

# 60: SNEAKING

1-4 Players - Sneaking Stage (60-90 minutes)



**Campbell:** You were able to acquire top secret information in your prior infiltration mission. Unfortunately, you were captured. Each of you has been strapped with an explosive device that will detonate if you try to escape. You'll need to take the elevator and remove your explosives at one of the disarmament stations, then one of you must escape with the needed intel.

**TILES USED:** Heliport A, Heliport B, Heliport C, Heliport D

**GUARD ORDER DECK:** 7 Red cards, 17 Blue cards\*

## SPECIAL SETUP

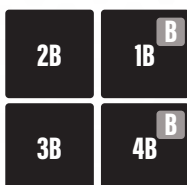
- \***Blue cards:** Add 1 additional Blue Guard Order card to the deck for each player beyond the first.
- Each player chooses to place their figure on 1 of the .
- Shuffle all 5 tokens and place 2 of them facedown on the map as indicated.
- Place 1 faceup on the map as indicated.

## OBJECTIVE

- Each player must collect 1 objective.
- Then, any player must reach the Exit Space.



## STAGE SETUP



## SPECIAL RULES

- Collecting an Objective:** To collect an objective, move onto the Objective token. Place it next to the Player dashboard to track which characters have collected an objective.
- Spawning VR Bosses:** Each time a is resolved on a Guard Order card, if 1 or more Guards would spawn, spawn 1 random available VR Boss on the Objective space on the map instead of the first Guard, facing the top of the board. Then, spawn any additional Guards as normal.
- Defeating VR Bosses:** Each time a VR Boss is defeated, automatically unlock the lowest-level locked door on the map. Defeated VR Bosses are removed from the game and cannot be spawned again.
- Events** : When a player moves through an Event token, they may discard the token to place the maximum number of ammo, charge, or use tokens on any 1 piece of their equipment.

## FAILURE

- The Game Over card is revealed.
- OR**
- Any player is Killed in Action (KIA).

## VR STAGE 60 CLEARED

