15 x Boss Adversary Action Cards



- TBD x Item Cards



- TBD x Equipment Cards



- TBD x Attachment Cards

SETUP



This section details the setups for campaigns, characters, and missions.

CAMPAIGN SETUP

To set up a new campaign, complete the following steps.

1. CREATE CHARACTERS

Follow the steps in the **SETUP | CHARACTER SETUP** section to create the characters that will embark on the campaign.

2. PREPARE A CAMPAIGN SHEET

Record a name for the campaign as well as the names of the newly created characters on a Campaign sheet.

3. READ THE CAMPAIGN INTRODUCTION

Read the campaign introduction on the first pages of Mission Book A and Mission Book B.

CHARACTER SETUP

Players are allowed to create new characters at any time during a campaign. However, there is a maximum of one character per class in a mission and a maximum of 4 characters in a mission. Use Character sheets to keep track of each character's progress.

If you are playing solo, create at least two characters and control them as a party.

To set up a new character, complete the following steps.

1. SELECT A CHARACTER CLASS

There are four starting classes available to choose from, each with its own emblem: Healer, Ranger, Rogue, and Warrior.



There can only be one character of a given class per mission. For example, a player might start out as a Rogue, then decide he wants to be a Healer instead. Meanwhile his Warrior friend decides that she wants to try out Rogue. Now there are two Rogues that have participated in the campaign, but only one of them can be active in each mission. If later they decide they want to go back to their original characters, they can do so if there aren't two or more characters of the same class in a mission.

Players may open their character's respective Character Class tuck boxes and review the Character Class board, Attachment card, and Character Action cards inside to learn more about each class. Once decided, return the 4 Character Class Action cards that have a SP cost to the tuckbox and place all other components from the tuckbox in the player's play area.

The Healer class also starts with a unique item, a medical kit.

Do not open the other Character Class tuckboxes until instructed to do so.

2. SELECT A SPECIES FOR THE CHARACTER

Take the corresponding Character Species card and place it on the Character Class board. Take the corresponding character miniature and place it in the play area.

3. SELECT AN HP TRACKING BASE AND A +10 HP DISC

Each character should use a unique color.

4. PREPARE A CHARACTER SHEET

Fill out known information on a Character sheet.



MISSION SETUP

To set up a new mission, complete the following steps.



Figure 1 - Mission Setup 1 of 2

1. ARRANGE MISSION BOOKS

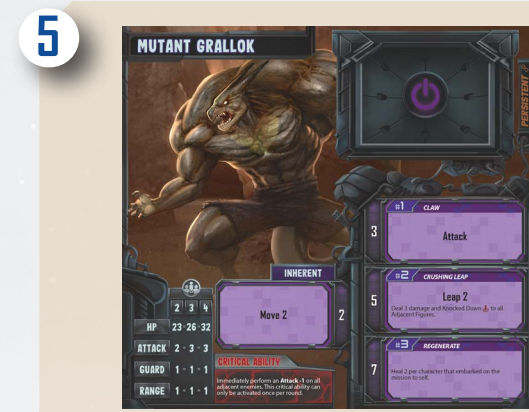
Place Mission book A and Mission book B side by side on the table to show the mission text and map.

2. READ MISSION INTRODUCTION

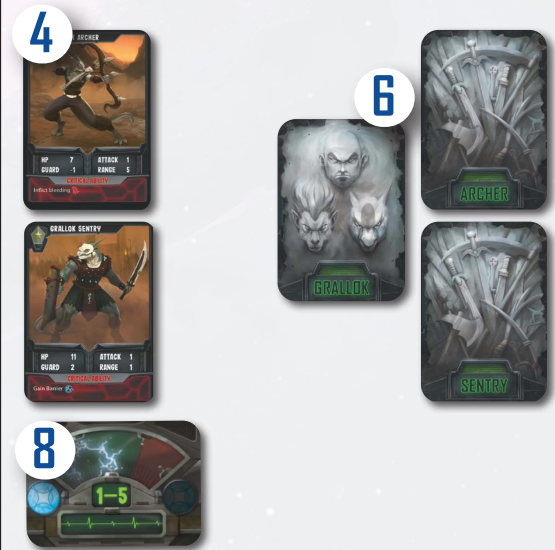
Read the mission introduction to get an idea of what to expect. You may read mission introductions before choosing to embark on a mission. Note the difficulty rating for the mission. Follow any additional instructions in the mission introduction.

3. PLACE TOKENS

Place all Orb, Treasure, and other tokens on the Mission map as indicated. You may keep all other tokens in a general supply either in the box, or to the side of the play area.



(Only if a boss is present)



Campaign Orb icons on the map, those with a number, that have not yet been activated during the campaign should have an Orb token placed on the space with its active side face-up. If the orb has been activated previously during the campaign, do not place an Orb token on the space.

Mission Orb icons on the map, those without a number, should always be placed and with their active side face-up on the space.

Campaign Treasure icons on the map, those with a number, that have not yet been retrieved during the campaign should have a Treasure token placed on the space.

Mission Treasure icons, those without a number, should always be placed on the space.

4. GATHER ADVERSARY DESCRIPTION CARD(S)

For each regular adversary type indicated on the Mission map, gather the corresponding Adversary Description card(s) with the same difficulty rating as the mission and place the card(s) near the map.

Players may choose to adjust the difficulty of a mission by choosing regular adversaries with a higher or lower difficulty rating. Note that the attachment rewards at the end of the mission are still based on the mission difficulty, not the adversary difficulty; however, the number of nova cells each adversary drops when defeated corresponds to the adversary difficulty as normal.

5. GATHER BOSS ADVERSARY DESCRIPTION BOARD(S)

For each boss adversary indicated on the Mission map, gather the corresponding Boss Adversary Description board(s), and place the board(s) near the map.

6. GATHER ADVERSARY ACTION CARD DECKS

Gather both the Adversary Species Action cards and Adversary Class Action cards corresponding to each regular adversary present and place them near the Adversary Description card(s); keep the decks separate.

In Figure 1 there are two adversary types present: Grallok Sentry and Grallok Archer. Hence, there are 3 Adversary Action decks to be laid out: (1) Grallok Species Action deck, (2) Sentry Class Action deck, and (3) Archer Class Action deck. If one or more boss adversaries are present, gather the Boss Adversary Action cards and place them next to the Boss Adversary Description board(s).

7. PLACE ADVERSARY STANDEES ON THE MISSION MAP

For each individual adversary on the mission map, note the number of characters indicated on the Adversary Placement icon (see the **COMPONENT DETAILS | MISSION COMPONENTS | ADVERSARY PLACEMENT ICONS** section or more information). If that number of characters or more will be present for the mission, place that adversary on the map as indicated. For example, if an adversary's character count says 3-4 and there are only 2 characters in the mission, then do not place that adversary on the map. Note: in Figure 1 only 3 characters are present, so no adversary is placed on the space indicating 4 characters.

Use HP tracking bases and +10 HP discs for adversaries as necessary. If possible, use a different color HP tracking base for each individual adversary of a type. For example, if there are 4 Slink Archers present, use 4 different colors. If there are more than 4 adversaries of a type present, then spread out the duplicate colors evenly. For example, if there are 6 Slink Archers present, there should be 2 each of 2 colors, and 1 each of the other 2 colors.

Boss adversary standees are placed on the map regardless of number of characters present and may use any color HP tracking base.

8. CREATE THE EVENT DECK

Shuffle the Round 1-5 Event deck and the Round 6+ Event deck separately. Then draw 5 random events from the Round 1-5 Event deck and place them face down on top of the Round 6+ Event deck. This is your Event deck for the mission. Without looking at them, set aside any leftover Round 1-5 Event cards; they won't be needed for the mission.

9. CHOOSE 10 CHARACTER ACTION CARDS

Each character chooses the 10 Character Action cards that they will be taking with them on the mission. New characters start with only 10 Character Action cards, so all the starting Character Action cards will be taken on their first mission.

10. EQUIP AND CHARGE ATTACHMENTS AND EQUIPMENT

Each character equips and charges whichever attachments and equipment they would like to start the mission with. Characters are free to bring as many attachments and equipment with them as they own, but can only unequip, equip, and charge them prior to the mission's start or during a rest turn. Unequipped attachments and equipment would be placed in a character's play area instead of the Character Class board. To charge equipment, the character places one or more Nova Cell tokens from their play area on to the empty nova cell charge slot on the Attachment card or Equipment card.



Figure 2 - Mission Setup 2 of 2

11. CHOOSE UP TO 2 ITEMS

Each character chooses which items they will bring with them on the mission. Unlike attachments and equipment, items may only be equipped or unequipped between missions, not during rest turns. The character may have up to as many items as there are item slots on their Character Class board.

12. PLACE CHARACTER MINIATURES ON MISSION MAP ENTRY POINTS

Each player should place each of their character miniatures on a different entry point. If there are more entry points available than there are characters, simply leave the extra spaces empty.

13. READ THE MISSION START

Take note of any special rules before beginning the first round.

14. BEGIN ROUND 1

Now it is time to begin the first round of the mission!



ROUNDS



This section details the flow of a round, resting, and selecting Character Action cards.

ROUND FLOW

A round consists of the following steps.

1. ROLL DECISION DIE



The result of this roll will be used for all decisions throughout the round. See the **GENERAL COMPONENTS | DECISION DIE** section or more information.

2. DRAW AND PERFORM AN EVENT CARD



If an Event card refers to “mission event” or “event adversary,” follow the corresponding instructions found in the Mission book.

3. REST OR SELECT CHARACTER ACTION CARDS



Characters choose to rest or select Character Action cards for the round. See the **ROUNDS | RESTING** and **ROUNDS | SELECTING CHARACTER ACTION CARDS** sections for more information.

4. REVEAL SELECTED CHARACTER ACTION CARDS



All players not resting reveal their selected Character Action cards at the same time.



5. DRAW ADVERSARY ACTION CARDS

Adversary Action cards are drawn for each adversary type per round: one for their species and one for their class. They are placed next to the Adversary Description card. Boss adversaries draw a Boss Adversary Action card at the start of each round instead of an Adversary Species Action card and an Adversary Class Action card. If all Adversary Action cards for a species, class, or boss adversary have already been discarded, shuffle the discarded cards to form a new deck and continue drawing Adversary Action cards from it.

For example, if a Grallok Sentry and Grallok Archers are present, at the start of the round, the Grallok Sentry will draw one Grallok Adversary Species Action card and one Sentry Adversary Class Action card from the corresponding decks. The Grallok Archers will draw one Grallok Adversary Species Action card and one Archer Adversary Class Action card from the corresponding decks.

See Figure 1 in the **SETUP | MISSION SETUP** section (specifically Step 6) for more information.

6. DETERMINE INITIATIVE

Determine each character and adversary's initiative value by adding the total AP of their Action cards for the round and applying any modifiers (such as from equipment). For regular adversaries, their Species Action card AP is added to the AP on the Class Action card that corresponds to their color to determine their initiative. For boss adversaries, their initiative for the round is the sum of the AP of their inherent action and all additional actions that will be performed.

7. PLAY TURNS

Starting from the lowest initiative to the highest, each character and adversary plays their turn.

- In the case of initiative ties between a character and an adversary, characters go first.
- In the case of initiative ties between two or more characters, the players decide who goes first.
- In the case of initiative ties between adversaries of the same type, the adversary turn order proceeds in the order their colors are shown on their Class Action card. If two or more adversaries of the same type share a color, the Decision die is used to determine which adversary goes first.
- In the case of initiative ties between adversaries of a different type, the Decision die is used to determine which adversary goes first.

8. DISCARD ADVERSARY ACTION CARDS

All Adversary Action cards that were drawn for the round are discarded.

9. APPLY END OF ROUND EFFECTS

If there are any effects that reference the end of the round (such as an event), perform them now.


If the mission is not complete after the round ends, play another round.

RESTING

The following are conditions of resting.

- Characters may not rest if they do not have any discarded Character Action cards.
- Characters may not rest two turns in a row.

When resting...

- A character's initiative will be considered as 1 for the round.
- Characters will not be able to play any Character Action cards on their turn.
- Characters will recover all discarded Character Action cards back into their hand.
- Characters may remove any detrimental conditions at the start of their rest turn, prior to any effects taking place. (For example, Bleeding  does not cause 2 damage on a rest turn.)
- Characters may equip and/or unequip attachments and/or equipment.
- Characters may recharge attachments or equipment by placing a Nova Cell token from their play area onto the nova cell slot on the respective card.
- Characters may move Nova Cell tokens between Equipment and Attachment cards.
- Equipped Item cards are allowed to be played on rest turns, but they cannot be unequipped and unequipped items cannot be equipped. (Item equipping and unequipping can only take place between missions.)

SELECTING CHARACTER ACTION CARDS

All characters who are not resting simultaneously select which Character Action cards in their hand they would like to play on their turn.

They must choose one or more Character Action cards, but the sum of AP on the selected Character Action cards must be less than or equal to the character's maximum AP value on their Character Species card.

During selection, players should not show or discuss with each other their hands or which Character Action cards (including their values and effects) they are selecting for the round.

Players may discuss their character's plans using generalities like “I'm going to attack the Slink Archer as quickly as possible,” or “I'm going to activate the orb.”

MISSION RESULT

This section details the two possible results of a mission: failure and success.

FAILURE

If characters fail to complete a mission objective that is not optional or if all characters have been defeated, the mission is considered a failure.

Upon failure, any remaining characters are evacuated back to the *Phantom Epoch* for recovery. The rewards from any campaign orbs activated or campaign treasures retrieved before mission failure are kept.

Failed missions can be attempted any number of times.

SUCCESS

A successful mission concludes at the end of the round in which the final mission objective is met. This means any characters or adversaries who have not yet taken a turn in the round will take their final turns before the end of the round or mission. This potentially gives adversaries one last opportunity to defeat the characters and gives characters one last opportunity to retrieve/activate orbs, treasure, and nova cells.

After completing a mission take the following steps.

- 1. REMOVE COMPONENTS** – Players should remove all miniatures, standees, and tokens from the map.
- 2. RESTORE CHARACTERS** – Restore all characters to full HP using their HP Tracking bases. Remove Condition tokens.
- 3. UPDATE CHARACTER SHEETS** – Update the Character sheet for each character involved in the mission to show they completed the mission.
- 4. GAIN MISSION REWARDS** – Review the mission rewards listed at the end of the mission text and add these to the characters and their Character sheets.

- a. SP Rewards** – For SP rewards, each character gains the indicated number of SP. Add these to the Character sheet. Each character may only receive SP rewards from a mission once, even if they replay the same mission multiple times during a campaign.
- b. Other Rewards** – All other rewards may only be received once during a campaign, even if the mission is replayed multiple times. Players may choose how to split the rewards between their characters.

5. UPDATE CAMPAIGN SHEET

- a.** On the Campaign sheet, mark the completed mission's red check box to indicate that the mission has been completed. It is recommended to use a ✓ if all campaign orbs were activated and if all campaign treasure was retrieved; and to use an X to indicate that you may want to replay it later to activate/retrieve remaining campaign orbs/treasure.
- b.** Mark a ✓ in the green check box for missions that were unlocked.

Mission #	Berkav	Thespara	Orbos
1	✓	✓	✓
2	✓	✓	✓
3			
4			
5	✓		
6			
7			
8			
9			
10			
11			
12			

Figure 3 - Noting Available & Completed Missions on the Campaign Sheet

- 6. GAIN ATTACHMENT REWARDS** – Upon completing any mission, even missions that have been completed previously, players draw four cards from each of the Attachment card decks that are equal to or less than the mission's difficulty rating. Then each character picks one Attachment card and gains it as a reward. Any unselected attachments are shuffled back into the respective Attachment card deck.

For example, after completing a mission with a difficulty rating of 2, players will draw four cards from the Tier 1 Attachment card deck and another four cards from the Tier 2 Attachment card deck. Then, from the eight total cards drawn, each character will select one card and gain its attachment as a reward. The remaining cards should be shuffled back into their respective decks.

ABOARD THE PHANTOM EPOCH

Between missions, characters spend their time aboard the Phantom Epoch, a Vanished spaceship of unknown origins, serving as their headquarters. Players may choose to partake in any of the following activities between missions.

SPEND SP

Characters may spend their SP to unlock new Action cards for their class. Each Character Action card has its SP cost displayed on it. To unlock a new Character Action card in this way, players should subtract the SP cost of the Character Action card from the character's available SP on their Character sheet and note down the selected card. Once SP have been spent, they may not be refunded and the Character Action card permanently becomes available to the character when selecting which 10 Character Action cards to take on a mission.

CHANGE CHARACTERS

A player may change characters. They can do this by either creating a new character using any available species and classes, or they may change to a character that they previously created. Players can even create new characters of the same species and class as they have already previously created, thus allowing the progression of the character on a different path than previously played. Keep in mind that if multiple characters of a single class exist, only one of those characters can go on any given mission.

CHANGE ITEMS, ATTACHMENTS, AND EQUIPMENT

Characters may equip and unequip any acquired items, attachments, or equipment. They may also charge attachments and equipment by removing Nova Cell tokens from their play area and placing them on the nova cell charge slot of the corresponding card or remove Nova Cell tokens and return them to their play area.

Nova cells and unequipped attachments and equipment may be exchanged between characters.

REPLAY MISSIONS

The *Phantom Epoch* is equipped with a simulation room called the Time Chamber that allows characters to simulate (replay) any mission they have previously completed. There is more to this room than meets the eye as rewards gained in the simulated missions persist even after ending the mission.

Nova cells and rewards from campaign treasures and orbs that have not already been acquired previously are gained by all characters whether they have previously completed the mission or not as usual.



SHOP

Characters can spend their hard-earned nova cells on the planet where they just completed a mission to purchase equipment. If the last mission did not have a planet name in the title corresponding to any Equipment card deck (such as the tutorial mission, “Awakening”), then shopping is not available. The three main planets of the galaxy – Berkav, Orbos, and Thespara – all have different equipment available for purchase. The equipment available on each planet depends on the team’s fame on that planet and is broken into three tiers as indicated on the back of Equipment cards.

To purchase equipment, simply remove a number of Nova Cell tokens from the character’s play area that is equal to the cost of the equipment and place them back in the supply. Then take the purchased Equipment card and place it on the appropriate Character Class board.

Equipment that requires nova cell charges does not come with a charge, and characters must charge it as normal to use the associated ability.

After a mission on any planet, equipment can be sold for half of its nova cell cost (rounded down). Regardless of which planet it is sold on, the Equipment card is put back in its original planet deck.

DISMANTLE ATTACHMENTS

Characters can dismantle their attachments in exchange for a number of nova cells equal to the tier of the attachment. For example, if a character dismantles a Tier 2 attachment, they receive 2 nova cells. Dismantled attachments are placed back into their corresponding Attachment card deck. Starting attachments may not be dismantled.



LEVERAGE FAME

Fame can be gained or lost in multiple ways, but mostly it is gained by completing missions and expeditions. If a mission affects fame in any way, it will be indicated in the Rewards section of the Mission book. Each time your fame changes on a particular planet, mark the change for that planet on the Campaign sheet. Note that the Campaign sheet indicates what tier of equipment is available in the shops on that planet at any given level of fame.

Players need to gain fame of a certain level on a planet before they can purchase equipment of a higher tier on that planet.

It is best to track fame with a pencil, as it is possible to lose fame. It is not, however, possible to ever go below 0 fame.

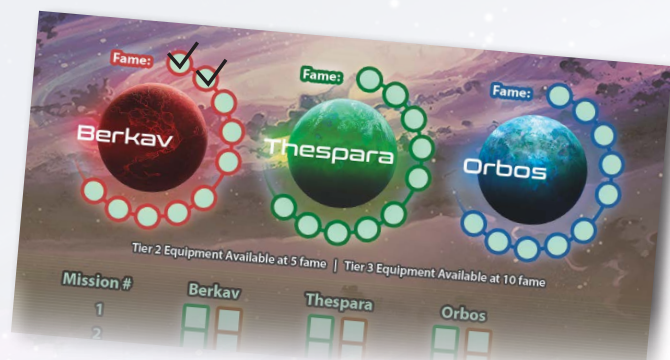


Figure 4 - Planet Fame Tracks

PERFORM EXPEDITIONS

The team can perform expeditions once between missions to explore planets and search for treasure and fame. To perform an expedition, players will draw one Expedition card and then read the text on the front of it. Then they will decide which action they will take based on the text.

If one of the options specifies using a certain number of nova cells or Vanished technology, then that option may only be chosen if the characters have sufficient nova cells or Vanished technology to cover the cost.

After deciding, flip the card over and read the corresponding section. If it was an individual choice, and different characters chose different options, read both results, and apply any effects to the corresponding characters. If it was a team choice, then read the result that the team agreed upon, and apply any effects. Do not read option results that were not selected by any players.

Some Expedition cards will result in the loss of nova cells or Vanished technology. If you do not have enough of the resource to lose the amount written on the card, lose all that you have, and resolve the card anyway.

If the result does not specify gains or losses per character, then the players can decide among themselves how to split the gains or losses.

There are two different kinds of Expedition cards: planetary and story. Only a single Expedition card, planetary or story, may be drawn between missions.

If players are instructed by a mission to draw a Story Expedition card, then they will not be able to draw a Planetary Expedition card. The only exception to this is if they previously completed the mission’s respective Story Expedition card, in which case they would not perform the Story Expedition again. Instead they may draw a Planetary Expedition card for the expedition.

PLANETARY EXPEDITION

There are Planetary Expedition card decks for each planet. Players draw from the Expedition deck corresponding to the planet where their last mission took place. If the last mission did not have a planet name in the title corresponding to any Expedition card deck (such as the tutorial mission, “Awakening”), then do not draw a Planetary Expedition card.

After following the instructions on the card, if the card says to shuffle, shuffle it back into its respective deck. If it says to discard, remove it from the campaign entirely.



Shuffle



Discard

STORY EXPEDITION

The Story Expedition card deck functions the same way as Planetary Expedition card decks with the following exceptions.

1. The Story Expedition card deck is never shuffled.
2. Players will only draw a card from the Story Expedition card deck when mission completion text specifically tells them to. The mission will provide the identifying number of a Story Expedition card, and players should find that specific numbered Story Expedition card and read it, being careful not to read the text on any other Story Expedition cards in the deck.

EMBARK ON A NEW MISSION

Players may play any mission they have unlocked. Simply turn to the mission in the Mission books and set up the mission. Initially the only unlocked mission is Berkav-1.


KEY CONCEPTS

The following are considered key concepts that must be understood in order to play.

ACTION MODIFIERS

Characters, regular adversaries, and boss adversaries have a set of actions available to them which are detailed in the Characters and Adversaries sections. Some of these actions will have modifiers.

Action modifiers are in parenthesis and apply to both characters and adversaries. Consider it an action with some particulars. Actions listed on separate lines indicate separate, individual actions.

In the following examples, Example 1 is a single action with 2 modifiers (Attack +1 with Range 5 and Inflict Burning ); Example 2 consists of two separate actions (Attack, then Retreat 3).

Example 1:

Attack +1 (Range 5, inflict Burning )

Example 2:

Attack

Retreat 3

RANGE

Range refers to the distance between two spaces. For attacks, figures must be able to count spaces to their target that is equal to or less than the attack's range value.

In Figure 5, the fewest number of spaces that can be counted from the Slink character to the Grallok Archer is 4. Hence, the character would need to use an attack with range of 4 or higher to target the Grallok Archer.

Range is not counted through walls.

Range is counted through all spaces, including those containing objects and figures.

All figures have a base range value for all their attacks. Character's base range is found on the Character Class board, and adversary's base range is found on their Adversary Description card. Any range modifiers are added to or subtracted from the figure's base range.



Figure 5 - Range Example

LINE OF SIGHT

Line of sight is a line that is drawn between a vertex of one hex space to any different vertex of another hex space; for example, one cannot draw line of sight from the top vertex of a space to the top vertex of another space – the vertices must be different between the two spaces. Usually, line of sight is needed only for ranged attacks, where it is drawn from the attacker's space to the target's space. Players may choose which vertices to use when drawing this line during their action. Adversaries use the rules in the **ADVERSARIES | REGULAR ADVERSARIES | DETERMINING LINE OF SIGHT** section to determine which vertices to use. In general, they draw the line of sight through as few figures and objects as possible.

Line of sight may be drawn through lava and water spaces unless those spaces are surrounded by a wall.



Figure 6 - Line of Sight through Lava / Water Spaces

If line of sight is drawn along the side of a space, it counts as going through that space.



Figure 7 - Line of Sight Along the Side of a Space

Line of sight may not be drawn through walls. When determining if a line goes through a wall or not, use the hex grid lines rather than the map art as a guideline.




Figure 8 - Line of Sight through Occupied Figure Space



Figure 9 - Line of Sight between Two Adjacent Object/Figure Spaces


If line of sight is drawn along an adjoining side between two objects or figures, the player performing the attack decides which object or figure to roll the Accuracy die for first. This should be a rare occurrence for adversaries, but if it does happen, the Decision die can be used to decide which object or figure to roll the Accuracy die for first.


CRITICAL STRIKES

Rolling a **Critical Strike**  activates a single critical ability. These may come from the Adversary Description card, a Character Class board, attachments, or other sources. When characters have multiple critical abilities available to them, the player performing the attack may choose which one to activate.


Unless otherwise stated, apply critical abilities immediately after Step 7 of an attack.

If a single attack roll affects multiple targets, the critical ability is still only triggered once for the attack. If it is an offensive critical ability, the player performing the attack may choose which target it applies to. For adversary attacks, use the Decision die to determine which target it applies to.

In the rare circumstance that rolling a **Critical Strike**  deals 0 damage, a critical ability may still be activated, including one that inflicts a condition.

Rolling a **Critical Strike**  also pierces the target's guard, and causes ranged attacks to automatically reach the target without rolling the Accuracy die.

FUMBLES

Rolling a **Fumble**  during an attack causes the attack to miss entirely and leaves the attacker so off-balance that they cannot perform any further attacks during the current turn. A fumble is treated as having a value of 0.


PIERCE


Some attacks have a pierce value associated with them.

Pierce only affects targets with guard values that are greater than 0.

A pierce's maximum effect is to reduce a target's new guard value to 0; a target's new guard value can never be less than 0.

If the target has a guard value greater than 0, subtract the pierce value from the guard value, to a minimum of 0.

If the attacker rolls a **Critical Strike**  and the target's guard value is greater than 0, then the new guard value is 0.

If the attacker rolls a **Critical Strike**  and the target's guard value is less than 0, then the guard value remains as it was.

Examples of pierce effect on targets' guard values:

GUARD VALUE	PIERCE	NEW GUARD VALUE
3	2	1
3	Critical Strike	0
1	2	0
0	2	0
-1	2	-1
-1	Critical Strike	-1


ATTACKS

Many Action cards have attack actions on them. In addition, any Action card can be converted into an attack action (with a base value of 0).

An attack action targeting an adjacent object or figure is always considered a melee attack, and an attack action targeting a non-adjacent object or figure is always considered a ranged attack.

If an attack is attempted, whether it succeeds or not, it is still considered complete.

ATTACK TYPES

This section details three types of attacks: melee, ranged, and multi-target. The melee attack differs from the ranged attack in that the Accuracy die never needs to be rolled for a melee attack; there are also various effects that refer specifically to melee attacks (such as the Vengeful  condition).

MELEE ATTACKS

Any attack performed on an adjacent target is considered a melee attack.

RANGED ATTACKS

Any attack performed on a target that is two or more spaces away is considered a ranged attack and requires a valid line of sight. Characters may draw the line of sight however they wish. See **ADVERSARIES | REGULAR ADVERSARIES | DETERMINING LINE OF SIGHT** for the steps adversaries use to draw their line of sight.

MULTI-TARGET ATTACKS


Unless the card specifies otherwise, if an attack has a "Target #" associated with it, roll each attack as a separate action, targeting a different enemy or object for each attack. Attacking all of the indicated number of targets is not required.


Adversaries attack the primary target first and select additional targets using the same criteria to determine the primary target, but as if the targets they already attacked were no longer present after being attacked.


ATTACK FLOW

The basic flow of an attack is as follows.

- 1. DECLARE A TARGET** - A valid target is an enemy or a destructible object that is within range and line of sight.
- 2. ROLL ATTACK DIE** - Players may choose which Attack die they roll for any given attack. Adversaries always roll the Basic Attack die unless their Action card says otherwise.

If the roll results in a **Fumble** , the attack is over and there is no need to proceed to the next step in the Attack Flow.

If the roll results in a **Critical Strike** , treat its value as 3 for the next step in the Attack Flow.


Otherwise, continue to the next step in the Attack Flow.
- 3. CALCULATE ATTACK VALUE** - If there are any attack modifiers, these should now be factored into the roll result to get the total Attack value. Attack modifiers can be from Action cards, equipment, conditions, etc.
- 4. ROLL ACCURACY DIE** - If the attack is not a ranged attack, or if a **Critical Strike**  was rolled, continue to the next step in the Attack Flow.

If the attack is a ranged attack, the attacker must roll the Accuracy die for each object or figure (ally or enemy) that intersects with the line of sight and is not adjacent to the attacker. Start with the figure or object nearest to the attacker on the line of sight to the target, and end with the figure or object furthest from the attacker on the line of sight to the target. The Accuracy die is not rolled for the target itself.

See the **GENERAL COMPONENTS | DICE | ACCURACY DIE** section for the possible results of the Accuracy die roll.

- 5. CALCULATE TARGET'S GUARD VALUE** - Add together all sources of guard applicable for the target. Guard values can be from Action cards, equipment, Adversary Description cards, conditions, etc.

If the guard value is greater than 0, apply any associated pierce from the attack to the guard value.

If a **Critical Strike**  was rolled, then the entire guard value is pierced.



6. APPLY DAMAGE - Subtract the guard value calculated in Step 5 from the attack value calculated in Step 3, to a minimum of 0. The result is the damage of the attack.

It is possible for the guard value to be a negative value, indicating that the target is in a vulnerable position or otherwise not well defended. This results in increased damage.

Any abilities that affect damage (for example, “damage x2”) apply the effect to the damage value after applying the target’s guard.

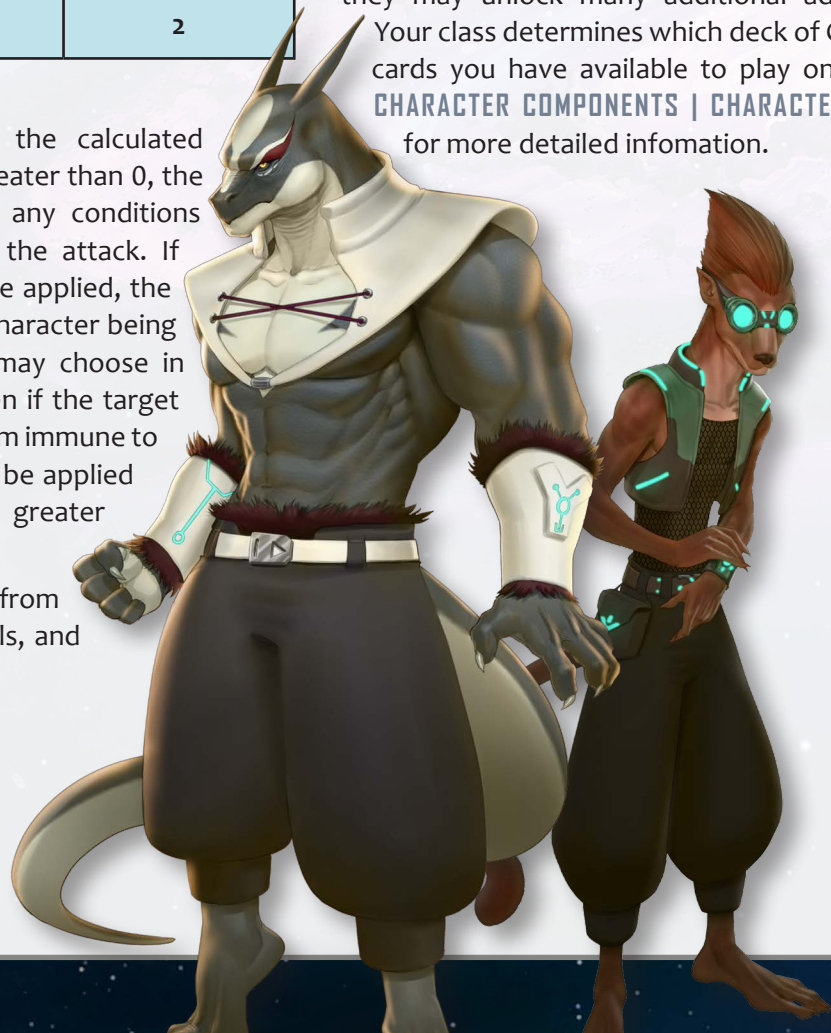
Apply the damage to the target by lowering its HP an equal amount. If the target is a destructible object, reduce its state by one: from intact to damaged or from damaged to destroyed.

Examples:

ATTACK VALUE	GUARD VALUE	DAMAGE
3	2	1
3	4	0
3	-1	4
-1	-3	2

7. APPLY CONDITIONS - If the calculated damage from Step 6 was greater than 0, the attack is successful. Apply any conditions that were associated with the attack. If multiple conditions would be applied, the character attacking or the character being attacked by an adversary may choose in which order they apply. Even if the target has an ability that makes them immune to damage, conditions will still be applied if the value from Step 6 is greater than 0.

If the calculated damage from Step 6 was 0, the attack fails, and conditions are not applied.



SPECIES

The world of *Phantom Epoch* is full of many creatures from various corners of the galaxy. Gralloks, Gryllos, Humans, Lyprans, Others, and Slinks are among the most likely to be encountered during your adventure; but more are sure to be discovered!

Your starting Character species determines your starting HP, AP, and special attributes that can help give you the edge against your adversaries. See **CHARACTER COMPONENTS | CHARACTER SPECIES CARDS** for more detailed information.

CLASSES

Adversaries specialize in various classes, including Archer, Berserker, Scout, Sentry, Trained Beast, and Wild Beast.

Characters also specialize in various classes, which at the start of a campaign include: Healer, Ranger, Rogue and Warrior. As characters progress through the campaign, they may unlock many additional advanced classes.





Your class determines which deck of Character Action cards you have available to play on your turn. See **CHARACTER COMPONENTS | CHARACTER ACTION CARDS** for more detailed information.

CHARACTERS

This section details character turns, defeat, and actions.

URNS

Character turns are performed once per round with the following steps.

- 1. REMOVE TEMPORARY EFFECTS** - Any active temporary effects  are removed. When these came from a Character Action card the associated Character Action card is discarded.
- 2. APPLY NEW EFFECTS** - Any effects that take place at the start of the turn, such as damage from Bleeding , are applied.
- 3. PLAY CHARACTER ACTION CARDS** - During their turn the character may play any number of the Character Action cards they selected for the round. The cards selected for the turn must be played one at a time unless the card text says otherwise. If multiple actions are present, they must all be completed (or skipped) before playing another Character Action card, unless otherwise noted in the Character Action card text. Once a Character Action card is played, it is moved to the Character Action card discard pile unless it has a temporary  or persistent  effect on it.
- 4. DISCARD** - If at the end of their turn a player has any selected Character Action cards they choose not to play, they are discarded.

CONVERTING CHARACTER ACTION CARDS

Players may convert Character Action cards that they selected for the round into move or attack actions. In either case no action on the card may be performed.

MOVE



Convert to MP equal to the AP value of the Character Action card. There is no limit to how many Character Action cards may be converted into move actions during a turn.

ATTACK

Convert to an attack action with a base value of 0. No other attacks, converted or on another Character Action card, may be performed on the turn, either before or after the conversion.

DEFEAT

When a character’s HP is reduced to 0 during a mission, the character is defeated.

1. Remove the character’s miniature from the map.
2. Remove any conditions from the character.
3. Discard their temporary  and persistent  effects.
4. Restore their HP to full.
5. Recover their discarded Character Action cards.

The character is immediately evacuated back to the *Phantom Epoch* for recovery and is no longer a part of the active mission. However, if the remaining characters complete the mission, then defeated characters still earn the rewards at the end of the mission.

Defeated characters retain any nova cells that they acquired during the mission prior to being defeated.

ACTIONS

The following sections detail various actions available to characters.

ATTACK

Attack actions allow characters to damage a target. See the **KEY CONCEPTS | ATTACKS** section for more information.

ACTIVATE ORBS

An orb may be activated if a character ends their turn on a space adjacent to the orb's space.

When an orb is activated, its effect is realized before play continues with the next character or adversary's turn.

After an orb has been activated and its effect realized, flip the orb token to its inactive side.

Some orbs will have a number associated (campaign orbs), and some will not (mission orbs). A number associated indicates that the number should be referenced in the Extras book when the orb is activated. These orbs may be activated only once during the campaign. Orbs without a number associated are mission orbs and may be activated each time the mission is played, even if the same mission is played again; their instructions are found in the Mission books.

MOVE

Move actions allow characters to traverse the map. The value of a move action indicates how many spaces the figure may move and is referred to as MP.

MP may be split between sequential move actions, but any MP left over when the character proceeds to any non-move action is immediately discarded. For example, if a character plays a Move 5 action, and then only uses 3 MP before performing another, non-move action, the remaining 2 MP are forfeited and cannot be used after the new, non-move action is completed; this is true even if the new, non-move action is on the same Character Action card as the move action.

Movement through adversaries is not allowed unless either the active character or adversary are Invisible (👁️); or the Character Action card specifies otherwise.

Characters can move freely through other characters and allied figures.

Movement through walls is never allowed. Movement must always end on an empty space or a hazard space.

A character cannot move through or end their turn on a space that has an orb.

LEAP

A leap is like a move action, but has the following differences:

1. Entering a single difficult terrain space only takes 1 MP.
2. It is possible to move through objects; orbs; lava or water spaces; and adversaries.
3. Effects that trigger from entering a space, such as hazards or certain adversary round ⌚ effects, only trigger for the space that the leap ends in.
4. MP from leap actions may not be split between sequential leap actions.

Leap actions must always end on an empty space or a hazard space.

The value of a leap is still considered to be MP for purposes of any actions or equipment that refer to MP.

*For example, in the graphic below, if the Slink character had a **Leap 5**, the movement indicated by the blue arrow would be a valid movement. The Slink would go over the object, the lava, the fire hazard (without suffering Burning 🔥) and end on an empty space. The only other space on this movement path that would be valid to end on is the fire hazard space, but the Slink would suffer the effects of the fire hazard if they ended their leap there.*



Figure 10 - Leap Demonstration

RETRIEVE NOVA CELLS

Nova cells on the map may be retrieved by ending a character's turn adjacent to or on the same space as a Nova Cell token. Nova Cell tokens are immediately put into the character's play area.

RETRIEVE TREASURE



Treasure may be retrieved if a character ends their turn on or adjacent to a space containing a Treasure token. When the treasure is retrieved, remove the Treasure token from the map and immediately give the character the corresponding reward.

Some treasure will have a number associated (campaign treasure), and some will not (mission treasure). A number associated indicates that the number should be referenced in the Extras book when the treasure is retrieved. These treasures may be retrieved only once during the campaign. Treasures without a number associated may be retrieved multiple times during the campaign when the same mission is played again. Mission treasure rewards are described in the Mission books.

TELEPORT

A character that is teleporting is removed from the map and then placed back on it in any empty space. The character can teleport to the same space it teleported from, but it cannot be placed on a space that is on the other side of a closed door.

HEAL

Healing restores the HP of a figure by the given value, up to their maximum HP. Unless an ability specifically says otherwise, heal actions may only target the character performing the heal or one of the character's allies.

1. If there is no range value on a heal action, then its range is 1.
2. Each time a character has its HP restored by a heal action, it receives a Bandage token. If a heal action is used on a character that already has full HP, then no Bandage token is received. A heal action only affects a character if they have an empty bandage slot on their Character Class board.
3. Any action or effect that restores HP without using a heal action does not result in a Bandage token and can affect figures regardless of how many Bandage tokens they have.



ADVERSARIES



This section details rules for adversaries. Adversaries are figures that your characters encounter during your campaign. Boss Adversaries are detailed in the section that follows.

PLACING NEW ADVERSARIES

When instructed to place a new adversary during a mission, follow the same procedure as placing an adversary during setup. If the indicated space is not empty, place the adversary in an empty space as close as possible to the indicated space. Use the Decision die if multiple valid spaces exist. See the **COMPONENT DETAILS | MISSION COMPONENTS | ADVERSARY PLACEMENT ICONS** section or more information.


If four or more adversaries of a single type are already present, select the HP tracking base color for the new adversary that currently has the fewest of that adversary type associated with it (in the case of a tie, players can choose the color). Adversaries of the same type with the same color base token will share actions on their Adversary Class Action cards.

If ever a situation arises where a new adversary would be placed but all the adversary standees for that adversary type are already in play, then do not place the new adversary.

If Adversary Action cards have already been drawn for the round, newly placed adversaries do not get a turn during the round. In the next round, draw Action cards for the recently placed adversaries as normal. Additionally, newly placed adversaries completely ignore the already drawn cards, including any round Ⓛ effects on them.

TURNS

Adversary turns are performed with the following steps.

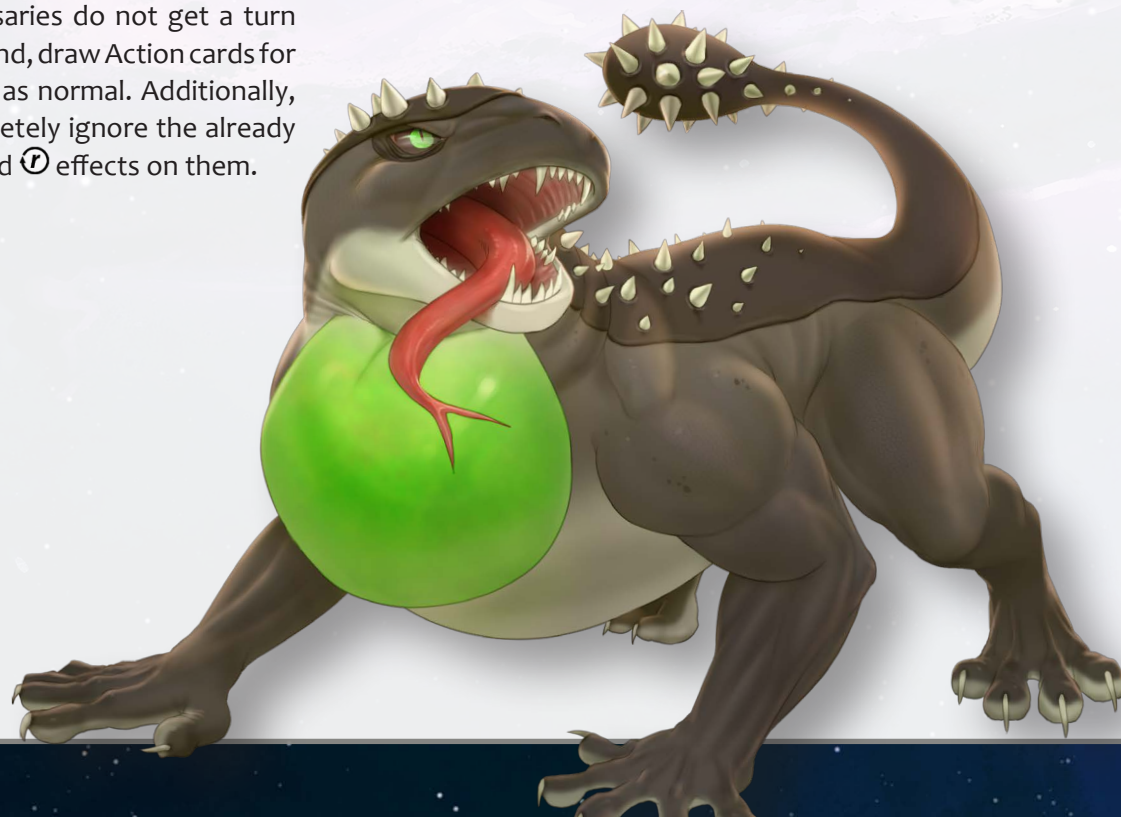
1. **APPLY NEW EFFECTS** - Any effects that take place at the start of the turn, such as damage from Bleeding , are applied.
2. **SELECT PRIMARY TARGET** - Select the enemy or object that will be the adversary's focus for movement and attacks.
3. **PLAY SPECIES ACTION** - Play the Adversary Species Action card.
4. **PLAY CLASS ACTION** - Play the portion of their Adversary Class Action card that corresponds to the adversary's standee color.

DEFEAT

When an adversary's HP is reduced to 0, the adversary is defeated. Remove the adversary from the map and discard any of the adversary's conditions. If it was the last remaining adversary of its type on the map, also discard its Adversary Action cards; otherwise, leave its Adversary Action cards as reference for the other adversaries of the same type.

Place a number of nova cells on the map equal to the adversary's difficulty rating in the space where the adversary was defeated, unless the adversary was placed on the board as the result of an Event card.

Event adversaries and adversaries placed by mission events never drop nova cells.



ENEMIES

Adversaries consider all characters to be enemies. Some missions, events, and actions may also specify that certain adversaries are also enemies to each other.

TARGETS


This section details primary targets, closest targets, and determining an adversary's target.


PRIMARY TARGETS

An adversary's primary target is the enemy or object that is their focus for movement and attacks.

Sometimes mission rules or certain action cards will override the primary target. If this results in an adversary being unable to perform its current action targeting the primary target, and it cannot convert that action to movement to move closer to the primary target, then the adversary will attempt to target another enemy within range instead. See the **CLARIFYING EXAMPLES | ADVERSARY PRIMARY TARGETS** section for more information.

If an adversary has both a move action and a leap action on the same turn, determine the primary target for each action in isolation, if necessary. See the **CLARIFYING EXAMPLES | ADVERSARY MOVEMENT AND ATTACKS** section for more information.

If at any time during the adversary's turn the primary target is no longer available (for example, if the primary target is defeated, destroyed, or becomes Invisible ) , select a new primary target.

If there are no enemies on the map, all enemies are Invisible , or it is impossible to get within range of an enemy even by destroying objects, then there is no primary target, and the adversary will not move or perform any actions that require a primary target. See the **CLARIFYING EXAMPLES | ADVERSARY PRIMARY TARGETS** section for more information.

CLOSEST TARGET

If a possible target is already within range of the adversary or its action, then the "closest" target is the one that is the shortest range away. If there are not currently any targets within range and line of sight, then the "closest" target is the target that it is possible to get within range and line of sight of using the fewest MP. Count through hazards when determining how many MP away targets are.

If the adversary has a leap action on the current turn, take it into account when determining how many MP away targets are.

DETERMINING AN ADVERSARY'S TARGET

Use the following, ordered criteria to determine an adversary's primary target.

Closest enemy in range and line of sight.

Enemy that would take the fewest MP to move within range and line of sight to attack.

The first destructible object blocking a path to a space that would put the closest enemy within range. The path must go through the least amount of destructible objects possible.

There is no valid primary target and the adversary will not move or perform any actions that require a primary target.

TIEBREAKERS:

1. **Enemy** that does not require moving through a **hazard** to be in range to attack.
2. **Decision die.**

TIEBREAKERS:

1. **Object** that does not require moving through a **hazard** to be in range to attack.
2. **Object that is damaged.**
3. **Object** that (if destroyed) would open the path that would take the fewest MP for the adversary to be in range to attack.
4. **Decision die.**

DETERMINING LINE OF SIGHT

Adversaries use the following, ordered criteria to determine their line of sight.

1. Draw line of sight through as few objects or figures as possible.
2. If there are multiple lines of sight that go through *different* objects or figures, prioritize the one that goes through as few allies as possible.
3. If there are still multiple lines of sight that go through *different* objects or figures, prioritize the one that goes through as few indestructible objects as possible.
4. If there are still multiple lines of sight that go through *different* objects or figures, use the Decision die to determine which line of sight is used.

ADVERSARY ACTION CARDS

Adversary Action cards are used to determine how adversaries perform their turns. On its turn, each adversary performs all actions from its Adversary Species Action card and all actions from its Adversary Class Action card that correspond to its standee color.

ACTIONS TARGETING ALLIES

Unless otherwise specified on the Action card, adversaries will engage and move as close to their maximum range to their primary target as possible as usual even if doing so puts them out of range of allies for beneficial actions.

If the Adversary Action card targets allies and/or themselves, then they will choose a figure in range with the following priorities:

1. **HEALING** - The active adversary or its ally with the highest damage to their HP receives the healing actions.
2. **BENEFICIAL CONDITIONS** - The active adversary or its closest ally that does not already have the condition receives the beneficial condition. If the beneficial condition can apply to themselves, the adversary prioritizes receiving the beneficial condition over its closest ally.

ROUND EFFECTS

Any effect on an Adversary Action card that has the round Ⓢ icon next to it is active for the entire round in which that Adversary Action card was drawn.

CONVERT TO MOVEMENT

When performing their actions, adversaries may convert either Adversary Action card (Species or Class) to movement with the following rules.

1. Convert Adversary Action cards that do not have move, leap, or teleport actions on them to movement if one or more actions on it cannot be performed because the primary target is out of range or line of sight.
2. Never convert an Adversary Action card to movement if it has move, leap, or teleport actions on it, or if it has a round Ⓢ effect on it – even if additional effects of the card cannot be performed because the primary target is out of range or because the adversary has an active detrimental condition.

ACTIONS

The following sections detail actions available to regular adversaries.

ATTACK

Attack actions allow adversaries to damage a target. See the **KEY CONCEPTS | ATTACKS** section for more information.

MOVE & LEAP

Adversaries follow the same general rules for move and leap actions as characters (see the **CHARACTERS | ACTIONS | MOVE** and **CHARACTERS | ACTIONS | LEAP** sections for more information), with the following specifications.

If there is no primary target, do not move.

If the primary target is an object in range* and line of sight, do not move.

If the primary target is an enemy in range, move to a space that the adversary can attack the enemy and is as close as possible to the adversary's maximum range from the enemy.

Move as close as possible to a space that the primary target can be attacked from and is as close as possible to maximum range from the target.

**For movement purposes, an adversary's range refers to their range as shown on their Description card, and does not take into account any range modifiers on their current Action cards.*

TIEBREAKERS:

1. **Hazard-free:** A space that does not have a hazard in it.
2. **Most enemies in range:** A space that has as many other enemies in range as possible.
3. **Closest:** The space that takes the fewest MP to reach.
4. **Decision die.**

HAZARDS:

The adversary will move through hazards only if at least one of the following conditions is met:

1. The path to the primary target is completely blocked otherwise.
2. It is the only way to get to exactly maximum range from the primary target with its current move action.

If neither of these conditions is met, then they will treat the hazard as if it were an indestructible object.

Adversaries perform each move and leap action in isolation, meaning if they have multiple movement actions during their turn, they will perform each one as if it was the only one on their turn. This may sometimes result in an adversary retracing their steps.

RETREAT

Retreat actions work the same way as move actions, except instead of trying to reach maximum range, the adversary moves to a space that is the furthest range they can get with their current retreat action from their primary target.

If multiple valid spaces exist, choose the one that takes the fewest MP to reach.

If multiple spaces still match these criteria, use the Decision die to decide between them.

On certain missions, and under certain conditions, a character may have an option to or be forced to retreat as a result of an adversary's Action card. When this occurs, the character should treat it as a regular move action, unless told to use adversary movement rules.

TELEPORT

An adversary that is teleporting is removed from the map and then placed back onto the map on any empty space. The adversary can teleport to the same space it teleported from, but it cannot be placed on a space that is on the other side of a closed door.

HEAL

Healing restores the HP of the adversary by the given value, up to their maximum HP. Unless an ability specifically says otherwise, heal actions may only target the active adversary or one of its allies.

If there is no range value on a heal action, then its range is 1.

Unlike characters, adversaries do not receive Bandage tokens when healed, and there is no limit to how many heals an adversary can receive.



BOSS ADVERSARIES

Boss adversaries are a unique and more powerful kind of adversary with slightly different rules from regular adversaries.

PLACING NEW BOSS ADVERSARIES

When instructed to place a new boss adversary for a mission, follow Step 5 in the **SETUP | MISSION SETUP** section.

If Adversary Action cards have already been drawn for the round for adversaries, newly placed boss adversaries do not get a turn during the round. In the next round, draw a Boss Adversary Action card for each boss adversary as normal.

ATTRIBUTES

Boss adversaries have different attributes depending on how many characters are taking part in the mission; this count includes characters who have been defeated.

INITIATIVE

A boss adversary's initiative for the round is the sum of the AP of their inherent action and all additional actions that will be performed.

TARGETING, MOVEMENT, AND ATTACKS

During their turn, boss adversaries follow the same primary target, movement, and attack rules as regular adversaries.

DEFEAT

Boss adversaries drop a number of nova cells equal to the mission difficulty plus the number of characters that are taking part in the mission; this count includes characters who have been defeated.

For example, a boss adversary on a mission that is difficulty 2 and has 3 characters present would drop 5 nova cells.

ACTION TYPES

The following sections detail the different types of actions available to boss adversaries.

INHERENT

Each boss adversary has one inherent action that is the first action they perform on their turn, regardless of what Boss Adversary Action card they draw.

ADDITIONAL ACTIONS

Boss adversaries have 3 additional actions; which they use depends upon which Boss Adversary Action card is drawn. See the **CLARIFYING EXAMPLES | BOSS ADVERSARIES** section for more information.

CONVERTING ACTIONS

Boss adversaries convert each action that they cannot perform due to the primary target being out of range into move actions.

BOSS ADVERSARY ACTION CARDS

At the start of each round where a boss adversary is present, a Boss Adversary Action card is drawn.

COMPONENT DETAILS

The following sections provide details for each component used at the start of a campaign. As players progress through a campaign, they will unlock new boxes containing new components. Details for new components are included in the corresponding sealed boxes.

CAMPAIGN COMPONENTS

The following sections detail campaign components.

CAMPAIGN SHEET

When starting a new campaign, players should retrieve a fresh Campaign sheet to record their new campaign name, the present character names, and to track their progress. Players can also use it to note any information that they feel may be important.

It is possible to have multiple campaigns going at once, although some aspects of the physical game state (such as the hidden components) are difficult – if not impossible – to rewind. Campaign sheets can be used to track these aspects of the campaigns to keep them separate.

Vanished technology does not have a physical component but is tracked on the Campaign sheet. Vanished technology is shared by the team.

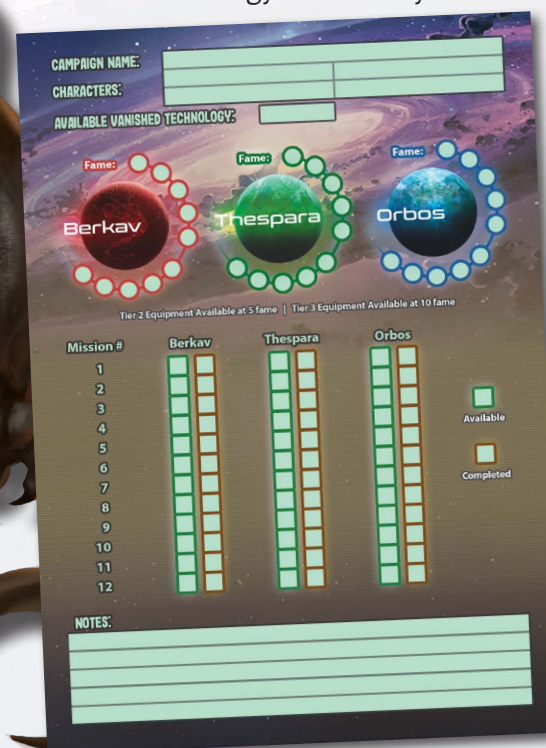


Figure 11 - Blank Campaign Sheet

PHANTOM EPOCH UPGRADE BOARD

Upgrades may be performed on the *Phantom Epoch* which unlock new features. Each upgrade and the requirements for unlocking it are listed on the board. The required Vanished technology is most abundantly found during expeditions. The schematics, equipment, and simulations are hidden throughout the game and must be found.

As each schematic, equipment, or simulation is obtained, the corresponding checkbox on the *Phantom Epoch* Upgrade board should be marked with a check. When the Vanished technology cost is spent for a particular upgrade by removing the amount from the Campaign sheet, the corresponding checkbox should be marked with a check. When all checkboxes for an upgrade are filled in, the upgrade can be performed by peeling back the corresponding section of the *Phantom Epoch* Upgrade board to reveal new rules text explaining the effects of the upgrade.



Figure 12 - Phantom Epoch Upgrade Board

Note: there is only one *Phantom Epoch* Upgrade board in the game box. Players may reuse the *Phantom Epoch* Upgrade board for separate campaigns, noting what is unlocked or not on their Campaign sheet. Additionally, new *Phantom Epoch* Upgrade boards may be purchased or printed if desired.

MISSION COMPONENTS

The following sections detail mission components.

MISSION BOOKS

Mission Book A and Mission Book B are to be used in tandem, with Mission Book A placed on the left and Mission Book B placed on the right, as shown below. They should always be opened to the same pages. For example, if Mission Book A is open to page 3 and 4, then Mission Book B should also be open to page 3 and 4.

Each mission contains both story and mechanic text. Story text is italicized and read as players play through the mission.

The missions are played on the maps contained within the books.

Mission books contain a title, a difficulty rating, an introduction, an objective, starting information, mission event information, and event adversary information.

MAPS

The following sections detail map elements.

COORDINATES

Each Mission map has coordinates on it that are used by the mission text to identify specific spaces.

For example, in the tutorial mission, "Awakening", L-4 refers to the following space:

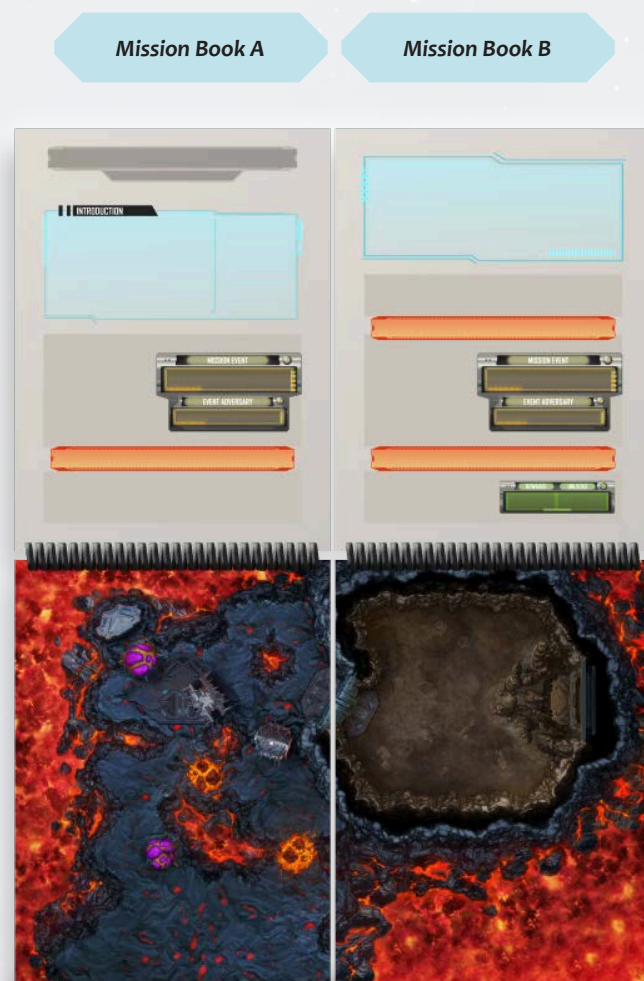


Figure 13 - Layout of a Mission Using 2 Mission Books



Figure 14 - Demonstration of how Spaces are Labelled/Located



ENTRY POINTS

At the start of a mission, players place their character miniatures on an entry point.



ORB

At the start of the mission, Orb tokens are placed on spaces with orb icons.



TREASURE

At the start of the mission, Treasure tokens are placed on spaces with treasure icons.

DIFFICULT TERRAIN, HAZARDS, AND OBJECTS

The following are types of spaces that have different colored borders around them to indicate what they represent. Note that when multiple adjacent spaces are surrounded by the same border, each space contained within that border is considered to be its own difficult terrain, hazard, or object space.

For example, in the following image there are four different destructible object spaces, surrounded by a single dark blue border:



Figure 15 - Destructible Objects Example

DIFFICULT TERRAIN



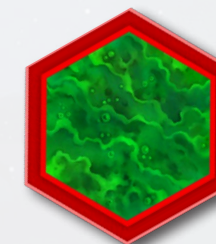
Spaces or tokens with a yellow border are considered difficult terrain and take 2 MP to move into. Destroyed objects are considered difficult terrain.

HAZARDS

Hazards are spaces or tokens with a red border that have a detrimental effect when a figure enters them. If a Hazard token is placed over difficult terrain, it replaces the effects of the difficult terrain until the Hazard token is removed.



FIRE: The figure takes 3 damage upon entering and is inflicted with Burning 🔥. If the figure has not exited the space by the start of their next turn, do not remove Burning 🔥 after damage from it is applied. If the figure has removed Burning 🔥 but has not exited the fire hazard by the start of its next turn, or rests while still on the hazard, reapply Burning 🔥.



POISON: The figure takes 3 damage upon entering and is inflicted with Weakened 🏹. If the figure has removed Weakened 🏹 but has not exited the poison hazard by the start of its next turn, or rests while still on the hazard, reapply Weakened 🏹 (but do not take additional damage).



TRAP: The figure takes 5 damage upon entering. If the trap is represented by a Trap token, remove it from the map. If the trap is represented as part of the map, it is triggered every time it is entered.

OBJECTS

There are two kinds of objects: **destructible** and **indestructible**.

Similarities between destructible and indestructible objects are as follows:

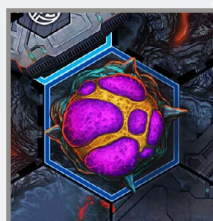
1. It's not possible to enter a space with an object on it, so they can't be moved through.
2. Objects can be leapt over.
3. Objects intersect line of sight and force an Accuracy die roll on attacks.

DESTRUCTIBLE

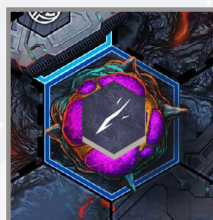
Destructible objects are indicated by a dark blue border around their space.

They have three states: intact, damaged, and destroyed.

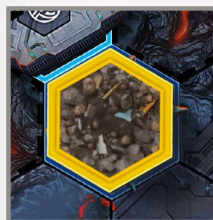
Each time the object takes damage from any source, its state will be lowered by one (from intact to damaged or from damaged to destroyed), regardless of how much damage is done.



An **intact object** doesn't have a Damage token or a Destroyed token on it:



A **damaged object** has a Damage token on it:



A **destroyed object** has the Destroyed token on it:

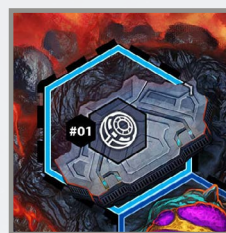
Destructible objects may be targeted by any attack, including attacks that affect multiple spaces. Whenever game text refers to targets, this includes destructible objects. Destructible objects may also inadvertently take damage from ranged attacks. Any detrimental conditions associated with an attack action are ignored when targeting an object.

Destructible objects with a Destroyed token on them are considered difficult terrain and an empty space, provided they don't have any figures, objects or hazards on them.

INDESTRUCTIBLE

Indestructible objects are indicated by a light blue border around their space.

These may not be targeted by attacks and do not take any damage when they block a ranged attack.



DOORS

Doors are indicated by a closed-door icon on their space. Until they are opened, doors are treated as walls. Closed doors cannot be moved through without opening them, and line of sight cannot be drawn through them.



Doors are opened by moving onto them unless otherwise specified in the Mission book. When a door is opened, place the Open Door Token on it. See the **GENERAL COMPONENTS | OPEN DOOR TOKENS** section for more information.

Only characters can open doors.

EMPTY SPACES

A space is considered empty only if it does not have any figures, objects, doors, or hazards on it. Destroyed objects and other difficult terrain are considered empty spaces, provided they don't have any figures, objects or hazards on them.

ADVERSARY PLACEMENT ICONS

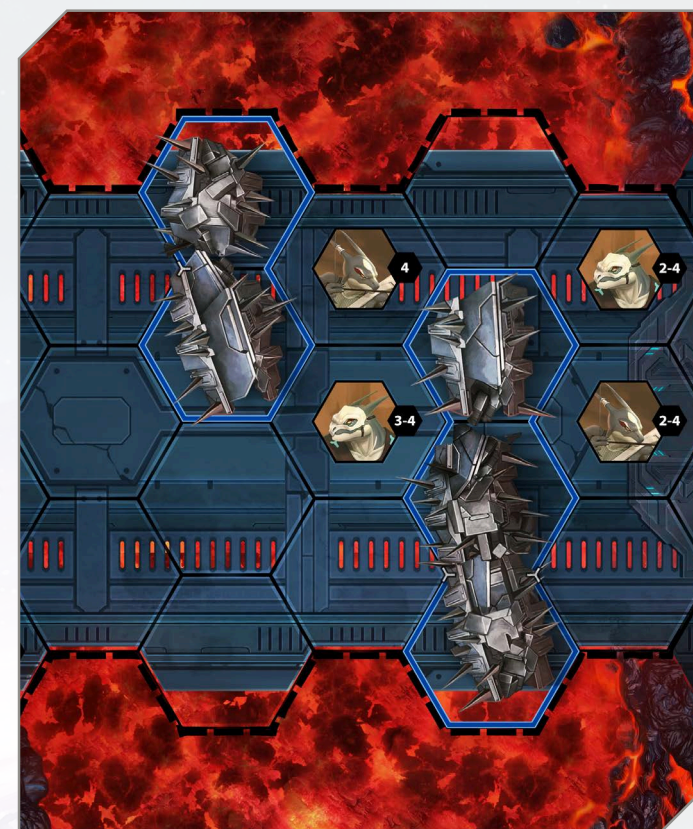


Adversary Placement icons that appear on the mission maps indicate which adversaries to place where while setting up a mission, according to the mission's character count.

Adversary Placement icons that appear in the mission text indicate where and when to place adversaries. The text at the top of the icon indicates the character count to place the adversary for, and the text at the bottom of the icon indicates the coordinates to place the adversary at.

LAVA & WATER

Portions of maps are illustrated with lava or water. These have a thick, dotted border around them. They can be leapt over and line of sight may be drawn over them, but they cannot be moved into and leaps cannot end on them.



WALLS

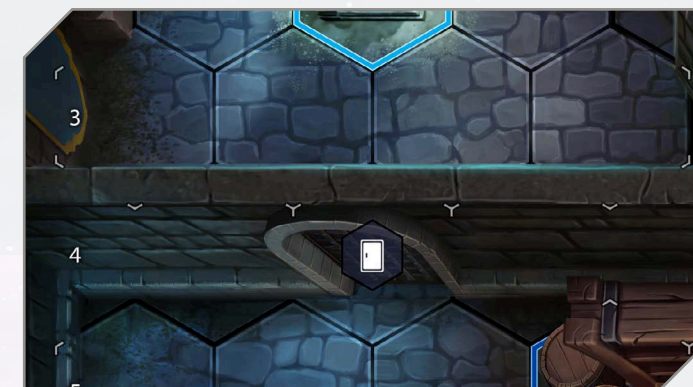
Boundaries of the play area are called walls and are illustrated by a thick black border. Most frequently, these boundaries on the map are illustrated by actual walls. Walls cannot be moved through, leapt over, and line of sight cannot be drawn through them. When determining line of sight and movement, refer to the thick black border rather than the artwork.



FLOATING VERTICES

Where map illustrations cover the grid, floating white vertices appear above the artwork to indicate the covered spaces' boundaries. These should be considered a continuation of the grid line for the space.

For example, in the graphic below the thick black wall borders are covered by the wall artwork, thus the floating vertices should be considered extensions of those wall borders.



GENERAL COMPONENTS

The following sections detail general components.


DICE


The following sections detail dice.

ATTACK DICE

There are two types of Attack dice: the Basic Attack die (light blue) and the Blitz Attack die (yellow).

Both Attack dice are 8-sided and made up of numbers and the following icons:

 **CRITICAL STRIKE** - A critical strike pierces all guard of the target, is treated as having a value of 3, and activates a critical ability.

 **FUMBLE** - A fumble causes the attack to miss entirely, and leaves the attacker so off-balance that they cannot perform any further attacks during their current turn. A fumble is treated as having a value of 0.

Players may choose which Attack die they roll for any given attack action:


1. Rolling the light blue **Basic Attack** die has consistent damage output with a low chance at rolling a **Fumble**.
2. Rolling the yellow **Blitz Attack** die has high damage output potential with a good chance of rolling a **Critical Strike** or a **Fumble**.


Adversaries always use the Basic Attack die unless their Adversary Action card specifically says otherwise.


ACCURACY DIE

The Accuracy die is used for ranged attacks and some other abilities.

It has the following icons:

 **MISS** - The attack misses the object or figure the Accuracy die is being rolled for and all further objects and figures on the line of sight, including the intended target. Do not proceed with any further calculations or rolls.

 **BLOCK** - The object or figure that the Accuracy die is being rolled for becomes the new target of the attack. Proceed with the attack using the new object or figure instead of the intended target, even if it is an ally of the attacker.

 **SUCCESS** - The attack bypasses the object or figure and continues toward the target. If there are more objects or figures on the way to the target, continue to roll the Accuracy die for them. Otherwise, the attack hits the intended target.

DECISION DIE

The Decision die is an 8-sided die used to make decisions outside of the players' control where more than one viable option exists. It is rolled at the beginning of each round, and the result is used throughout that round.

It has three components:

1. **COLOR** (dark blue, light blue, red, and yellow) When rolling against two or more colors, (for example, if there are two viable primary targets, one is dark blue and one is red), if the rolled color matches one or more of the options, eliminate all other options from the decision.

In the image below, the Grallok Sentry adversary has two viable primary targets. Because the Decision die result is dark blue, the Sentry will use the dark blue Slink character as his primary target.



Figure 16 - Example of Decision Die Used to Determine Color

2. **DIRECTION**

Primary (the larger cardinal direction initial letter): If color alone is not enough to decide or the viable options do not have corresponding colors (for example, there are two or more empty spaces on the Mission map), then the next deciding factor is the primary direction. Whichever viable option is the furthest in the rolled primary direction is selected.

Secondary (the smaller cardinal direction initial letter): If color and primary direction are not enough to decide, then the final deciding factor is the secondary direction. Whichever remaining viable option is the furthest in the secondary direction is selected.

TOKENS

The following sections detail general components.

CONDITION TOKENS

During a mission, both characters and adversaries may experience beneficial or detrimental conditions.

For adversaries, the corresponding token is placed in the Adversary stand on the figure affected by it. For characters, the corresponding token may be placed resting on the Character miniature or on the Character Class board.

If a figure has a condition and is receiving the same condition, then simply understand that the condition has refreshed. There is no need to add a second Condition token for the same condition or swap out the same Condition token.


If a figure has a condition and is receiving a different condition, then simply place all relevant Condition tokens on the figure.


Unless otherwise noted, detrimental conditions affecting characters remain in effect until the affected character rests.

Adversaries do not rest. Some adversaries have Adversary Action cards that allow them to remove conditions, but those are rare. Otherwise, detrimental conditions are permanent for adversaries, except for conditions like Burning which specifically say they are removed after one turn.

Unless otherwise noted, all conditions in the table below affect both characters and adversaries.

BENEFICIAL:


 **BARRIER** The next time the figure would receive damage, remove this Condition token instead.


 **INVISIBLE** A figure with this condition cannot be attacked, healed, or otherwise affected by any action performed by any figure other than itself.

Line of sight can never be drawn to an Invisible figure. The Invisible figure may move through enemies and vice versa while Invisible.

Remove this condition at the end of the figure's next full turn after receiving the condition, or upon performing an attack action, even if the attack fails.


An adversary ignores Invisible figures when determining their primary target.


 **RESILIENT** The next time the figure would receive a detrimental condition, remove this Condition token instead.


 **VENGEFUL** After a melee attack completes against the figure and does not result in it being Knocked Down, Stunned, defeated, or otherwise unable to perform an attack, the figure performs an Attack -1 in retaliation, then removes this Condition token.

If another effect defeats the attacker before the Attack -1 is performed, do not remove this Condition token.


DETRIMENTAL:

 **BLEEDING** Figures with this Condition token take 2 damage at the start of their non-rest turns.

 **BLINDED** Before rolling any attack, figures with this Condition token must roll the Accuracy die, proceeding only if a **Success** was rolled.


 **BURNING** Figures with this Condition token take 3 damage at the start of their next non-rest turn, then remove this Condition token.

If the figure would be inflicted with Frozen, remove Burning Condition token instead.


 **FROZEN** AP cost (including when calculating initiative) of all Action cards is doubled while Frozen, and Action cards cannot be converted to movement.

Remove this condition at the end of the figure's next full turn after receiving the condition.

If the figure would be inflicted with Burning, remove the Frozen Condition token instead.


 **KNOCKED DOWN** A figure who is Knocked Down cannot attack, take any non-move or non-leap action of any kind, use items, or activate equipment/attachments with manual triggers until spending 1 MP to remove this Condition token.

Adversary round effects become inactive while adversaries are Knocked Down and become active again when the adversary removes the Knocked Down Condition token. Adversaries convert their next Adversary Action card to movement if it doesn't have a round effect, move or leap on it.

 **STUNNED** Characters who are Stunned cannot take any kind of action, use items, or activate equipment/attachments with manual triggers until resting or discarding a selected Character Action card.

Adversaries cannot take any kind of action until the end of their next full turn after being Stunned, at which time they remove the Condition token. Adversary round effects become inactive while adversaries are Stunned and become active again when the adversary removes the Stunned Condition token.

 **VULNERABLE** -2 to guard.

 **WEAKENED** -2 to all attacks.

NOVA CELL TOKENS



Nova cells serve as both a currency and a power source for charging attachments and equipment. When a character earns a Nova Cell token, it is placed in their play area. A Nova Cell token with no number on it represents 1 nova cell. Nova Cell tokens with numbers on them represent 3, 5, or 10 nova cells, respectively.

Nova cells. Sources of infinite energy. When a charge is depleted, it takes years to recharge; but it will recharge. We have experimented with burying nova cells so they have no outside stimulus, and yet, somehow, they still recharge. I am convinced that our rudimentary use of these marvelous artifacts is nothing compared to what the Vanished would have used them for.

— Vincent Tallor (2298 AV). Ancient Engineers.

BANDAGE TOKENS

Each time a character is targeted by a heal action and recovers HP, they receive a Bandage token. Once a character's bandage slots are full, the character can no longer be affected by heal actions.



ORB TOKENS



Orbs are represented by Orb tokens and can be activated by the characters for various effects, which are usually described in the Mission books or the Extras book.

The glowing blue side of the token represents an active orb; the side with no glowing blue represents an inactive orb.

OPEN DOOR TOKENS

When a door is opened, place an Open Door token on it. Once opened, the space is treated the same as any other empty space. If ever an opened door is closed by mission effects, remove the token from the map, and move any figures or other tokens that were on the door space to the closest empty adjacent space, using the Decision die to determine which.



TREASURE TOKENS

Treasure is represented by Treasure tokens, are present on Mission maps, and can be retrieved by characters for rewards.



DAMAGE TOKENS

Damaged, destructible objects are indicated by Damage tokens being placed on a map space containing a destructible object.



DESTROYED TOKENS

Destroyed, destructible objects are indicated by Destroyed tokens being placed on a map space containing a destructible object.

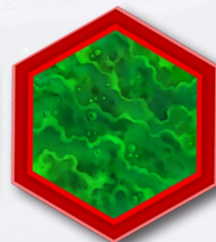


HAZARD TOKENS

Hazard tokens are placed on a map space to indicate that the space contains a hazard. These are most frequently placed by Action cards and mission events.



Fire Token



Poison Token



Trap Token

CARDS

The following sections detail Event and Expedition cards.

EVENT CARDS

Event cards are drawn at the beginning of every round to add variability to the rounds.

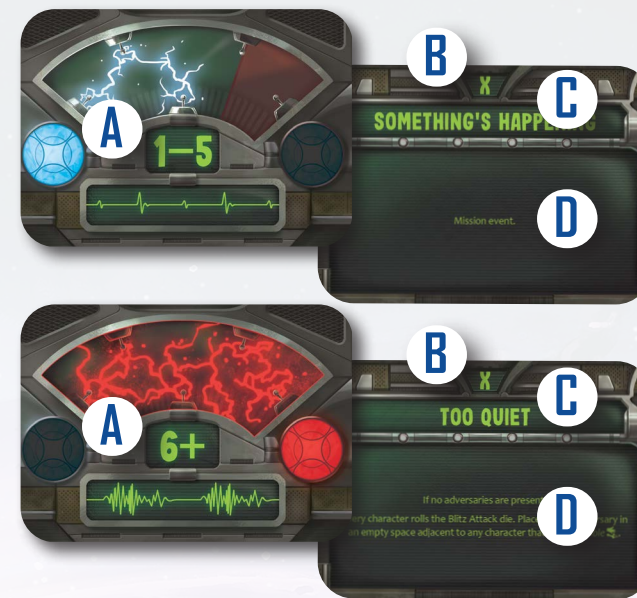


Figure 17 - Event Cards

- A. ROUND IDENTIFICATION** - Event cards all correspond to either Rounds 1–5, or 6+. Round 6+ Event cards are generally more challenging for the players.
- B. NUMBER** - Each event has an identification number which is used when adding events to either deck. Event cards that should be present in the Event decks from the start of the campaign are identified with an X.
- C. NAME** - The name of the event.
- D. DESCRIPTION** - A description of the effects of the event.

Some Event cards refer to a “mission event” or an “event adversary.” The mission text for each mission describes what the mission event and event adversary are. Note that they may change throughout the mission.

EXPEDITION CARDS

Expedition cards provide the opportunity for characters to perform various tasks between missions and gain rewards.

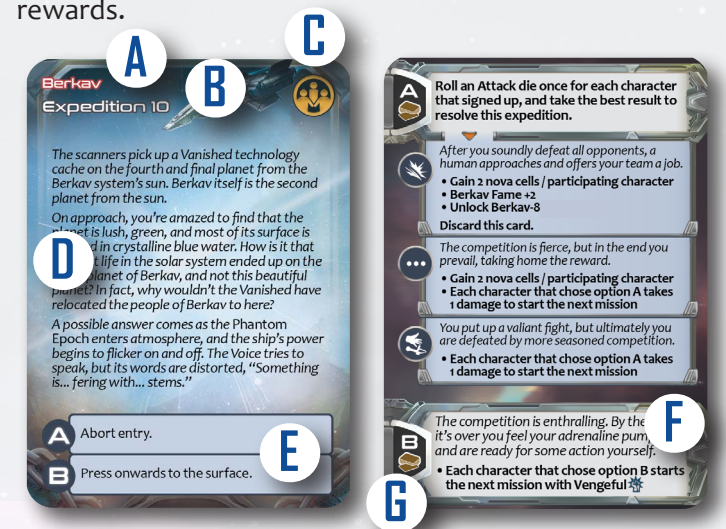


Figure 18- Front & Back Sides of an Expedition Card

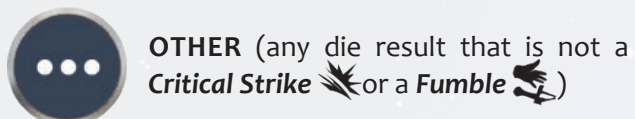
- A. PLANET NAME** - There are three planet Expedition decks (Berkav, Thespara, and Orbos) and one additional Expedition deck (Story). Players draw from the deck corresponding to the planet where their last mission took place. The Story Expedition deck is only drawn from when mission text specifically says to do so.
- B. NUMBER** - Each expedition for each planet has an identification number which is used when adding expeditions to a deck. Expedition cards that are present in the Expedition decks from the start of the campaign are identified with an X.
- C. CHOICE TYPE** - This indicates whether each character makes their own decision or the team should make the decision collectively.
 - Individual Choice
 - Team Choice
- D. DESCRIPTION** - This is story text which presents players with a decision. Paying close attention to the story text may pay off in unexpected ways later in the campaign.
- E. DECISION OPTIONS** - If it is a team choice, characters should decide together which of the two options they will choose. If it is an individual choice, each character makes their own decision.

F. RESULT - This indicates what happens based on the choices made. Some results are beneficial, others are detrimental. If it was a team choice, only read the result corresponding to the team's decision. If it was an individual choice, read any result(s) that were chosen by one or more characters, and apply the results to the respective characters.

Many expeditions will instruct players to roll an Attack die and resolve the expedition according to the result rolled. Players may read the different results before choosing which die to roll.



CRITICAL STRIKE

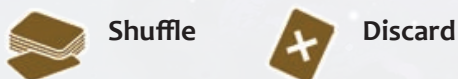


OTHER (any die result that is not a **Critical Strike** or a **Fumble**)

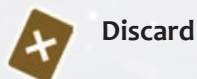


FUMBLE

G. SHUFFLE OR DISCARD - This indicates whether the Expedition card should be shuffled back into its deck after being resolved or if it should be discarded from the campaign. Discarded Expedition cards can never be drawn again in the campaign. For individual choice expeditions, if one of the selected options says to discard, then discard the Expedition card, even if other characters selected an option that says to shuffle.



Shuffle



Discard

HP TRACKING ITEMS



Assembled miniature with arrow pointing to 2, and one +10 HP Disc, indicating 12 HP

HP Tracking Base

+10 HP Disc

Figure 19 - Demonstration of Assembly of Figure, +10 HP Disc, and HP Tracking Base

Both character miniature figurines and adversary standees slot into HP tracking bases which come in four different colors. Each character should use their own color, and adversaries of the same species and class should only reuse colors if more than four of them are present on the map.

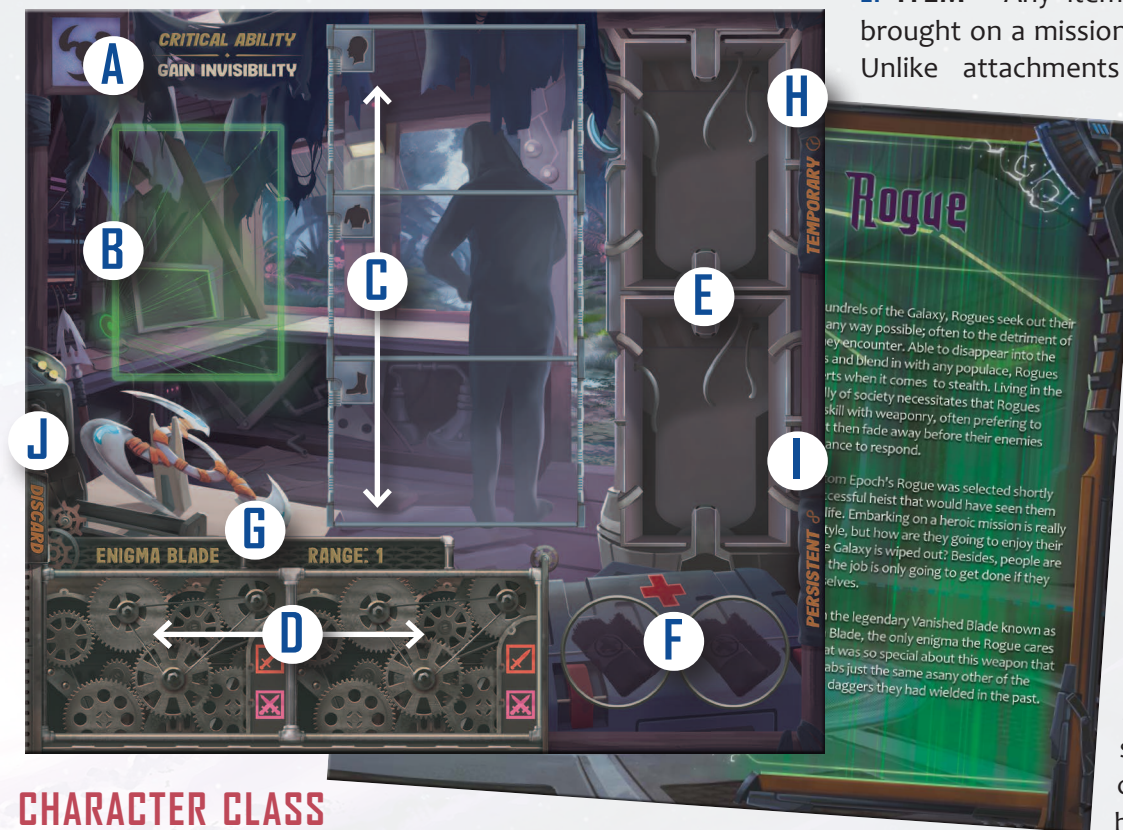
The arrow on the character miniature base or adversary stand should point to the current HP value of the figure. An HP value greater than 10 can be indicated by stacking +10 HP discs under the figure.

For example, if a figure is slotted into an HP tracking base with its arrow pointing to 7, and the HP tracking base is stacked on one +10 HP disc, its current HP value is 17.

TIP: When assembling and disassembling your miniatures from the HP tracking bases, grip the mini by its base to ensure no unnecessary strain is placed on the figure.

CHARACTER COMPONENTS

The following sections detail character components. Each character will have these components in their play area.



CHARACTER CLASS BOARDS

Figure 20 - Rogue Character Class Board - Front & Back

- A. CRITICAL ABILITY** - Each class has an inherent critical ability displayed here.
- B. SPECIES CARD** - The character's species card is placed in this slot.
- C. EQUIPMENT** - (Head, Body, or Feet) Any equipment that the character currently has equipped is placed in these slots. One piece of equipment per equipment type (head, body, or feet) can be equipped at a time. Only effects of equipped equipment are active. Unequipped equipment still belongs to the character; it is simply set aside and can be swapped with equipped equipment during rest turns or between missions. Equipment can be sold.
- D. ATTACHMENT** - Any attachment that the character currently has equipped is placed in these slots. An attachment's type must match one of the types shown in the attachment slot to equip it to that slot. One attachment per attachment slot can be equipped

at a time. Only effects of equipped attachments are active. Unequipped attachments still belong to the character; they are simply set aside and can be swapped with equipped attachments during rest turns or between missions. Attachments can be dismantled for nova cells.

E. ITEM - Any items that the character has brought on a mission are placed in these slots. Unlike attachments and equipment, items can't be equipped and unequipped during a mission. The two items on a Character Class board to start the mission are the only two items available for use during that mission. Characters may still have more items in their possession that aren't in use in a mission and can swap them between missions.

F. BANDAGE - Bandage tokens are placed in these slots. Once all bandage slots are filled, the character can no longer benefit from heal actions.

G. WEAPON - The name of the class' weapon and the base range of the weapon.

H. TEMPORARY - Character Action cards with the temporary icon are placed next to the Character Class board in this location when played. They remain in effect until the start of the character's next turn, then are moved to the Character Action card discard pile.

I. PERSISTENT - Character Action cards with the persistent icon are placed next to the Character Class board in this location when played. They are not removed unless the player chooses to discard them to the Character Action discard pile.

J. DISCARD - Character Action cards that do not have the temporary or persistent icons are placed next to the Character Class board in this location when played, forming a Character Action card discard pile.

CHARACTER SHEETS

A Character sheet is used to save a player's character between sessions. It should be kept up to date as each mission completes and the character progresses.

Figure 21 - Character Sheet (Blank, Left)

Figure 22 - Character Sheet (Example, Right)

CHARACTER MINIATURES

Each character has a miniature corresponding to their species. The arrow on the base of the miniature is used to indicate the current HP value of the character in the HP tracking base.

Figure 23 - Female Human and Female Grallok Character Miniatures



CHARACTER SPECIES CARDS

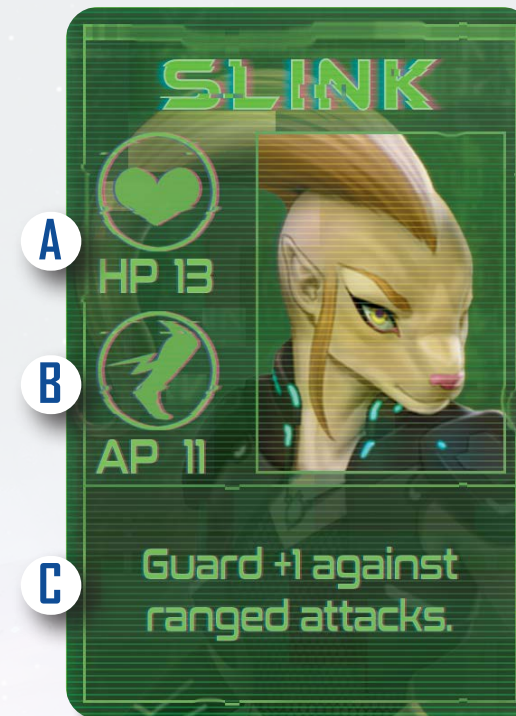


Figure 24 - Female Slink Species Card

- A. HP** - How many HP the character starts each mission with; indicating how much damage the character can suffer before they are defeated.
- B. AP** - The maximum number of AP the character can spend each turn to select Character Action cards.
- C. SPECIAL ATTRIBUTES** - Each species has a different special attribute that applies only to characters of that species.

The agile, crafty Slinks; the strong, indomitable Gralloks; the adaptable Humans. Is it not true that a Grallok can be adaptable? A Slink can be indomitable? A Human can be crafty?

We Humans call the planet Orbos home and say that the Slinks and Gralloks are foreigners – despite their being here for millennia. Regardless of who arrived first, I theorize that we all share the same origin.

– Augustus Alnor (2296 AV). *Biological Blunders*.

CHARACTER ACTION CARDS



Figure 25 - Warrior Character Action Cards

Each character class has its own set of Character Action cards.

- A. NAME** - The name of the Character Action card.
- B. AP COST** - The AP cost to select the Character Action card.
- C. DESCRIPTION** - The actions and effects of the Character Action card.
- D. SP COST** - The SP cost to purchase the Character Action card. If no cost is present, then the Character Action card is always available to the class/character without purchasing it.
- E. TEMPORARY** - Character Action cards with the temporary icon are placed next to the Character Class board temporary location when played. They remain in effect until the start of the character's next turn, then are moved to the Character Action card discard pile.
- F. PERSISTENT** - Character Action cards with the persistent icon are placed next to the Character Class board persistent location when played. They are not removed unless the player chooses to discard them to the Character Action discard pile.

EQUIPMENT CARDS

Equipment cards may be purchased between missions and offer a variety of benefits to characters.



Figure 26 – Card Back & 3 Examples of Equipment Cards

- A. TIER NUMBER** - Equipment comes in three tiers, with Tier 1 being the most common and Tier 3 being the rarest.
- B. PLANET** - The planet where the equipment comes from. Players may only purchase equipment from the planet where their last mission took place.
- C. TYPE** - The equipment slot that the Equipment card can be equipped in: Head, Body, or Feet.
- D. NAME** - The name of the equipment.
- E. NOVA CELL SLOT** - Indicates how many nova cell charges the equipment can hold. Players may charge the equipment with up to as many nova cells as the number indicated here. Usually, the more nova cells the equipment is charged with, the more times the special effect can be triggered before needing to recharge the equipment. If no number is present, such as on the Colite Reinforced Breastplate, the equipment does not require nova cells for its effects to be charged and active.
- F. COST** - The nova cell cost to purchase the equipment.
- G. TRIGGER** - There are two types of triggers: manual (red) and auto (blue). When triggered, the attached nova cell is depleted and returned to the general supply.



Our creations are a poor imitation of the marvelous works that the Vanished created in times past. We take our rudimentary knowledge of the crafts, such as smithing and tailoring, and we try to marry it to whatever scraps of Vanished technology we can get our hands on. Sometimes the results are – from our primitive point of view – wondrous, but the sad truth is that the very best of what we craft today is technologically thousands of years behind equipment that was crafted thousands of years ago.

– Vincent Tallor (2298 AV). Ancient Engineers.

- a. **Manual** - The player chooses whether to deplete a maximum of one nova cell (unless otherwise specified) to activate the effect when the trigger occurs.
- b. **Automatic** - One nova cell is automatically depleted whenever the trigger occurs.
- H. DESCRIPTION** - The equipment's effects. If the equipment requires nova cells to operate, the effects only occur if a nova cell charge was placed on the nova cell charge slot prior to the trigger occurring. If the equipment does not need nova cells to operate, the description text will explain when the effect takes place.
- I. MODIFIERS** - Some equipment adds modifiers to actions or initiative. These modifiers apply to every action taken of that same type. For example, while equipment with a "Move -1" modifier is equipped, it causes all move actions taken to give one less MP than usual. Initiative modifiers apply only if another effect (such as resting) doesn't set the character's total initiative value to 1. For equipment that has both modifiers and nova cell charges, the modifiers are active even if the equipment is not charged.

ATTACHMENT CARDS

Attachment cards are rewarded at the end of missions and offer a variety of benefits to characters.



Figure 27 – Card Back & 3 Examples of Attachment Cards

- A. TIER NUMBER** - Attachments come in four tiers, with Tier 1 being the most common and Tier 4 being the rarest. At the end of a mission, characters are randomly rewarded attachments from the tier corresponding to the difficulty of the mission they just completed. (Starting attachments have an X instead of a Roman numeral.)
- B. NOVA CELL SLOT** - Indicates how many nova cell charges the attachment can hold. Players may charge the attachment with up to as many nova cells as the number indicated. Usually, the more nova cells the attachment is charged with, the more times the special effect can be triggered before needing to recharge the attachment. If no number is present, such as on the Radiant Spark, the equipment does not require nova cells for its effects to be charged and active.
- C. NAME** - The name of the attachment.
- D. TYPE** - The attachment type of attachments that can be equipped. If there is no attachment type indicated, such as on the Adhesive Grip, then the attachment can go in any attachment type slot. The attachment types are as follows.
 - a. **Starting** - Each character class has its own starting attachment; the card's emblem will match the emblem on their Character Class board.
 - b. **General** - The various general types of attachments are as follows:
 - i. Melee (red sword)
 - ii. Ranged (green bow)
 - iii. Shield (blue shield)
 - iv. Medical (yellow plus sign)
 - v. Dual (pink crossed daggers)
- E. TRIGGER** - There are two types of triggers: manual (red) and auto (blue). When triggered, the attached nova cell is depleted and returned to the general supply.
 - a. **Manual** - The player chooses whether to deplete a maximum of one nova cell (unless otherwise specified) to activate the effect when the trigger occurs.
 - b. **Automatic** (not depicted here) - One nova cell is automatically depleted whenever the trigger occurs.
- F. DESCRIPTION** - Describes the attachment's effects. If the attachment is powered by nova cells, the effects only occur if a nova cell charge was present prior to the trigger occurring. If the attachment is not powered by nova cells, the description text will explain how the attachment is used.

ITEM CARDS



Figure 28 - Item Card

With the exception of the Healer's Medical Kit Item card, which is available from the start of the game, Item cards are acquired by upgrading the *Phantom Epoch*. Item cards are cards with special effects that can be used during a character's turn, including on rest turns. Most items are single use, after which they are returned to the deck from which they were originally retrieved. Item cards that say "Once per mission" are simply flipped over after use instead.

- A. ITEM NUMBER** - An identification number for the item. Items that characters start with are marked with an X instead of a number. When the campaign starts, only starting items will be visible in the box; more will be unlocked through campaign progression.
- B. NAME** - The name of the item.
- C. DESCRIPTION** - The item's effects.

ADVERSARY COMPONENTS

The following sections detail adversary components.

ADVERSARY STANDEES & STANDS



Figure 29 - Grallok Archer

Each adversary is represented on the Mission map by a cardboard standee; this is slotted into a stand, which is then slotted into an HP tracking base.

The extra slots on the Adversary stands are used to hold Condition tokens.

ADVERSARY DESCRIPTION CARDS

All adversaries of a single type (meaning the same species and class) share an Adversary Description card, even if there are multiples of the adversary on the Mission map.



Figure 30 - Slink Archer Adversary Description Card

- A. NAME** - The name of the adversary is made up of its species and its class (e.g., the adversary depicted above is of the Slink species and its class is Archer).
- B. DIFFICULTY RATING** - This indicates the difficulty of the adversary. One star equals Difficulty Rating 1, two stars equals Difficulty Rating 2, etc. Unless mission text specifies otherwise, when placing adversaries in a mission, use the difficulty rating that matches the mission's difficulty rating.

C. ATTRIBUTES.

1. **HP:** How many HP the adversary starts with each mission, indicating how much damage it can suffer before it is defeated.
2. **Attack:** This value is added to (or subtracted from) every attack that the adversary makes.
3. **Guard:** This value is added to (or subtracted from) the adversary's guard every time it is attacked.
4. **Range:** The maximum number of spaces away that an adversary can attack and the exact number of spaces away that it will attempt to be from its primary target.

- D. CRITICAL ABILITY** - This ability is triggered whenever the adversary rolls a **Critical Strike** during an attack.

ADVERSARY ACTION CARDS

Adversary turns are determined by their Adversary Species Action cards and Adversary Class Action cards. Adversary Species Action cards are performed before Adversary Class Action cards.

SPECIES ACTION CARDS

Adversaries of the same type share an Adversary Species Action card and all perform the same Adversary Species Action on their turn.



Figure 31 - Human Species Action Card

- A. NAME** - The name of the Action card.
- B. AP COST** - The AP cost of the card. This is used to determine initiative (turn order) during a round, as well as how many MP the card would give an adversary if the card was converted into a move action.

- C. ACTIONS** - The actions that the adversary will perform during their turn. Actions are performed in the order they appear.
- D. ROUND** - Any effects that have the **R** icon next to them are active for all adversaries for which the card was drawn throughout the entire round in which it was drawn.

CLASS ACTION CARDS

Adversaries of the same type share an Adversary Class Action card, but only perform the actions corresponding to their HP tracking base's color.



Figure 32 - Berserker Class Action Card

- A. NAME** - The name of the action.
- B. AP COST** - The AP cost of the action for an adversary of a given color. This is used to determine initiative (turn order) during a round, as well as how many MP the action would give if it was converted into a move action. Actions are always ordered from lowest to highest AP so that turn order for adversaries of a particular type is always in order from the top color to the bottom color.
- C. ACTIONS** - The actions that the adversary will perform during their turn. Actions are performed in the order they appear.
- D. ROUND** - Any effects that have the **R** icon next to them are active throughout the entire round in which the card was drawn for all adversaries of the corresponding color and type for which it was drawn.
- E. ADVERSARY COLOR** - The four colors on Adversary Class Action cards correspond with the HP tracking base colors of the adversaries. Adversaries only perform the actions corresponding to their HP tracking base color.

BOSS ADVERSARY COMPONENTS

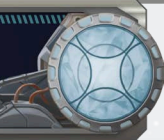


Figure 34 - Mutant Grallok Boss Adversary Description Board

BOSS ADVERSARY STANDEES



Figure 33 - Mutant Grallok Boss Adversary Standee

Each boss adversary is represented on the Mission map by a cardboard standee; this is slotted into a stand, which is then slotted into an HP tracking base.

BOSS ADVERSARY DESCRIPTION BOARDS

Boss adversaries are strong adversaries whose attributes scale according to the number of characters present.

- A. NAME** - The boss adversary's name. Unlike regular adversaries, a boss adversary's name does not indicate which Adversary Action cards it should use because boss adversaries only use the Boss Adversary Action card deck.
- B. BOSS ADVERSARY ACTION CARD SLOT** - The Boss Adversary Action card drawn at the start of a round is placed face up in this slot.
- C. PERSISTENT** - Like characters, boss adversaries have some Boss Adversary Action cards with a persistent icon on them. These are placed beside the Boss Adversary Description board next to the persistent icon and are active until the boss adversary is defeated or the mission ends.
- D. CHARACTER COUNT** - Use the attribute column corresponding to how many characters embarked on the mission.

- E. ATTRIBUTES** - Boss adversary attributes function the same as regular adversaries. Use the values that correspond with the number of characters who embarked on the mission.
- F. INHERENT ACTION** - The inherent action is performed at the start of every one of the boss adversary's turns, regardless of which Boss Adversary Action card is drawn.
- G. ACTIONS #1-3** - Boss Adversary Action cards indicate one or more action numbers. During the boss adversary's turn, the boss adversary performs the action number(s) corresponding to their drawn Boss Adversary Action card.
- H. AP COST** - The AP cost of the actions. This is used to determine initiative (turn order) during a round, as well as how many MP the action would give if it was converted into a move action.
- I. CRITICAL ABILITY** - This ability is triggered whenever the boss adversary rolls a **Critical Strike** during an attack.

BOSS ADVERSARY ACTION CARDS

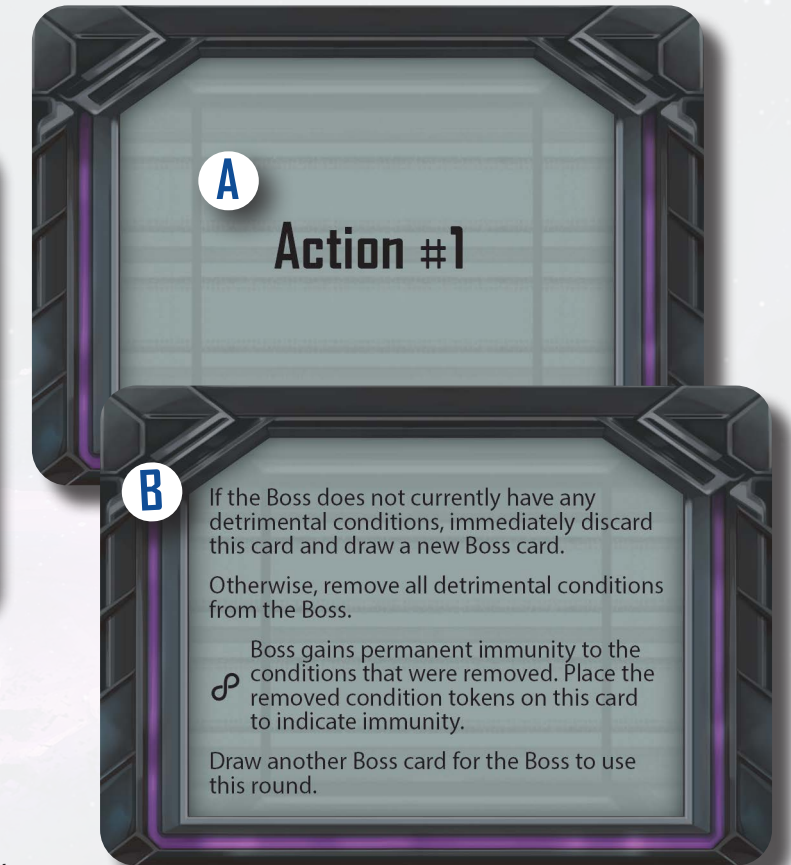
Boss adversaries use Boss Adversary Action cards to determine what actions they will perform on their turn.



Figure 35 - Card Back & 2 Examples of Boss Adversary Action Cards

The Boss Adversary Action card will contain one of the following:

- A. ACTIONS** - One or more actions are referenced by the card. The AP value of the corresponding action(s) on the Boss Adversary Description board is added to the AP value of the inherent action and used to determine initiative. On its turn, the boss adversary will perform the corresponding action(s).
- B. OTHER** - Some Boss Adversary Action cards do not refer to an action and instead grant the boss adversary special effects. If a persistent icon is present on the card, the card is placed next to the persistent icon on the Boss Adversary Description board when drawn.



CLARIFYING EXAMPLES

The following sections provide clarifying examples of complex concepts.

MULTIPLE SIMULTANEOUS EFFECTS

If multiple effects are triggered at the same time that are conflicting (for example, if an adversary has a round effect that causes it to Retreat 3 after it is attacked, but it also has the Vengeful condition on it) perform the effects in the order that allows all of the simultaneous effects to occur. In the Retreat 3 and Vengeful example, if the retreat were to take place first, that would cause the adversary to move out of range to perform the counterattack. Hence, the attack from Vengeful should take place first, and then the Retreat 3 should occur.

If conflicting simultaneous effects cannot be triggered in an order that allows them all to occur, or if the order in which they are all applied could still change the overall outcome, the players may choose which order the effects take place in.

CONDITION TOKENS - FROZEN

The Frozen condition may result in slightly different effects depending on when the figure receives it, for example:

- If a figure is Frozen during a round before their turn occurs. The result is their already selected Action cards are doubled for initiative, causing their turn during the round to come much later than expected. When it does come, Frozen is removed at the end of it.
- If a figure is Frozen during a round after their turn has already occurred, they remain Frozen during card selection on the next round. For characters this affects how many cards they can select due to the doubled AP values, and it affects all figures initiative. When their turn comes, Frozen is removed.
- A figure is Frozen during their turn. There is no immediate effect, and they complete their turn as normal. Frozen is not removed at the end of the current turn since it had no effect (and is not a full turn). The next round their turn will be fully affected by it, and then it will be removed.

ADVERSARY PRIMARY TARGETS

In Figure 36, on the dark blue Human Berserker's turn, normally their primary target would be the closest enemy: the light blue character. However, the mission text for this specific mission indicates that the red character is the primary target for all adversaries. The Human Berserker has the "Overextend" action as shown on the class action card to the right, which includes a round effect. Because round effects cannot be converted to movement, they're unable to convert it in order to move within range of the red character. Thus, because they have no possibility of using their action to target the red character or converting it to move closer to the red character, they will use their attack on another enemy within range: the light blue character.



Figure 36 - Primary Target Example 1



In Figure 37 the dark blue Grallok Berserker has a range of 1. There is only one enemy on the map (the Slink character), and there are no empty spaces within range of the enemy. Thus, it is impossible to get within range of an enemy, and the Grallok Berserker has no primary target.



Figure 37 - Primary Target Example 2

ADVERSARY PRIMARY TARGETS (CONT...)

When no enemies are in range, the primary target is the enemy that would take the fewest MP to move to a space where it is in range. Although both enemies in Figure 38 are 2 range away, and the Decision die is red, the dark blue Grallok Berserker would have to move 2 spaces to reach the only empty space they can attack the red character from, while they only need to move 1 space to reach an empty space they can attack the dark blue character from. Thus, the dark blue character is their primary target.



Figure 38 - Primary Target Example 3

ADVERSARY MOVEMENT AND ATTACKS

In Figure 39 to the right, each of the 3 adversaries has a Move 4 and an attack action.

1. The Slink Archer (L-3) has Range 6 and has two potential targets, each at the same range. Both targets are equally viable, so the Decision die is used to decide that the southernmost target is the primary target. They then move to a space that is maximum range to their primary target, and has as many additional enemies in range as possible (note that the additional enemies don't need to be at exactly maximum range). There are two equally viable spaces, so the Decision die is used to determine that they will move to the southernmost space, then performs their attack.

Note that the primary target was chosen at the start of the turn before moving and would not change after moving, even if the adversary's movement had caused additional enemies to be closer than the primary target.

2. The Slink Scout (M-3) with Range 3 is blocked from moving in range of an enemy. Their target becomes the destructible object blocking the shortest path to being in range to attack an enemy. There are two potential objects (N-2 and O-3), but only one is already damaged. The damaged object (N-2) is the primary target. Because their primary target is an object that's already within range, they do not move at all.
3. The Slink Berserker (R-8) with Range 1 cannot move within range of any enemy. Their primary target is the enemy that would take the fewest movement points to reach, even though they won't be able to reach them. They move as close as they can get with their current move action. There are two equally viable spaces (U-5 and W-5), so the Decision die is used to determine which they move to. If the attack is on a different Action card than the move action, they would then convert the attack Action card to movement to finish closing the distance.



Figure 39 - Adversary Movement and Attacks Example



ADVERSARY MOVEMENT AND ATTACKS (CONT...)

In Figure 40, each adversary has a Move 4 followed by an attack action.

1. The Grallok Scout with Range 3 chooses the space that is maximum range from their primary target and also has an additional enemy in range.
2. The Grallok Sentry with Range 1 has no path to any enemy. Their primary target becomes the closest destructible object blocking their path.
3. The Grallok Archer with Range 6 is already within range of their primary target. They cannot reach any space that is at exactly 6 range from their primary target, so they want to move to the space with the furthest range from the primary target that they can with their current movement. Of the available spaces that are Range 4 away from the primary target and have an additional enemy in range, the Grallok Archer chooses a space that's the fewest movement points away possible; this leaves two options (A or B) and the Decision die would be used to decide between the two.

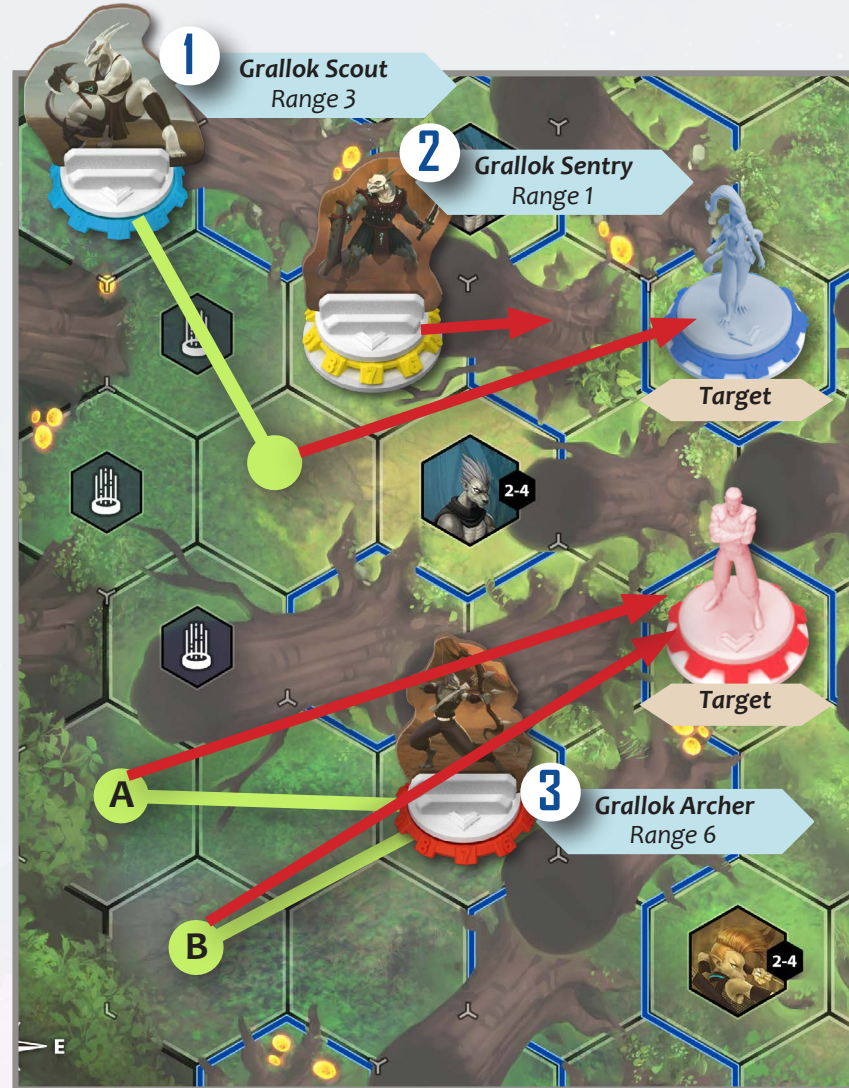


Figure 40 - Adversary Movement and Attacks Example 2



In Figure 41, each adversary has a Move 2 followed by a Move 3. The green line represents the Move 2, and the blue line represents the Move 3. The adversaries make each separate move action in isolation, as if it were the only movement during their turn.

1. The Grallok Sentry with Range 1 is not able to get within range of the blue primary target with a Move 2, even if they go through the hazard, so they begin to take the long path around. Then, with the Move 3, they can reach the primary target only by moving through the hazard.

The primary target was chosen at the start of the turn before moving and does not change after the first move action even though they could have reached the red character with the second move

action for the same number of movement points and wouldn't have needed to move through a hazard. Players can use this knowledge to their advantage to lure adversaries through hazards.

2. The Grallok Scout with Range 3 cannot reach exactly maximum range to their blue primary target by moving through the hazard with the Move 2 and cannot gain any more distance from the primary target by moving north, so they skip the Move 2. With the Move 3, they can reach exactly maximum range only by moving through the hazard, so they do so.



Figure 41 - Adversary Movement and Attacks Example 3

ADVERSARY MOVEMENT AND ATTACKS (CONT...)

In Figure 42, the Grallok Sentry with Range 1 has a Move 3. There are 3 equally viable spaces that they can move to reach their primary target. The Decision die is used to determine which they move to. The diagram demonstrates just one possible result for each space that would result in it being selected, but no matter what result was rolled, one of the spaces would be more viable than the others.

1. The primary direction is north, hence the northernmost space is chosen.
2. The primary direction is south, hence one of the two southernmost spaces will be chosen. The secondary direction is west, hence the westernmost of those two spaces is chosen.
3. The primary direction is south, hence one of the two southernmost spaces will be chosen. The secondary direction is east, hence the easternmost of those two spaces is chosen.



Figure 42 - Adversary Movement and Attacks Example 4



Figure 43 - Adversary Movement and Attacks Example 5

In Figure 43, the Range 1 Slink Berserker has a Move 3 followed by a Leap 3. The green line represents the Move 3, and the blue line represents the Leap 3. Normally the primary target is selected at the start of an adversary's turn and does not change during the turn. However, when an adversary has both a move action and a leap action on the same turn, the primary target should be selected for each in isolation.

For the move action, the primary target is a destructible object blocking the path to an enemy. There are two possible objects that, if either were destroyed, would open a path that

would take 4 MP to be within range to attack an enemy. The Decision die determines that the furthest south of these two objects is selected.

For the leap action, the adversary's path to their primary target is no longer blocked, so the primary target becomes the Slink character. Of the viable spaces within range of the primary target, two would take the fewest MP to reach. The Decision die determines that they end in the furthest south of those two viable spaces.

In Figure 44, the Range 6 adversary has a Move 2. They move to the space that they can attack from that is as close as possible to maximum range to their primary target. Because of line of sight being obstructed by the walls if they were to move to any space further away, they end up moving closer to the primary target.

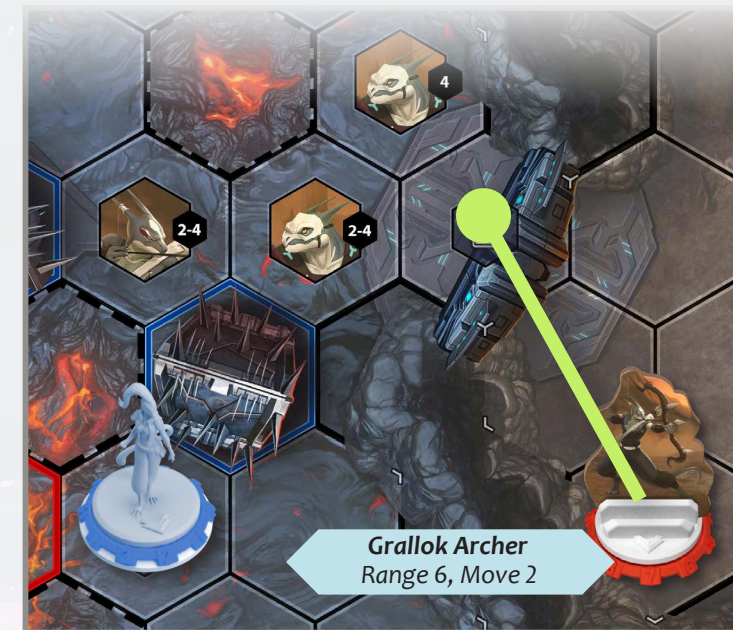


Figure 44 - Adversary Movement and Attacks Example 6

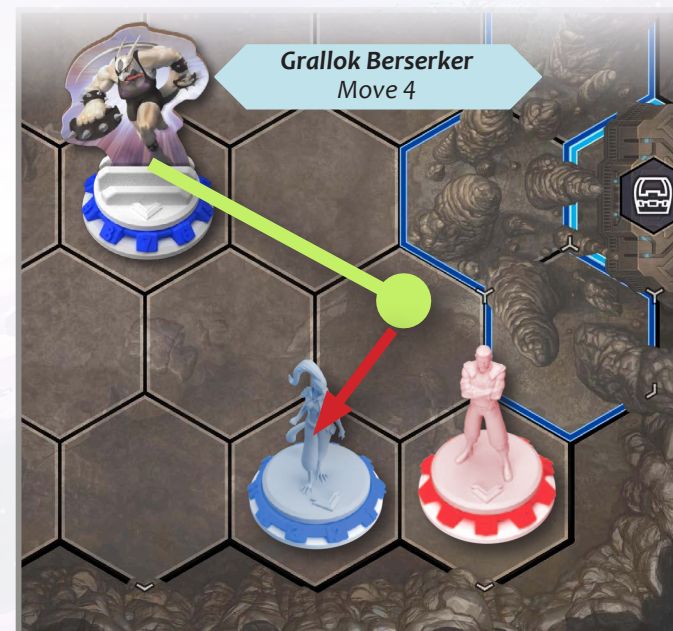


Figure 45 - Adversary Movement and Attacks Example 7

In Figure 45, the Grallok Berserker has a Move 4 on their turn. They select the primary target at the start of their turn, which is the closest enemy: the dark blue character. While they could reach maximum range (1) to the primary target with only 1 MP, they also want to have as many additional enemies in range as possible, so they move to a space where the red character is also within range. Their primary target does not change after moving, even though there are now two enemies in range.

BOSS ADVERSARIES

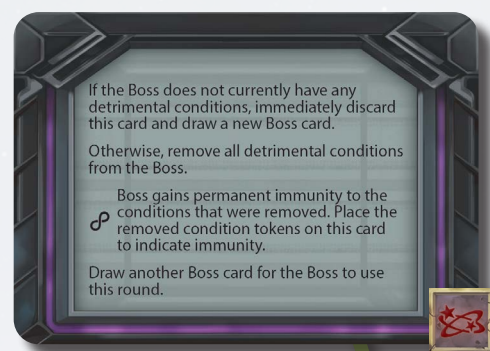
ACTIONS:

In Figure 46, the Mutant Grallok drew a Boss Adversary Action card that instructs to perform “Action #3”. Thus, the Mutant Grallok’s initiative for the round is its inherent action’s AP plus Action #3’s AP (2+7=9). On its turn it will first perform its inherent action, a Move 2, and then its #3 action, Regenerate.



PERSISTENT EFFECTS ⚡:

The Mutant Grallok drew a Boss Adversary Action card that has a persistent ⚡ effect symbol on it. The card is placed next to the “persistent” section of the Boss Adversary Description board, and is in effect until the Mutant Grallok is defeated or the mission ends.



MUTANT GRALLOK

HP 23 - 26 - 32

ATTACK 2 - 3 - 3

GUARD 1 - 1 - 1

RANGE 1 - 1 - 1

CRITICAL ABILITY
Immediately perform an **Attack -1** on all adjacent enemies. This critical ability can only be activated once per round.

Action #3

#1 **CLAW**

Attack

3

#2 **CRUSHING LEAP**

Leap 2

Deal 3 damage and Knocked Down ⬇️ to all Adjacent Figures.

5

#3 **REGENERATE**

Heal 2 per character that embarked on the mission to self.

7

INHERENT

Move 2

2

Figure 46 - Boss Adversary Actions

MISSION EVENT & EVENT ADVERSARY



At the start of a round, when an Event card is drawn that says “mission event”, refer to the mission’s text to see what the effect is.

When an Event card is drawn (or any other effect occurs) that makes reference to an “event adversary”, refer to the mission’s text to see what the current event adversary is.

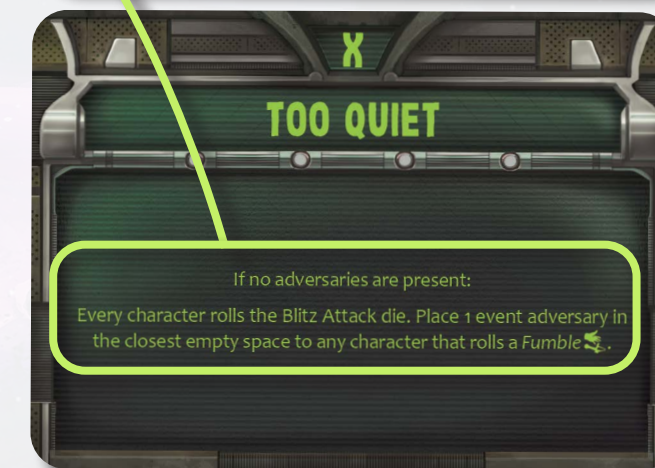


Figure 47 - Mission Event and Event Adversary Examples

MULTI-TARGET ATTACKS

In Figure 48, the yellow Grallok Archer has an attack with "Target 3". All four characters are within range, but only three will be attacked. If the Grallok Archer had a move action prior to the attack, it would have prioritized getting to maximum range from its primary target, even if that meant additional enemies would no longer be in range. However, in this example the Grallok Archer had no movement prior to attacking.

Each attack is rolled separately. The first target will be the primary target, which is the light blue character. The following targets are determined using the same criteria as determining the primary target, but as if the targets that have already been attacked were no longer present. So, the second target would be the red character, who is closer than the others. The third target would be the dark blue character, who is closer than the yellow character.



Figure 48 - Multi Target Attacks Example

RANGED ATTACKS

In Figure 49, the light blue Grallok Archer (1) performs a ranged attack targeting the red Human character (2). No matter which vertices line of sight is drawn from and to, the line is drawn through two destructible objects and the yellow Grallok Sentry (3).

They roll the Attack die first. If a **Fumble** is rolled, the attack fails and no further rolls take place. If a **Critical Strike** is rolled, the attack succeeds, and successfully reaches the target without rolling the Accuracy die.

If any other result is rolled, they proceed with Accuracy die rolls. They do not need to roll the Accuracy die for objects/figures adjacent to them that are on the line of sight, so they do not roll the Accuracy die for the destructible object at (4). They do need to roll the Accuracy die for all non-adjacent objects/figures on the line of sight, so they will first roll the Accuracy die for the Grallok Sentry. If a **Success** is rolled, they will need to roll the Accuracy die for the destructible object at (5).

Here are all of the possible results:
 A **Critical Strike** is rolled: the attack successfully reaches the Human character.

A **Fumble** is rolled: the attack fails and doesn't damage anything.

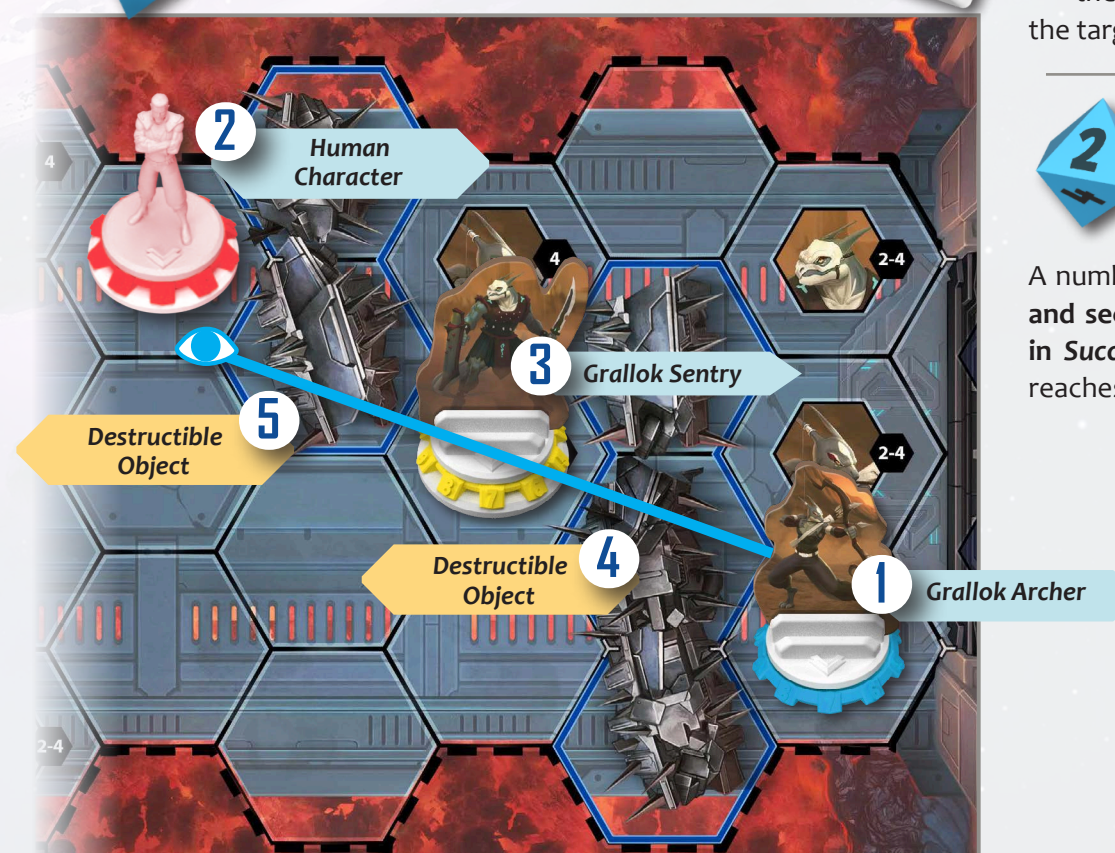


Figure 49 - Ranged Attacks Examples

A numbered result is rolled, but the first **Accuracy die roll results in a Miss**: the attack fails and doesn't damage anything.

A numbered result is rolled, but the first **Accuracy die roll results in a Block**: the attack continues to the next step of the attack flow as if the Grallok Sentry (3) were the target of the attack.

A numbered result is rolled, the first **Accuracy die roll results in a Success**, but the second **Accuracy die roll results in a Miss**: the attack fails and doesn't damage anything.

A numbered result is rolled, the first **Accuracy die roll results in a Success**, but the second **Accuracy die roll results in a Block**: the attack continues to the next step of the attack flow as if the destructible object (5) were the target of the attack.

A numbered result is rolled, the first and second **Accuracy die rolls result in Success**: the attack successfully reaches the Human character (2).

A numbered result is rolled, the first and second **Accuracy die rolls result in Success**: the attack successfully reaches the Human character (2).





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