Starting the game

Phase 0 : Strategies
Voir p 61-62 (optional)

Phase A : Scenario selection
1- Chance Encounter (p113)
2- Plunder (p115)
3- Patrol (p117)
4- Skirmish (p119)
5- Securing the Area (p121)
6- Ambush (p123)

Phase B : Urban Furniture
- Sewer markers : 1d3 / player, 20cm from each other, more that 5cm from the edges Enter/Exit : 2SC + 1MC, BMD=0 (p63)
- Lamp posts : 1d3 / player, 20cm from each other, more that 5cm from the edges, 10cm radius of light, Defense : 2

Phase C : Bands
Each band is divided in two equally sized groups. In turn, each player deploy one of his groups. First player is picked randomly.

Phase D : Objectives
Each player chooses 3 different objectives. In turn, they deploy one of their objectives, starting with the same player as Phase C.

Controlling objectives (p66) : base to base contact with the objective. No enemy character in contact with the objective or the controlling character.

Objective types

Loot (1VP, any player, p66)
Manipulate to pick, 1 MC to move with

Riddle (3VP / 1VP, any player, p67)
Manipulate, the adversary set a target number between 1 and 6, the player roll a dice.
If dice result = target number : 3VP and remove the riddle marker.
If gap between result and target = 1 : nothing happen.
If gap between result and target is more than 1 : 1VP and remove the riddle marker.

Titan Container (2VP, owner only, p70)
Manipulate (1/round/character) to get a Titan Dose : one use during Raise a Plan, last 1 round, give +1 Movement, Attack, Defense, Special, Willpower, Endurance.

Ammo crates (3VP, owner only, p70)
Manipulate (1/round/character) to get an Ammo (up to starting Ammo value)

Round phases

I. Take the Lead
Draw a counter from the bag. The leader chooses the starting player.

II. Raise a Plan
The starting player allocates Action Markers between his characters. Then the other player does the same.

III. Execute the Plan
The player with the smallest band gains 1 « pass » for each character less than the other player's band.
Starting player must activate one character. Then, in turn, each player activate one character or pass.

IV. Casualty recount
- Recovery rolls (p54).
- VP count from controlling objectives & scenario special conditions.
- If a band's current value is equal to or below 30% of its starting value (due to KO and Casualties), band's player chooses one character for a Willpower roll. If failed, the band runs away (p70) and game's over.

End game & Victory

The game is over at the end of the last round or when a band runs away.

Final VP count is equal to:
- VP from objectives
- VP from scenario special conditions
- KO and Casualties (only the highest, once per character)
- 1VP for each round remaining to play if the opposite band runs away (doesn't count if both bands are running away at the same time)

VP value for Casualties / KO :
- Leader 6VP (+1VP if Scientific) / 4VP
- Sidekick 4VP / 2VP
- Free Agent 4VP (+1VP if Scientific) / 3VP
- Henchman 2VP / 1VP

Movement

BMD = 10 (12 for Large/Big) +1d / MC
Jump (1MC) : JD = BMD/2
Impaired movement : BMD/2
Difficult ground (1MC) : BMD/2
Run (1SC + 1MC): BMDx2
Stand up (1MC)

Moving through obstacles :
- small (free)
- difficult (1MC)
- vertical (BMD/2, 1MC)

Spring into the air (1MC) : reduce falling distance by JD
Falling damages :
- 0cm or less : nothing happen
- less than 5cm : 1 Stun + Agility roll
- between 6 and 10cm : 1 Injury + Agility roll
- between 11 and 15cm : Endurance/2 Injuries + Agility roll
- more than 15cm : Casualty
If Agilty roll is failed, character is Knock Down

Ranks & miscellaneous actions

- Manipulate (1MC, p34)   - Crouch (1SC, p46)

Leader :
- Inspire (1SC) : +1 Action Marker to Henchmen at 10cm or less
- one reroll for Willpower rolls
- Henchmen at 10cm or less can use « Let's Go ! » for free

Sidekick :
- Henchmen at 20cm or less can reroll their « Let's Go ! » roll

Henchmen :
- Let's Go ! (1SC) : after another allied henchman turn, roll a dice.
On a result of 4+ this henchman activates immediatelly.
Subsequent activations through Let's Go during the same turn have
a +1 cumulative modifier (5+ result needed, then 6+).

Close Combat

1/ Impact roll : 1 die/AC, one Impact is scored for each result ≥ target's Defense

2/ Blocking roll : 1 die/DC, one Impact blocked for each result ≥ opponent's Attack

3/ Damage roll

Grab (standard attack + 1SC, p42) : if at least one success is scored with the Damage roll, add the Immobilized effect (p105)
Push (standard attack + 1SC, p42) : if at least one success is scored with the Damage roll, add the Dispaced effect (p105)

Damage roll

1 die/Impact, Damage Markers are inflicted for each result ≥ character's Strength (if Close Combat or Throwing Weapon) or 2 (if firearms) or 3 (if Mechanical)

Scrathes : with ranged weapons, even if damage roll is failed, target still suffers 1 Stun

Collateral die : rolled at the same time as the damage roll :
- Knock Down (p54) : if collateral die = result of one of the other dice from the Damage roll (except double 1)
- Critical (p54) : +1 Stun OR Special Critical, if collateral die = 6 and at least one success is scored with the Damage roll.

Damage effects & Recovery

Character loose 1 Action Counter for every 2 Damage Markers (immediately and during Raise the Plan phase).

Stun recovery (p54) : 1die + 1die/SC, -1 Stun for each result ≥ 4

KO recovery : Endurance roll, if successfull : loose KO and one Stun

States : KO p52, others p105

Ranged Combat

1/ Shoot/Throw : 2AC (once per round), roll as many dice as ROF, one Impact is scored for each result ≥ target's Defense
NB : if character moves ROF = 1 (except Throw)

2/ Blink (p45) : roll 1 die / Impact / obstacle, one Impact blocked for each result ≥ obstacle target number : 4+ for Reinforced obstacle (or body), 5+ Standard Obstacle , 6+ for Light Obstacle.

3/ Damage roll