

WORK IN PROGRESS | RULEBOOK - CODECS



TACTICAL ESPIONAGE ACTION
METAL GEAR
S O L I D

THE BOARD GAME



WORK IN PROGRESS



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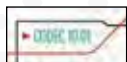
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INTRODUCTION

Welcome to **METAL GEAR SOLID: The Board Game**. We recommended starting with the first 2 Stages of the Story Mode to learn the basics of the game without reading this rulebook! While only Snake can be chosen for those Stages, multiple players may control him together to learn the basics before playing more complex missions with multiple characters. Return here after the first 2 Stages for more in-depth rule explanations and game examples.

▶ THE CODEC



Players may use their Codec to learn information during a mission. When a player figure moves over a codec number or a player finds a codec number on a game component, use that number to look up its codec entry to learn more about it. Keep an eye out for codec numbers throughout **Metal Gear Solid: The Board Game** to discover a secret or two!

Game Board Codec Numbers: Some codec numbers are found on the game board. These codec entries can only be called once per Stage by the player whose figure is on the space containing the number. These codec numbers can never be called during VR Missions.

Component Codec Numbers: Can be called any time, multiple times.

GAME OVERVIEW

▶ MODES

Campaign: Experience the classic Metal Gear Solid story.

VR Missions: These missions can be done anytime during an adventure to unlock Equipment cards to help players through Story Mode. These are great for playgroups looking for stand-alone gameplay sessions instead of a campaign experience.

▶ STAGE TYPES

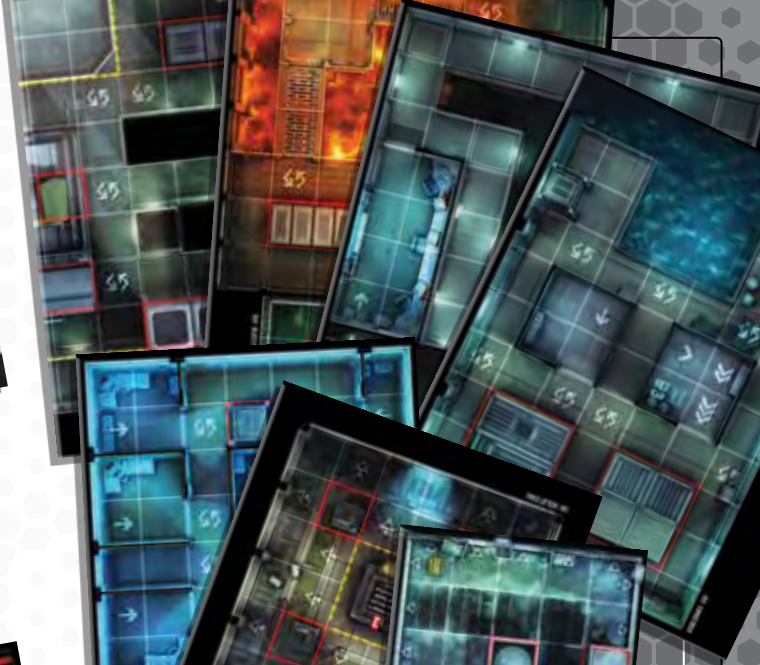
Sneaking Stage: Players avoid Patrols while attempting to complete objectives. These Stages are about stealth. Players should engage in combat only when absolutely necessary.

Boss Stage: Players battle against a unique Boss. Bosses have special setup instructions. Stealth is not an option. Fight!

COMPONENTS



4 Player Dashboards



14 Tiles



8 Boss Dashboards



1 Patrol Board



Memory Box



1 Shadow Moses Campaign Book



1 Rulebook / Codec Book

1 VR Missions Book



Snake



Meryl



Meryl In Disguise



Otacon



Gray Fox



Ocelot



Wolf



Mantis



Liquid



Raven



12 Patrol Figures



x6



2 Cardboard Boxes



Metal Gear Rex



8 Starting Equipment Cards



33 Unlockable Equipment Cards



8 Otacon Hack Cards



21 Otacon Boss Hack Cards



20 Blue Patrol Cards
(20 Blue Patrol Cards,
7 Red Patrol Cards)



6 Patrol Reaction Cards



18 Boss Reference Cards



55 Boss Cards



X Elevator Tokens



1 Patrol Room Token



1 Camera Direction Token



3 Camera Tokens



4 Alert Tokens
(1 Per Character)



9 Door Tokens



4 Terminal Tokens



4 Event Tokens (A-D)



5 Trap Tokens



1 Patrol Compass Token



16 Action Tokens
(4 Per Character)



16 Focus Tokens
(4 Per Character)



4 Reticle Tokens
(1 Per Character + 1 Boss)



9 Sniper Wolf Tokens



12 Hidden Event Tokens



28 Damage Tokens
(6 KO Damage, 12 1-Hit-Damage,
10 5-Hit-Damage Tokens)



8 Dead Patrol Tokens



8 KO Patrol Tokens



9 Equipment Tokens



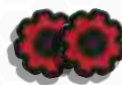
3 Missile Tokens



2 Turret Tokens



2 Wall/Exit Tokens



15 Charge Tokens



20 Ammo Tokens



14 Dice (6 White, 8 Black)



STAGE SETUP

► STAGE DETAILS

A Stage is meant to be played during a single game session. Each Stage indicates how many players it supports and its estimated completion time. Each Stage has specific setup instructions as well as any additional rules that are used for that Stage.

Player Count / Character Selection

Each Stage roster shows the player count and which characters are allowed at each count. If there is no roster, players are free to choose any combination of characters.



1



2



3



4

In this example, a 1-player game must be played with Snake. In a 2-player game, both Snake and Meryl must be used. In a 3-player game, all but Otacon must be used. In a 4-player game, all characters are used.

Objective

The players' goal is to complete the main objective(s) for the Stage. Some missions may have optional objectives which give players additional rewards for completing them.

Failure Conditions

Players fail a Stage when:

- Any player is Killed in Action (KIA),
- Players run out of time (see Patrol Reaction pg. xx)
- A Stage's failure condition occurs

Special Rules

Some Stages list special rules that apply specifically to that Stage. Be sure to refer to these special rules before starting the Stage. Special rules always take precedence when they contradict basic rules.

Event tokens

Some Stages have lettered Event tokens on the board. When a player figure moves onto an Event token, immediately resolve the labeled section matching the letter on the token. If this occurs in the middle of a player action (such as Dash), they may continue their action after resolving the event.



Stage Clear

When a Stage has been completed successfully, follow the instructions in the Stage Clear section. Usually, players are rewarded with additional Equipment cards to add to their Memory Box.

► MEMORY BOX

The Memory Box is used to store any Equipment cards unlocked during game sessions. At the end of each game session, place all unlocked Equipment cards into the Memory Box. These may be used in any mission played next.

TIP: Stuck in a Story Mission? Play VR missions to unlock new equipment to help out!



► **STAGE MAP**



1. **Map:** The entire play area of the Stage.
2. **Boards:** Sections of the map used to set up the Stage.
3. **Zones:** Demarcated areas of play. Several game mechanics will reference Zones. Each Zone is highlighted in the Stage Setup.
4. **Elevator Shafts:** An elevator system that allows players to travel between Zones. An Elevator Shaft is considered part of the Zone it is adjacent to.
5. **Patrol Rooms:** Patrols spawn from these rooms. Players can NEVER enter this part of the Board. A Patrol Room is considered part of the Zone it is adjacent to.
6. **Cameras:** Security Cameras with a fixed Line of Sight (LOS). Avoid their gaze or the enemy will be alerted to your presence!

► **PLAYER AREA SETUP**



Every Stage requires players to set up their play area as follows:

1. **Character Select:** Players select an available character and place their respective dashboard in front of them.
2. **Gather Tokens:** Take the 4 matching Action tokens, 4 Focus tokens, and the double-sided Alert (A) / (Q) token, placing them next to the player dashboard.
3. **Equipment:** Take any matching Starting Equipment and *Memory Equipment cards for the character.
4. **Dice and Tokens:** Place all dice (D6 and D8), KO and Damage tokens (D6, D8, D10, D12), KO Patrol tokens (A/Q) and Killed Patrol tokens (S) in a pool within reach of all players.

***MEMORY BOX EQUIPMENT**

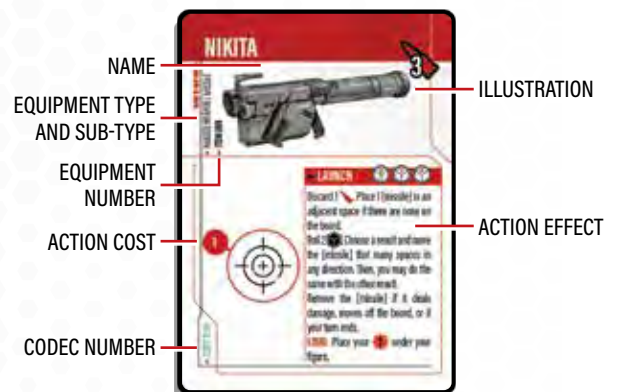
Earned Equipment cards may be taken out of the Memory Box and equipped during setup. Players decide collectively as a group how to divvy up the Equipment. Starting Equipment cards may be swapped with any number of Memory Box Equipment cards as long as they adhere to the 3 Equipment limit.

Starting Equipment

Players have character-specific Starting Equipment that is always used when playing as that character. When choosing other Equipment cards from the Memory Box, starting Equipment cards can be replaced. The Equipment limit is 3.
NOTE: Meryl's Disguise does not count towards her Equipment limit.

- **Snake:** None
- **Meryl:** Hand Cannon, Assault Rifle, Disguise (does not count towards equipment limit)
- **Otacon:** Stealth Camouflage, Rations, Hack Deck (varies depending on mission)
- **Gray Fox:** Stealth Camouflage, High-Frequency Blade, Arm Cannon

Equipment Card



Some Equipment use (A) or (G). If you see those symbols in the top right corner of an Equipment card, place that many tokens on it during setup. Sometimes you'll be able to get more ammo or charges, but you can never gain over the printed value.

► **SNEAK STAGE: PATROL BOARD SETUP**




All Sneaking Stages require the Patrol board to be set up as follows:

1. Place the Patrol board near the map.
2. Separately shuffle a number of blue and red Patrol cards, defined in the Stage Setup of every mission. Stack the blue cards above the red cards to form the Patrol deck, placing it on the Patrol board.
3. Shuffle the Patrol Reaction deck and place it next to the Patrol board.

BASIC CONCEPTS

▶ PERFORMING ACTIONS

The main way a player interacts with the game is by performing actions. A player has 4 actions every turn and performs an action by placing an Action token in a slot. What actions are available to a player are shown on various components like their player dashboard, Equipment cards, and sometimes Boss Reference cards.

Actions may make noise as indicated by the noise icon  (see pg xx).

NOTE: Some actions may cost more than 1 Action point to perform. Players may take the same action multiple times.

Standard Player Actions



SNEAK
1 Action Point.
Move 1 space.








DASH 
1 Action Point.
Move 2 spaces.



HAND-TO-HAND ATTACK 
1 Action Point.
Attack an adjacent figure. Roll 1 white die. Deals KO Damage.






COMBO ATTACK   
2 Action Points.
Attack an adjacent figure. Roll 2  and 1 .
Deals KO damage.



FOCUS (see pg. XX)
X Action Points.
Place X Action tokens to refresh a Focus token, where X equals to its refocus cost.



DRAG BODY 
1 Action Point.
Pick up an adjacent stack of KO'ed or Killed  /  Patrol tokens. Then, move 1 space and place the tokens in an empty adjacent space.




INTERACT    (OTACON:     )
1 Action Point.
Interact with an adjacent object, such as elevators or locked doors.

Interacting with locked objects

Some objects have a dice combination on them. Players must match dice results with the number combination to interact with the object. A player may perform another Interact to reroll any number of dice. Once all dice results match, the object is successfully unlocked and is flipped to its unlocked side (or discarded if instructed to).

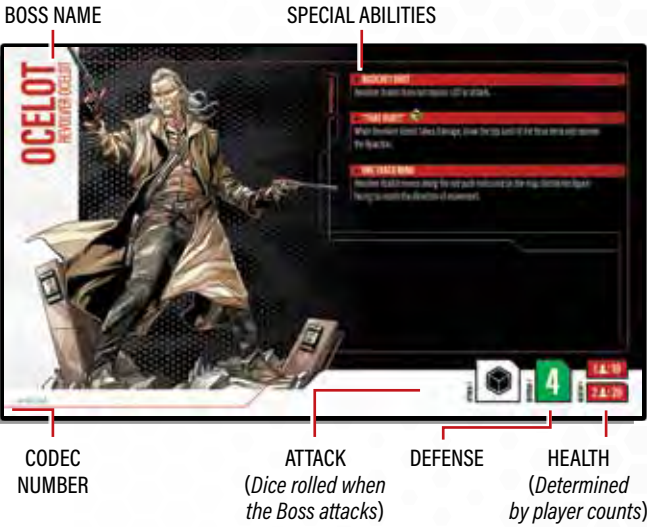
NOTE: If a player moves away from the interactable object, or their turn ends, all progress on unlocking that object is lost.



KNOCK (DRAW ATTENTION)
1 Action Point.
Place the player's Alert token under their figure on its Investigate side . If their Alert token is already on the board, place it under their figure on its Alert side  instead.

▶ BOSS STAGE: BOSS SETUP

Boss Stages do not use Patrols, the Patrol board, or the Patrol deck. Instead, they use specific Boss figures and dashboards, which are placed next to the map. Read the Stage setup instructions and each Boss card in detail to set up a Boss.



Note: A Boss' Attack Value may instead specify a number of dice. When this happens, always use the number of dice specified on the Boss card. When playing a Boss Stage, remember the following:

- ▶ **Boss Reference Card:** Place Boss reference cards over the highlighted portion on all player dashboards. Some Boss reference cards allow players to perform special actions during the Stage.

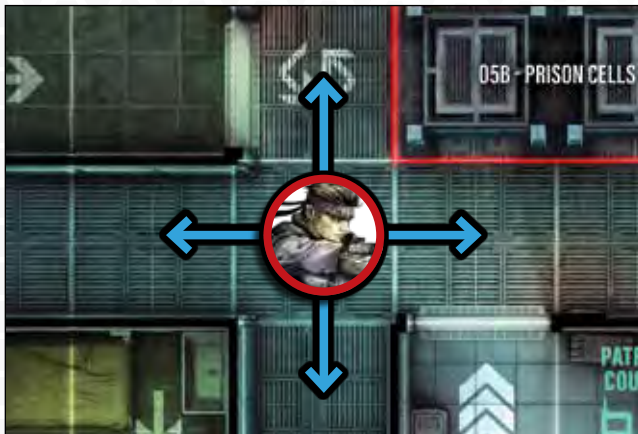


- ▶ **Boss Deck:** Each Boss has its own Boss deck. Shuffle it and place it next to the map. When the Boss deck is empty, all discarded cards are flipped, without shuffling, to make a new deck.



► **MOVEMENT**

All movement is done orthogonally, never diagonally.



2 figures can never occupy the same space. When moving into a space with another figure, it instead moves over (leapfrogs) that figure. Leapfrogging over any number of figures is still considered 1 space of movement and a figure can move over any number of adjacent figures to complete its movement.

NOTE: Moving over enemy figures will cause each enemy to face the player and attack.



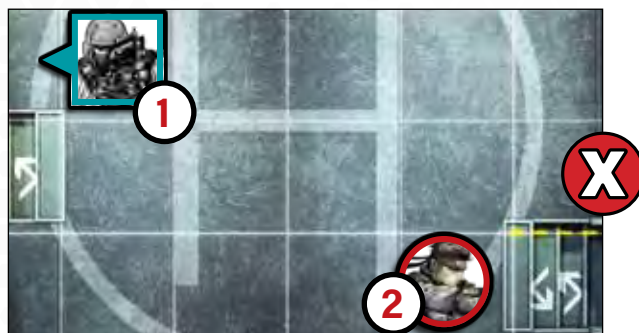
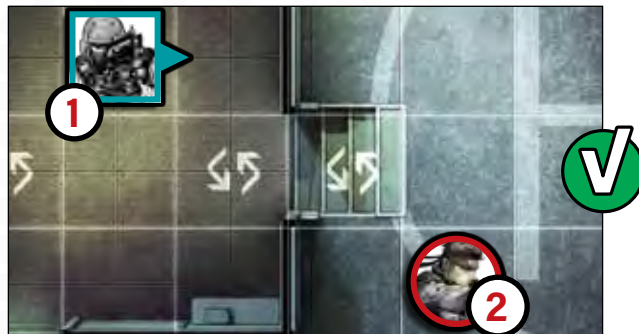
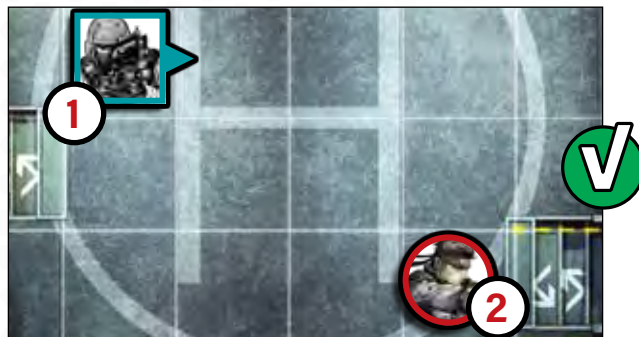
► **PLAYER LINE OF SIGHT (LOS)**

Player figures are considered facing any direction when checking for a LOS. Friendly figures do not block player LOS, but enemies do.

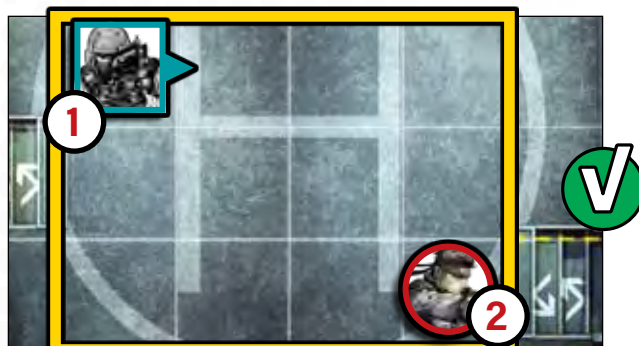
► **ENEMY LINE OF SIGHT (LOS)**

An enemy's facing direction is indicated by the arrow edge on their figure base. To check if an enemy (1) has LOS to a player (2), follow these steps.

1. The figure is facing towards the direction of the row or column figure (2) is in.



2. Draw an imaginary box on the outer edge of both figures. There should be no impassable objects within the box.



If both conditions are met, Figure (1) has LOS to figure (2).

▶ ATTACKING

3 Attacks are resolved with dice. The attacker must first ensure that their target is within Line of Sight (LOS). They then roll the indicated dice and compare the results against the target's Defense. For every result equal to or greater than their Defense, a point of damage is dealt.

Enemy Patrols will attack players during the Enemy Phase (see Enemy Phase, pg. xx).

Damage Types



▶ **Hit damage:** If a figure is dealt damage equal to or exceeding their Health, they are killed. If a Patrol is killed, replace their figure on the board with a Dead Patrol token



▶ **KO damage:** This type of damage knocks out enemy Patrols. If a Patrol is knocked out, replace their figure on the board with a KO Patrol token / . If a Boss is dealt KO damage, it is treated as hit damage instead.

NOTE: A KO'd Patrol ignores damage from Equipment cards and cannot be attacked by Players.

▶ NOISE CHECK AND DRAWING ATTENTION

Players will inadvertently make noise (intentionally or accidentally) during missions. Enemies are drawn to and will investigate the source of noises.

Alert Tokens

Each player character has an Alert token with an Investigate side and an Alerted side . When a player makes noise or is seen by the enemy, this token is placed on the board. Depending on its side, the enemy's behavior will change. While making noise is dangerous, players can use it to their advantage from time to time.

Attacking Patrols

When a player deals damage but does not KO or kill a Patrol before the end of their turn, the enemy is alerted and the Alert token must be placed under their figure at the end of their turn.

Noise Check

At the end of a player's turn, they must roll equal to the number of Noisy Actions they have taken this turn. If any dice roll a , the player Draws Attention.

NOTE: is not a number and cannot be modified by effects that decrease or increase numbers.

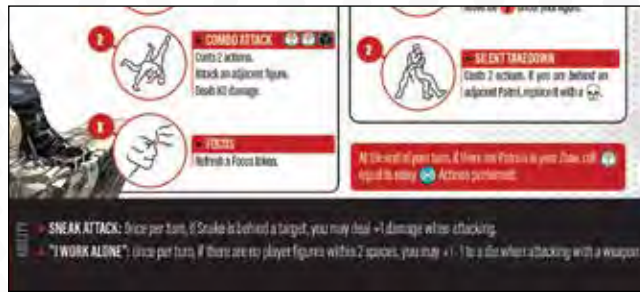
Drawing Attention

A noise check or other game effect may Draw Attention. When this happens, place the Alert token under the player figure that made the noise. If their Alert token is already on the board, flip the token to its Alerted side and move the token under their figure.

NOTE: Enemies can be alerted even if they have no LOS to players.

▶ PASSIVE ABILITIES

Passive Abilities grant special effects when their triggers or conditions are met during the game.



▶ FOCUS TOKENS

Each player character has a set of unique Focus tokens. At any time, players may spend any number of Focus tokens at no cost by flipping them to their spent sides (grayed out). To refresh and flip a Focus token back to its active side, a player must perform the Focus action and pay that token's cost.

NOTE: Focus tokens that move player figures may only be used during a player turn.



▶ STARTING EQUIPMENT

Certain equipment cards can only be used by specific characters. If an equipment card shows a character's picture, only that character may equip it.

▶ CHARACTER SPECIFIC ITEMS AND ABILITIES

Snake

ACTIONS

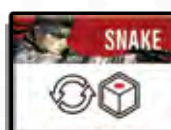


SILENT TAKEDOWN

2 Action Points.

If Snake is behind (not next to) an adjacent Patrol, replace it with a skull token.

FOCUS TOKENS



Reroll any dice.



Add 2 to any dice result.



Subtract 2 from any dice result.



Roll 1 fewer or Move 1 (only during a player turn).

Meryl

STARTING ITEMS

Meryl starts each stage with a Assault Rifle, Semi Auto, and Disguise.

ACTIONS



GAIN DISGUISE

2 Action Points.

If Meryl is adjacent to a or token, flip her Disguise card to its **Disguised** side, swapping her figure on the board with her disguised figure. This can only be done if Meryl's Alert token is not on the board.

IN DISGUISE

While Disguised, Meryl does not place her Alert token when in Line of Sight (LOS) of Patrols or Cameras. Patrols do not attack Meryl when she moves over them.

But be careful, she could easily blow her cover. When Meryl is in LOS of an adjacent Patrol, roll 2 . On a , she loses her Disguise.

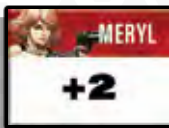
When Meryl loses her Disguise, place the Alert token under her figure. Then, flip her Disguise card to its **Not Disguised** side and swap her figure.



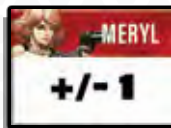
Meryl also loses her disguise when:

- ▶ She performs any action other than Sneak while in LOS of a Patrol
- ▶ She is forced to place her Alert token under her figure.

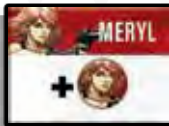
FOCUS TOKENS



Add 2 to any dice result.



Add or subtract 1 from any dice result.



Gain an additional action this turn.



Roll an additional . Can be used before or after a roll.

Otacon

STARTING ITEMS

Otacon starts each stage with Stealth Camo, Rations, and his Hack deck. While Otacon lacks the combat skills that the other characters have, he's a whiz with computers and is the only character that can hack into terminals. When a Terminal is hacked, Otacon can gain Terminal cards and employ their unique abilities, manipulating the environment and enemies. Otacon's Hack deck comprises of 8 Terminal cards. Take these, shuffle them and place them face down near Otacon's character sheet.

NOTE: In Sneaking stages and VR Missions, you'll use the standard Hack deck, but some boss stages have special Hack decks.

ACTIONS

HACK TERMINAL

1 Action Point.



Attempt to hack a Terminal by rolling 4 . Otacon may perform this action again to reroll any number of / . Once all rolled dice results match that Terminal, it is hacked.

NOTE: Terminals range from level 2 to 5, indicating how difficult they are to hack. All Terminals must be hacked in a single turn. Any hacking progress made to a Terminal is lost at the end of the turn if unsuccessful.

ACCESS FILES

1 Action Point.



Draw a Terminal card . If Otacon is adjacent to a hacked Terminal, he can have up to 3 Terminal cards next to his player dashboard. If a 4th card is drawn, replace an existing card.

HACK FILES

1 Action Point.



Choose a Terminal card and roll 4 placing any matching die on the card. Otacon may perform this action again to reroll any number of / .

When all numbers on a card are covered, activate its effect based on the Terminal level Otacon is currently at. Then, remove all dice and return the Terminal card to the bottom of the deck.

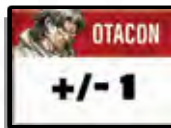
NOTE: Dice placed on a Hack card stay on that Hack card. This means Otacon can work on an effect over time. It also means he will have fewer black dice overall for his other abilities because of his Hacker's Insight effect.



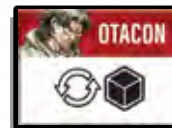
DISCONNECTING FROM TERMINALS

If Otacon moves away from a Terminal, all dice are discarded from the Hack cards. Then, all Hack cards are returned to the Hack deck in any order, to the top or bottom of the deck.

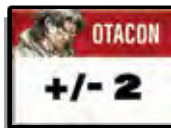
FOCUS TOKENS



Add or subtract 1 from any dice result.



Reroll any .



Add or subtract 2 from any dice result.



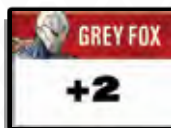
Roll an additional . Can be used before or after a roll.

Gray Fox

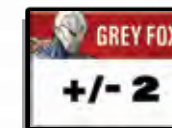
STARTING ITEMS

Gray Fox starts each stage with Stealth Camo, High-Frequency Blade, and Arm Cannon.

FOCUS TOKENS



Add 2 to any dice result.



Add or subtract 2 from any dice result.



Roll 1 fewer .



Move 2 (only during a player turn).



▶ **PLAYER TURN EXAMPLE**

Meryl spends 3 actions to Dash and 1 action to Sneak into the room.

Since Dash is a noisy action, 1 White die is rolled for each Dash action. A 1 was rolled Meryl's Alert token is placed under her figure.

Snake spends 1 action to Dash and 2 actions to perform a Combo Attack on the Patrol.

Snake rolls 1 and 2. 2 of the rolled values are equal to or higher than the Patrol's defense of 3.

As Combo Attack deals KO damage, the Patrol takes 2 KO damage and is knocked out.

Snake spends his Focus token to move 1 space. Then, he spends his last action to Sneak into the room.

As Snake performed a Dash this turn, he made noise and must roll 1 White die. The result is not a 1, so nothing happens.

ROUND STRUCTURE

Each Stage is played through a series of rounds. A round starts with the Player Phase where all players take their turns in any order, followed by the Enemy Phase where the enemy, either Patrol or Boss, will take their turn.

1. **Players Phase (in any player order)**
2. **Enemy Phase (Patrol or Boss, depending on the stage)**

Player Phase

- A. ACTION TOKEN RECOVERY:** All players return all Action tokens to their available supply.
- B. TURN ORDER:** Players may take their turns in any order. However, a player must completely resolve their turn and perform all their actions before the next player begins.
- C. PERFORM ACTIONS:** Each player performs their 4 Actions, represented by their 4 Action tokens. Players may take the same action multiple times and some actions cost more than 1 Action point.
- D. NOISE CHECK** (see pg XX)



Enemy Phase

The Enemy Phase begins after all players have taken their turn. Depending on the Stage type, the Enemy Phase is resolved differently.

- ▶ **SNEAKING STAGE:** Resolve a Patrol card.
- OR
- ▶ **BOSS STAGE:** Draw the top card of the Boss deck and resolve a Boss card.

EMPTY BOSS DECK

When the boss deck has no cards in it, flip over the entire discard pile to reset the deck without shuffling the deck.

▶ ENEMY PHASE: SNEAKING STAGE

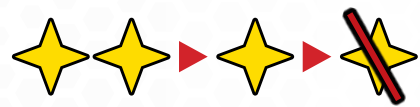
Once every player has completed their turn, the enemy takes their turn. Draw and resolve a Patrol card from the top of the Patrol deck. Once resolved, the Patrol card is discarded.



Resolve each section in active Zones

Patrol cards must be resolved in order of sections in each Active Zone. An active Zone has at least 1 player in it. Do not resolve Patrol cards in inactive Zones.

I Section I: Patrol Actions



WAKE PATROLS: Knocked-out Patrols begin to rouse. All tokens are replaced with a Patrol. Then, all tokens are flipped to their sides.

NOTE: Players decide which way Patrols face when placing them. Patrols cannot face a wall.



RADIO IN: Patrols report in! Spawn Patrols in the Patrol Room up to the Patrol Count of the Zone in all active Zones. When placing Patrols, start with the lowest numbered floor space.



NOTE: and do not count towards the total Patrol Count.



"LOST CONTACT WITH ALPHA TEAM": If a is on the board, discard 1 Patrol card from the top of the deck. If 4+ are on the board, discard 2 Patrol cards.



"STAY ALERT!": All players within 2 spaces of a Patrol must place or move their Alert token under their figure. If their Alert token is already on the board, nothing happens.

II Section II: Cameras



Check if players are within a Camera's LOS in active Zones. If a player is seen by a Camera, place their Alert token under their figure. The enemy is alerted!



CAMERA LINE OF SIGHT (LOS): A Camera has LOS in the direction it is facing but not to the space it is in.



CAMERA FACING: Cameras can only face 1 direction at a time, as indicated by the Red or Blue vision cone on the Camera Direction token. Patrol cards will instruct players to flip Camera Direction tokens, changing their direction and Line of Sight.

Section III Effects: Activate Patrols



Activate every Patrol in all Active Zones, starting with the Patrol nearest to the Patrol Compass token. The activation order goes from left to right, top to bottom. Based on the state of each Patrol, they will activate in different ways.

ALERT MODE PROTOCOL

If there are any Alert tokens in the active Patrol's Zone, the active Patrol moves a number of spaces equal to the Red number on the Patrol card towards the nearest Alert token, following the shortest possible path.

SHORTEST POSSIBLE PATH

When determining the path of a Patrol to his destination, the shortest path is the path that has the fewest number of spaces between 2 points on the map without crossing walls. When there are multiple shortest paths, players decide which path to use. If the target space is occupied by another figure, the Patrol moves to the next nearest empty space adjacent to the target space instead.

INVESTIGATION PROTOCOL

If there is a or in the active Patrol's LOS, the active Patrol moves spaces equal to the Blue number on the Patrol card towards the token, following the shortest path.

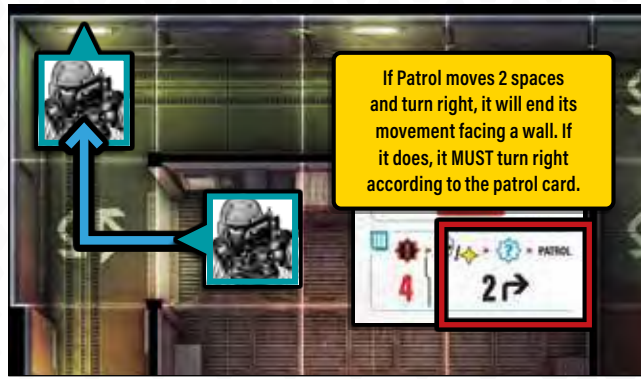
If there are no such tokens and the active Patrol is the nearest Patrol to an Alert token in their Zone, they move spaces equal to the Blue number on the Patrol card towards the Alert token, following the shortest path.

NOTE: Only the Patrol nearest to an Alert token in their zone will investigate it. Otherwise, the Patrol will follow the Patrol Protocol.

PATROL PROTOCOL

If the active Patrol is not on alert or investigating, they move a number of spaces equal to the Blue number on the Patrol card, following these rules:

- ▶ **STAYS IN ACTIVE ZONE:** A Patrol can never cross into other Zones.
- ▶ **FORWARD FACING:** They must move in the direction they are currently facing.
- ▶ **MOVE STRAIGHT:** A Patrol must move in the direction it is facing in a straight line as far as possible. If the Patrol would move into a space with another Patrol, they jump over to the next available space along that path, skipping over as many Patrol figures as necessary, and continue their movement.
- ▶ **FOLLOW THE PATH:** When encountering a wall or locked Door, they turn 90 degrees to the left or right to face a new path and continue their movement. If there is no left or right path, they rotate 180 degrees and go back the direction they came from.
- ▶ **FORCE DIRECTION** : When a Patrol moves onto a forced direction space, they immediately face that direction and continue their movement, if any.
- ▶ **ENDING THE PATROL:** A Patrol will never end their movement facing a wall and must face the direction they intend to move in, following the rules above. When ending their movement on a space with a , they turn left or right to face their new path. If there is more than 1 path available, turn them based on the direction of the Blue arrow on the Patrol card.
- ▶ **SPOTTING A PLAYER:** If the active Patrol moves and a player enters their LOS, the player must immediately place their Alert token under their figure. The Patrol ends their movement and attacks the player.



PATROL REACTION

If at any time the active Patrol moves onto a space containing an Alert / , , or token, they immediately resolve the top card of the Patrol Reaction deck. Resolve all effects matching the token in the active Patrol's space. Then, place the Patrol Reaction card facedown at the bottom of the deck.

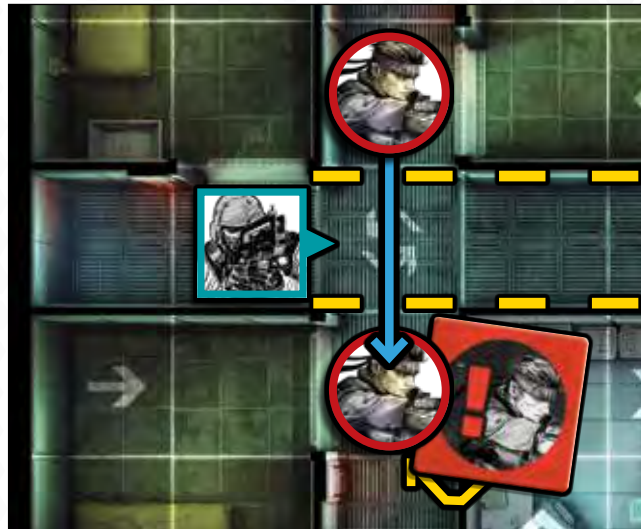


ATTACKING PLAYERS

A Patrol attacks a player when:

- ▶ They are moving and a player enters their LOS.
- ▶ A player moves over (leapfrogs) them.

ENTERING ENEMY LOS: If a player ever moves into or through an enemy's LOS (even during a single move action), they are alerted and the player's Alert must be placed under the figure after completing the move action.



When attacking a player, the Patrol rolls 2 . Deal 1 damage to the player for each roll equal to or greater than their Defense. Mark the damage by placing damage tokens on their player dashboard. When any player takes damage equal to or greater than their Health, that player is killed in action (KIA) and the players fail the mission.

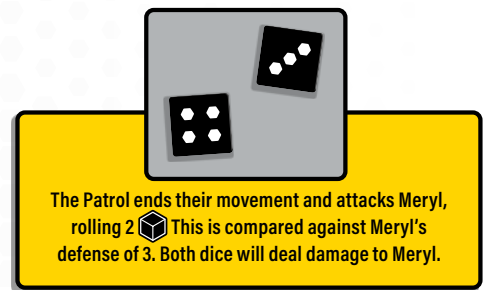
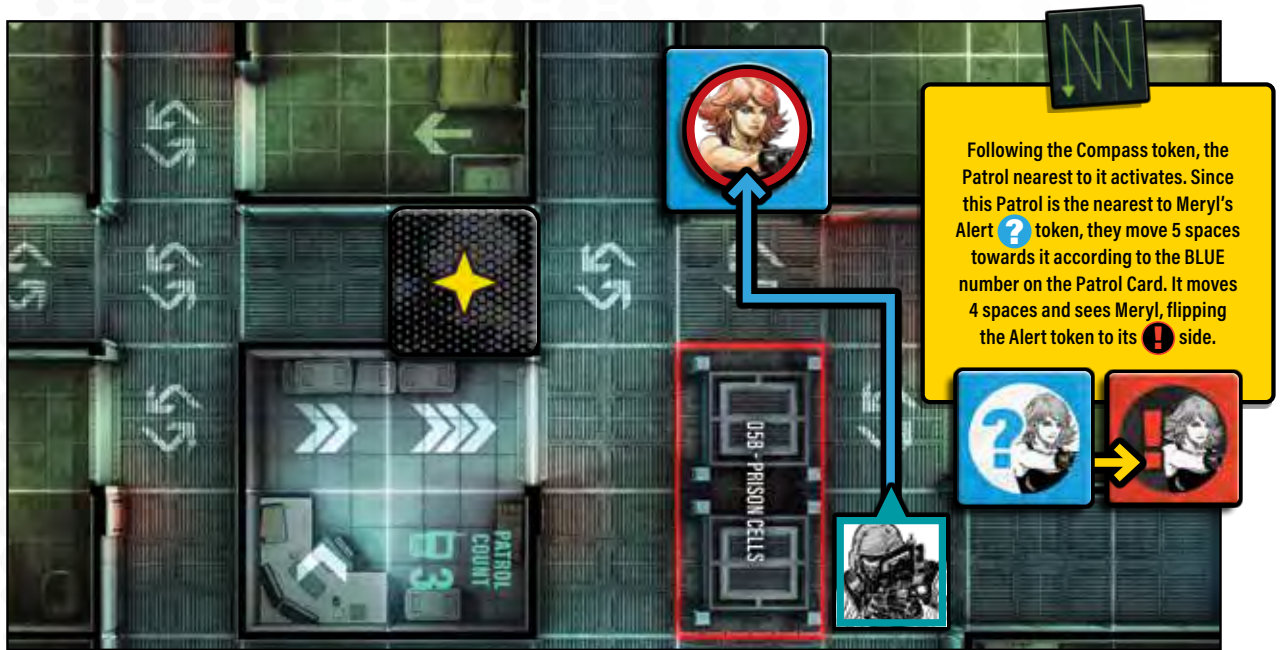
► END OF THE ENEMY PHASE

When all Patrols in an active Zone have activated, move on to the next active Zone until all active Zones have been resolved. Once all Patrols in all active Zones have activated, the Enemy Phase ends and the player phase begins once again.

► RUNNING OUT OF TIME

When the Game Over card is revealed, the players have run out of time and failed the mission.

► ENEMY PHASE EXAMPLE



Meryl then uses 1 of her Focus tokens to reduce the value of 1 of the dice from 3 to 2.

Since only 1 die is still equal or greater than Meryl's defense, she takes 1 damage.

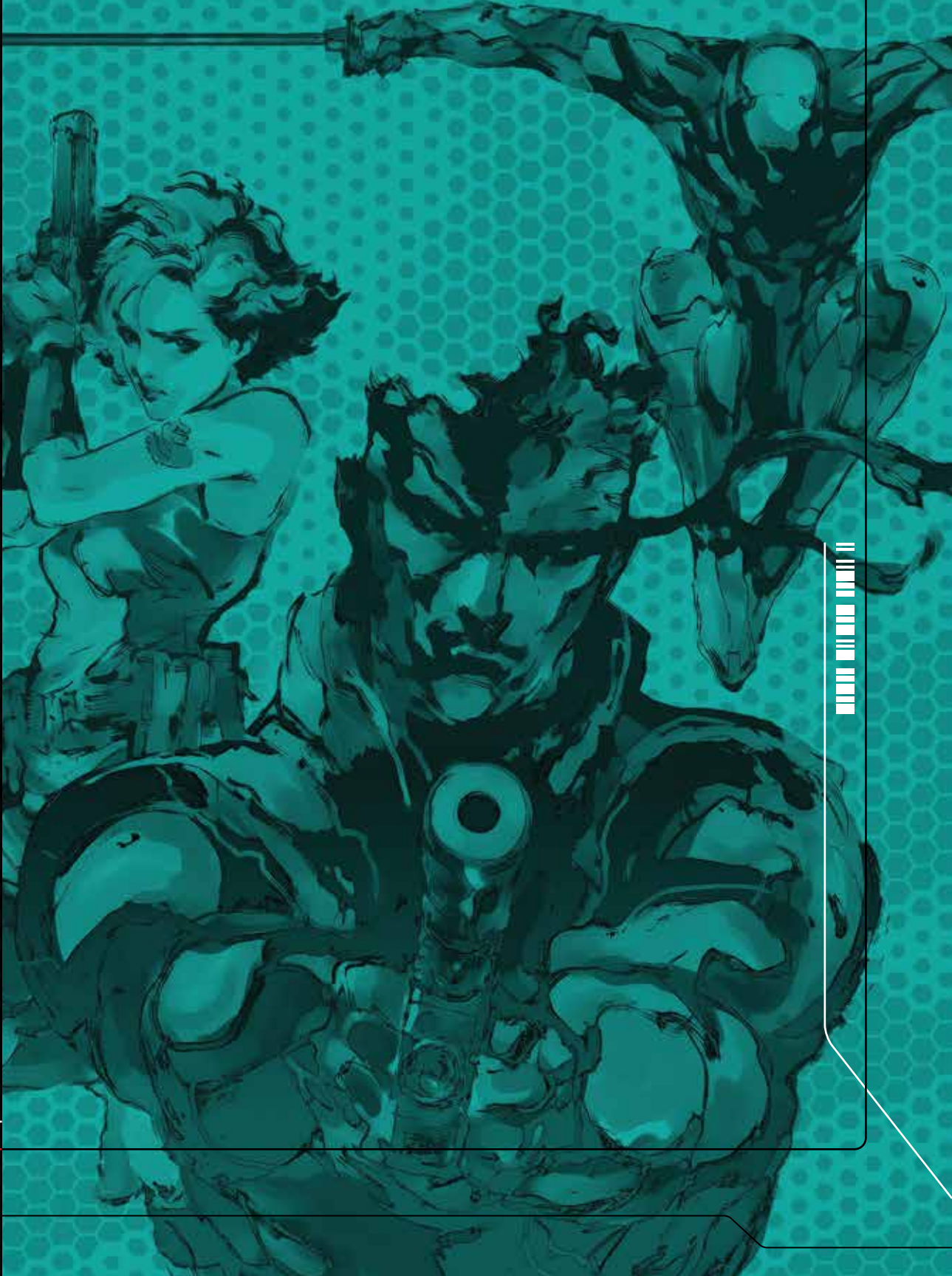
As Meryl's Alert token is on the board, now all Patrols will move 6 spaces towards it when they activate.

The next Patrol activates and moves 6 spaces towards the Alert token.

Since both Meryl and her adjacent space are occupied, this Patrol moves into the next nearest space to the Alert token, leapfrogging over the other Patrol and Meryl's figure. The Patrol sees Meryl, ending its movement, and attacks her.

The Patrol then deals 1 damage to Meryl. Meryl has 2 health left.


CODECS



▶ 10.01

Harasho... good! You found a weapon! That's a .45 caliber pistol with plenty of stopping power. If you place an Action token on it, you'll be able to attack any target within your Line of Sight (LOS). Unlike Patrols, you can see everyone you can draw a straight line to that doesn't go through a wall or black-bordered obstacle. Friendlies don't block your LOS, though, enemies still do.

If you find a suppressor, feel free to equip it to your pistol. Until then, firing this will be Loud and attract attention every time you fire.


LOUD: If there are Patrols in your Zone, place your Alert  under your figure.

▶ 10.03

Hungry? These are pre-packaged ready to eat meals. Standard issue, typically transported by military troops on the battlefield. Just remember to heat it up first.

▶ 10.04

Those are stun grenades, often used in sensitive operations. Sometimes called "flashbangs" they make a big flash and lots of noise, which will temporarily disorient and disable your opponents. They will not cause fatal injury, but they can make enemy soldiers unconscious. Use them wisely.

LOUD: If there are Patrols in your Zone, place your Alert  under your figure.

▶ 10.06

That is C4 explosive. 1.4X the destructive power of dynamite, it is highly stable and will not explode without a detonating device, even if it is shot, burned, or beaten.

It's going to be loud. And the trigger?

A wireless detonator equipped with a scrambler, so you don't have to worry about interference from any other radio source. If you set multiple charges, they all go off at the same time. Make sure you are sufficiently far enough away when that happens.

▶ 10.07

I see you found the grenades. Antipersonnel hand grenades. They produce a burst of shrapnel on detonation. Explosive power is provided by Composition B, consisting of a mixture of 40% TNT and 60% RDX. You do not want to stand too close when one detonates.




▶ 10.08

Anti-personnel mine that focuses its blast at a specific direction, spraying 700 steel balls in a 60-degree arc upon detonation. Although developed for anti-personnel use, it is also effective against vehicles. The Claymore is extremely powerful and simple to use but be very careful not to set it off yourself. The results could be too horrible to watch.

▶ 10.09

Those are remote-controlled miniature reconnaissance missiles with CCD cameras in their nose cones. After you fire them, they'll transmit their visual data to your monitor. Its fuel and mobility are based on the dice values rolled, but you can choose which dice to use first. That will give you an edge in most situations.

LOUD: If there are Patrols in your Zone, place your Alert  under your figure.

▶ 10.10

A cardboard box. A cardboard box usually consists of a thin pasteboard with a corrugated paper center. They are usually made of recycled paper. With the same amount of wood to make one wooden box, you can make six or seven cardboard boxes. And since it's recyclable, it's highly economical. In addition, it is strong and easy to store. That is why it is widely used for packing.

...So anyway, what's with the box?

▶ 10.11

Looks like regular old cold medicine to me. Pop them any time during your turn and you can refresh all your Focus tokens.

▶ 10.13

Looks like you found a security card. This specific one opens doors up to security level 2.

▶ 10.14


You got a Gas Mask. Good. That is a double-eyepiece type. Be careful, unlike the transparent-shield type, it will restrict your field of vision. It is equipped with a voice emitter, so do not worry about not being heard. The outside is made of reinforced plastic, and the inside is made from an acetate weave. Also, the eyepieces are specially treated so they won't fog up. You will be able to stay in a gas-filled area for a long time with that mask. Use it wisely.

▶ 10.16

If it is at least 12 millimeters thick, lightweight, and hard to cut, you should be able to rappel with it as well. Looks like nylon fibers and not hemp. Hemp loses its flexibility when it gets wet, which would not be good for rappelling. But that rope sounds like it will not be a problem.


▶ 10.17

This rudimentary missile travels in a straight line until it encounters resistance, so make sure you aim carefully.

LOUD: If there are Patrols in your Zone, place your Alert  under your figure.

▶ 10.18

The most important thing is to zero your rifle scope, or you'll never hit your target right. Also, remember that it takes some time to line up your shot, which means the Sniper Rifle will cost two actions to use.

LOUD: If there are Patrols in your Zone, place your Alert  under your figure.

▶ 10.19

This is the tranquilizer Wolf was using. It's an anti-anxiety drug and has a strong effect on the central nervous system and is also effective as a muscle relaxant. There are 2 doses in the bottle. Each dose will allow you to reroll any number of dice for any action for your whole turn.

So, it'll stop my hands from trembling. And I don't have to reroll every dice?

You don't — and you can use it across multiple actions. Especially since consuming it isn't an action. But be careful. If diazepam is used in large doses over a long period of time, it becomes addictive like alcohol.

▶ 10.20

This is Sniper Wolf's handkerchief. It smells faintly of her.

RESTRICTION: OTACON ONLY

▶ 10.21

This Body Armor is constructed from a special fiber five times stronger than steel. Wearing that will considerably reduce damage from enemy fire, but you will still feel the impact of the bullets. Don't rely on it too much.

RESTRICTION: SNAKE AND MERYL ONLY

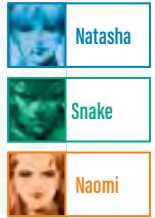
▶ 10.22

This security card has a pretty high clearance level. It'll allow you to open security level 3 doors.

▶ 10.23

In cold like this, over 70% of your body warmth is lost through your head. Put on some kind of hat. Even a bandana is better than nothing...

RESTRICTION: SNAKE ONLY

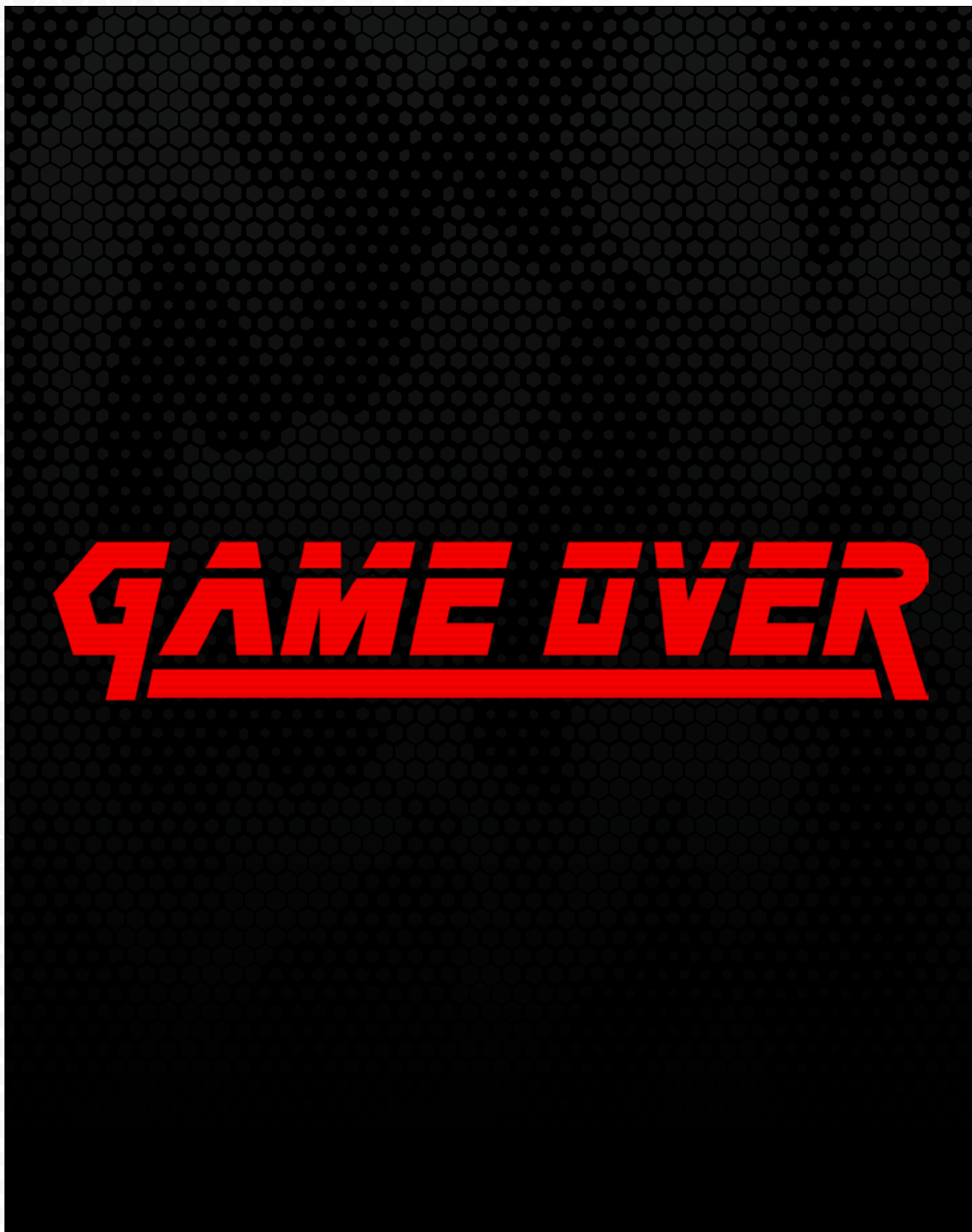




Master
Miller

▶ 50.01

- Snake
- Answer me
- Snake!
- Snaaaaaaaaaake!





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