



GREAT GAMING CONTENT FOR
10 YEARS!

ORDEROFGAMERS.COM



Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. There's even a special EOG community on Discord – go to the website and click the link to join!



DONATE

orderofgamers.com/shop/singleoffering



PATREON

patreon.com/esotericorder



FOLLOW EOG UPDATES ON ALL THESE PLATFORMS

All the links are at www.orderofgamers.com

v1

Jan 2024

Game: **SNIPER ELITE: THE BOARD GAME**

Publisher: **Rebellion Unplugged (2022)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference**

Page 4: **Solo rules summary front**

Page 5: **Solo rules summary back**

These sheets are intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. **This PDF may not be re-posted online, sold or used in any way except for personal use.**

SNIPER ELITE

THE BOARD GAME

SETUP

Choose a **map** and give the matching **hidden board** and **objective cards** to the sniper, as well as the **marker**, **sniper miniature**, **shot bag**, **loadout cards**, and **aim**, **noise**, and **recoil tokens**.

Give the **tracking cubes**, **action cubes**, **suppression tokens**, **dog tokens** (if using the *Kennel Master* specialist), **wound token**, **defender miniatures**, and **countdown track** to the defenders.

The **sniper's cards and choices during setup must be kept secret from the other players**. Shuffle the objective cards and draw 2. If they are the same suit, return 1 (of your choice) to the bottom of the deck then draw another (repeat until you have different suits). Return the other objective cards to the box.

Place 6 aim, 2 noise, and 3 recoil tokens into your **shot bag**, then mix it thoroughly. Place the remaining aim and noise tokens to one side and return the remaining recoil tokens to the box.

Examine all loadout cards and choose any 3 of them to use this game (you may take both copies of a card if there are 2). Shuffle the rest to form a facedown deck.

Place the defender miniatures (**units**) on the starting spaces showing their coloured bases. Officers go on the spaces marked with an iron cross.

Choose any 3 specialist cards to use this game. Place them faceup where everyone (sniper included) can see them, and place 1 **suppression token** on each. Assign each of the specialist cards you have chosen to a squad by placing 2 action cubes of the same colour on the card. That squad's officer has access to that card's ability for this game.

Take the 6 remaining action cubes and put them on the 10 space on the countdown track.

Put the **full** side of the wound token on the circular space on the countdown track.

The sniper takes the first turn, after which the defenders collectively take their turn in any order, and so on, until the game ends.

Starting positions

Officers start on the circles of the matching colour containing an iron cross. **Soldiers** start on the circles of the matching colour without an iron cross.

The **sniper** enters the map via one of the 4 arrows on the edge of the board. Each arrow matches the colour of the sector it leads into: the sniper may not enter the board via an entrance in the same sector as of one of their objectives. These arrows are considered off the board, so the sniper will enter the indicated space as part of their first movement action.

THE MAPS

Each map is broken down into 4 **sectors**: yellow, red and black (each patrolled by a squad of defenders of the same colour), and a neutral white sector (which may be broken up into separate areas of the map). Defenders can leave their sector at any point.

Each sector is divided into **spaces**, indicated by the thin black or white lines. Spaces are adjacent if they share an edge, and are matching-adjacent if they share an edge and are the same type (open, enclosed, or elevated).

Space types

Open spaces (separated by white lines) the outdoors, or a wide open area.

Enclosed spaces (separated by black lines) are inside buildings on outdoor maps, or inside rooms on maps set in large indoor areas. You cannot move through walls (thicker lines): you must use a **doorway** (↕) to enter or exit a building or room.

Elevated spaces (separated by grey lines, and a dashed line where they border lower ground) are on high ground. You can only move into or out of elevated spaces to spaces of another type via **access points** (△▽).

Special spaces

Objectives: Numbered spaces indicate the sniper's possible goals; each has a matching card in the objective deck.

Difficult terrain (spaces with an !): Any miniature that enters a difficult space must reduce their maximum movement this turn by 1 space: the sniper can move a maximum of 2 spaces, defenders a maximum of 1 space.

Water (spaces with a blue X): You cannot move into water spaces, but they do not block LOS.

Obstruction (spaces with a grey X): You cannot move into these spaces, and they always block LOS.

LINE OF SIGHT (LOS)

You have LOS to your target if you can trace a straight line from any edge of the space you are on to any edge of the space your target is on, without going *through* an enclosed space, an elevated space or an obstruction.

If you're in the enclosed spaces of a building or room, you have LOS to everywhere else in the same building or room — but you cannot shoot through *those* enclosed spaces to an open space.

From an elevated space, every other elevated space on the map is within LOS, unless blocked by an obstruction. You may shoot over open or enclosed spaces below you (they still count towards the distance). You cannot shoot through an elevated space to an open or enclosed space.

PLAYING AS THE SNIPER

At the beginning of your first turn, choose and secretly mark your starting position on your hidden board. You cannot choose a starting position in a sector that contains either of your numbered objectives. Then take your turn as normal.

If the sniper miniature is on the board at the start of your turn, remove it. During your turn you can **move**, **use 1 loadout card**, and **take 1 additional action**, in any order you choose. The additional actions are:

- **Shoot**: Take a shot at an enemy target using your shot bag.
- **Loot**: Gain an additional loadout card from the deck.
- **Complete an objective**: Progress towards your goal.

You can choose not to move, or not to use any other action, and even choose to not do anything on your turn. Skipping 1 action does not allow you to take another more than once per turn.

MOVEMENT

You can choose to move 0, 1, 2, or 3 spaces. If you move 0 or 1 space, your movement is kept secret from the defenders.

If you move 2 or 3 spaces, after moving, any defending units that were adjacent to a space you moved through (including the spaces you started and ended in) are **alerted**. Point to those units on the board and inform the defenders that they heard a noise.

Defenders may wish to mark them with tracking cubes.

Do not tell the defenders how many adjacent spaces you moved through, or the order in which the units are alerted. Enclosed and elevated spaces have no effect on a unit's ability to hear movement.

The sniper cannot enter a space containing a defender.

You cannot move into a space you have already occupied this turn.

If a defender moves into the sniper's space; the sniper should remain silent. Nothing additional happens, and the sniper can move out of that space on their turn.

When your turn is over, write the current number on the countdown track in your space on the hidden board, so you can discuss your movement at the end of the game.

SHOOTING

The shot bag represents your accuracy when shooting. It can contain 4 types of token:

- **Grey aim tokens** are needed to hit your target.
- **Yellow recoil tokens** can cause misfires.
- **Red noise tokens** can give away your position.
- **Blue suppression tokens** cancel out noise.



Aim



Noise



Recoil



Suppression

To shoot, secretly pick a target in LOS, count the shortest number of spaces to the target's space in a straight line, declare how many tokens you are going to risk drawing, then draw that many from the shot bag. Regardless of the outcome, you must always show the defenders which tokens you drew.

You need to draw at least 1 aim token for each space between you and your target, plus 1 for the target's space. If there are multiple lines of sight to your target, always count the line that moves through the fewest spaces. Do not include your own space, unless you are in the same space as your target (you must always draw at least 1 aim token to hit). A successful shot removes the target from the board. You also add tokens to your shot bag depending on who you were targeting.

Revealing your position

Drawing 2+ noise tokens reveals your position. After you've finished drawing tokens you must put the sniper on your current space on the main board. Every **suppression token** drawn increases the number of noise tokens it takes to reveal your position by 1. You can hit your target and reveal your position with the same shot.

Misfire

Drawing 5+ combined recoil and noise tokens means you misfire and miss your shot no matter how many aim tokens you drew. Suppression tokens have no effect for the purposes of misfires. If you drew 2 (or more) noise tokens you still place your miniature on the main board, even though you misfired.

Reload

Regardless of the outcome, return all drawn tokens to the bag after your shot. Leave the sniper miniature on the board (if present); if you move after shooting, do not move the miniature on the board (but mark it on your hidden board as normal). The sniper miniature indicates your last known position.

AFFECTING THE SHOT BAG

After killing a soldier, add an aim token.

After killing an officer, take the suppression token from the specialist card assigned to them and add it. If you have already added their suppression token, add an aim token.

After completing an objective, add a noise token.

If you are located with a spot action, add a noise token.

If you run out of any type of token you can still take actions that would add that token, just skip adding it to the bag.

LOOTING

To **loot** you must be in a numbered objective space that does *not* match your objective cards. Draw 3 cards from the loadout deck, choose 1 to keep, return the others and shuffle the deck.

Mark the looted space on your hidden board. **You may not loot that space again this game.** By looting you are revealing that you are in a numbered space, but not which one.

COMPLETING OBJECTIVES

Each map has a dedicated set of objective cards representing the sniper's goals.

The initials on the card back match the name of the map. Each number corresponds to an objective on the board, and cards of the same suit match spaces in the same sector.

You have 10 rounds to complete each objective. To do so, reveal 1 of your objective cards while on the matching space. Put the sniper on that space, add a noise token to your bag, and reset the defender's action cubes on the countdown track to 10.

Keep each objective secret until it has been completed.

USING YOUR LOADOUT

Each loadout card is a piece of equipment the sniper can use during their turn. Each may only be used once.

To use one, declare that you are using it, then place the card facedown on the table and reveal it when specified on the card.

Loadout cards cannot be played midway through an action or movement. If a loadout card affects your other actions this turn, you must play it before taking those actions.

PLAYING AS THE DEFENDERS

Each squad has 3 units (2 soldiers and 1 officer). Units can move anywhere on the board, but gathering intel and deploying soldiers both require the officer to be in their own sector.

During the defenders' turn, each squad can either **gather intel** or **take 2 of these unit actions**:

- **Move up to 2 spaces.** Each space can only contain 1 defender. Any defender may move through a space containing another defender, as long as their movement does not end on the same space.
- **Attack** the current space, dealing a wound.
- **Spot** 1 adjacent space, adding noise to the sniper's bag if found.
- **Sweep** the current space plus 2 matching-adjacent spaces.
- **Deploy** an officer to the matching starting space.
- **Deploy** a soldier adjacent to their officer (if in the matching sector).
- **Dismiss** a unit from the board.

In addition, before or after any action or intel gathering, each officer may use their **specialist ability** once per turn.

These can happen in any order between all units; one squad does not need to finish both of their actions before another squad takes any of theirs. The action markers on the countdown track show which squad has actions remaining.

GATHERING INTEL

To **gather intel** with a squad, its officer must be in their own sector. Move both of the squad's action cubes to the next space on the countdown track and declare an intel action in that sector.

The sniper must then declare if they are in the sector matching that squad's colour.

UNIT ACTIONS

If not gathering intel, each squad may assign 2 actions per turn between its units. You may take the same action twice within a squad, or take 2 actions with a single unit, but no individual unit can take the same action twice in 1 turn.

Each time a unit takes an action, move 1 of that squad's action cubes to the next space on the countdown track. You do not have to use all of your unit actions – just move the action cube to the next space to indicate that you want to pass.

Move up to 2 spaces: Units may move through other units, but cannot end their movement in the same space as another.

Attack: Choose a unit. If the sniper is in the same space, they must place their miniature there (if not there already), and receive a wound. Flip the wound token on the countdown track to mark the damage. If this is their second wound the sniper is killed and all defenders win the game.

Spot: Choose a space adjacent to a unit. If the sniper is in that space, they must place their miniature there and add 1 noise token to their bag. Units may spot into or out of enclosed or elevated spaces.

Sweep: Choose 2 matching-adjacent spaces to a unit. If the sniper is in either of those spaces, or in the unit's space itself, they must say so; but they don't have to say which of the 3 spaces they are in.

Deploy officer: If the squad's officer is off the board, return them to the officer starting space for that colour.

Deploy soldier: If the squad's officer is in their own sector, place a soldier from that squad who is off the board in a matching-adjacent space to the officer. The soldier may be placed in a matching-adjacent space in a different sector as long as the officer is in their proper sector.

Dismiss: Remove 1 of this squad's units (soldier or officer) from anywhere on the board. They cannot be deployed this turn.

SPECIALIST ABILITIES

Each officer has a **specialist card** which they can use twice per game. Officers do not have to be in their own sector to use their specialist abilities. When you use an ability, remove 1 of the action cubes from the specialist card and return it to the box.

You cannot use a specialist ability if the matching officer is off the board.

The defenders may use the abilities of multiple specialists in a single turn, but cannot use the same specialist twice in a single turn.

Some abilities modify a unit action this turn. You must declare you are using the ability before taking the action. Those abilities do not grant an extra action this turn.

When any ability refers to a soldier, it means only soldiers, not officers. Abilities which prevent a specific unit from taking a unit action do not prevent that squad from gathering intel.

ENDING THE GAME

The sniper wins immediately if they complete their second objective.

The defenders win immediately if they wound the sniper a second time, or if their action cubes are on the final space of the countdown track at the start of their turn.

ADJUSTING DIFFICULTY

Experienced sniper

- During setup draw 2 loadout cards at random, instead of choosing 3.
- During setup, load the shot bag with 5 aim, 2 noise, and 3 recoil, instead of 6 aim.
- After objectives have been assigned, look through the remaining objective cards and choose 1 to reveal to the defenders. They will know this is not one of your targets.
- Start the game with the defender action cubes on number 7 on the countdown track, and reset them to 7 when you've completed your first objective.

Experienced defenders

- During setup, allow the sniper to choose 1 extra loadout card.
- Only place 1 action cube on each specialist, so that each specialist action can only be used once per game.
- The defenders may not use intel for their first 2 turns.
- Intel can only be used by 1 squad per turn.

EAGLE'S NEST EXPANSION

Allied snipers

During setup, choose an allied sniper, taking its card and miniature. The icons indicate the number and type of tokens you load your shot bag with. All card effects are mandatory, except Karl's choice of whether to shoot twice with his Springfield rifle.

Loadout cards

Shuffle the new loadout cards into the main deck. Remove the *Climbing Gear* and *Diving Gear* when playing on maps that do not include elevated spaces and water spaces respectively.

Ghost Sniper variant

During setup, the sniper player shuffles the allied sniper cards and draws one, keeping it secret from the defender players. This is their sniper for this game; load their shot bag out of sight and keep their token supply hidden.

The sniper's identity remains secret until:

- They use their special ability.
- Their position on the board is revealed for any reason.
- They complete an objective.
- The defenders successfully find them with a spot or attack action.

At that point they reveal their sniper card and use the correct miniature.

SNIPER ELITE

THE BOARD GAME

PLAYING AS THE SNIPER

If the sniper is on the board at the start of your turn, remove it. During your turn you can **move**, use 1 **loadout card**, and take 1 **additional action**, in any order. The additional actions are:

- **Shoot:** Take a shot at an enemy target using your shot bag.
- **Loot:** Gain an additional loadout card from the deck.
- **Complete an objective:** Progress towards your goal.

MOVEMENT

You can choose to move 0, 1, 2, or 3 spaces. If you move 0 or 1 spaces, your movement is secret.

If you move 2 or 3 spaces, after moving, any defending units that were adjacent to a space you moved through (including the spaces you started and ended in) are **alerted**. Point to those units and inform the defenders that they heard a noise.

Do not tell the defenders how many spaces you moved through, or the order in which the units are alerted. Enclosed and elevated spaces have no effect on a unit's ability to hear movement.

You cannot enter a space containing a defender, and you cannot move into a space you have already occupied this turn.

If a defender moves into your space, remain silent. Nothing happens, and you can move out of that space on your turn.

When your turn is over, write the current number on the countdown track in your space on the hidden board.

SHOOTING



Aim



Noise



Recoil



Suppression

To shoot, secretly pick a target in LOS, count the shortest number of spaces to their space in a straight line, declare how many tokens you are going to draw, then draw that many from the shot bag. Always show the defenders which tokens you drew.

You need to draw at least 1 aim token for each space between you and your target, plus 1 for the target's space. A successful shot removes the target from the board.

Revealing your position

Drawing 2+ noise tokens reveals your position. Put the sniper on your current space on the board. Every suppression token drawn increases the number of noise tokens it takes to reveal your position by 1.

Misfire

Drawing 5+ combined recoil and noise tokens is a misfire and miss your shot no matter how many aim tokens you drew. Suppression tokens have no effect for the purposes of misfires. If you drew 2 (or more) noise tokens you still place your miniature on the main board, even though you misfired.

Reload

Regardless of the outcome, return all drawn tokens to the bag after your shot. Leave the sniper miniature on the board (if present); if you move after shooting, do not move the miniature on the board (but mark it on your hidden board as normal). The sniper miniature indicates your last known position.

AFFECTING THE SHOT BAG

After killing a soldier, add an aim token.

After killing an officer, take the suppression token from the specialist card assigned to them and add it. If you have already added their suppression token, add an aim token.

After completing an objective, add a noise token.

If you are located with a spot action, add a noise token.

If you run out of any type of token you can still take actions that would add that token, just skip adding it to the bag.

LOOTING

To loot you must be in a numbered objective space that does not match your objective cards. Draw 3 cards from the loadout deck, choose 1 to keep, return the others and shuffle the deck.

Mark the looted space on your hidden board. You may not loot that space again this game.

COMPLETING OBJECTIVES

You have 10 rounds to complete each objective. To do so, reveal 1 of your objective cards while on the matching space. Put the sniper on that space, add a noise token to your bag, and reset the defender's action cubes on the countdown track to 10.

USING YOUR LOADOUT

Each loadout card may only be used once. Place the card facedown on the table and reveal it when specified on the card. They cannot be played midway through an action or movement.

PLAYING AS THE DEFENDERS

During the defenders' turn, each squad can either **gather intel** or **take 2 unit actions**. In addition, before or after any action or intel gathering, each officer may use their **specialist ability** once per turn (they can use these twice per game).

GATHERING INTEL

The squad's officer must be in their own sector. Move both of the squad's action cubes to the next space on the countdown track and declare an intel action in that sector. The sniper must then declare if they are in that sector.

UNIT ACTIONS

Each squad may assign 2 actions per turn between its units. These can happen in any order between all units, but no individual unit can take the same action twice in 1 turn.

Each time a unit takes an action, move 1 of that squad's action cubes to the next space on the countdown track.

Move up to 2 spaces: Each space can only contain 1 defender. Units may move through other units, but cannot end their movement in the same space as another defender.

Attack: Choose a unit. If the sniper is in the same space, they must place their miniature there, and receive a wound. Flip the wound token on the countdown track. If this is their second wound the sniper is killed and all defenders win the game.

Spot: Choose a space adjacent to a unit. If the sniper is in that space, they must place their miniature there and add 1 noise token to their bag. Units may spot into or out of enclosed or elevated spaces.

Sweep: Choose 2 matching-adjacent spaces to a unit. If the sniper is in either of those spaces, or in the unit's space itself, they must say so (but they don't have to say which of the 3).

Deploy officer: If the squad's officer is off the board, return them to the officer starting space for that colour.

Deploy soldier: If the squad's officer is in their own sector, place a soldier from that squad who is off the board in a matching-adjacent space to the officer. They may be placed in a different sector as long as the officer is in their proper sector.

Dismiss: Remove 1 of this squad's units (soldier or officer) from anywhere on the board. They cannot be deployed this turn.

SNIPER ELITE

THE BOARD GAME

SOLO RULES

SETUP

The player plays as the sniper. There is no difference between soldiers and officers (they are all referred to as defenders).

Choose a **map** and put the **solo board** beside it. Place a defender on each objective space in the sector of the matching colour, and the remaining defender on the objective in the neutral sector.

Return the solo and objective cards for the maps you are not using to the box.

Shuffle the solo cards marked *urgent* together, then return 1 random card to the box. Place 1 card facedown on the rightmost slot of the solo board, and 2 more faceup in the other slots.

Return 2 of the cards *not* marked *urgent* to the box, then shuffle all remaining solo cards together, and place this 9 card deck to the right of the solo board to form the **defender deck**.

Shuffle the loadout cards and draw 2 (if both are the same, return 1 to the bottom of the deck, then draw another). Place the rest of the loadout cards facedown to the side. Loadout cards should be left faceup on the table, and turned facedown when used.

Stack these tokens on top of each other: noise on the bottom, then recoil, recoil, noise, recoil, recoil. Place this **health stack** next to your loadout cards. Put the wound token in the space on the solo board.

Place 6 aim, 2 noise, and 3 recoil tokens into your **shot bag**, then mix it thoroughly. Return the suppression tokens to the box. Put the remaining aim and noise tokens to one side.

Shuffle the **objective cards** for the map you are using and draw 2. If they are the same suit, return 1 (of your choice) to the bottom of the deck then draw another (repeat until you have different suits). Shuffle the remaining objective cards and put them facedown to the side.

Choose a starting position that does not match the sector of your objectives and put the sniper miniature just off the map. Place a tracking cube on the coloured square on the solo board matching that sector, then place a cube on each objective space in every *other* sector.

The sniper goes first (moving onto the board costs 1 movement).

KEY CONCEPTS

HEALTH AND HITS

When you are instructed to **take a hit**, take the top token from your health stack and add it to your shot bag.

If you take **3 hits in a single turn**, ignore any further hits that turn. If you take a hit while the health stack is empty, you are **wounded**: immediately flip the wound token to the injured side, then remove 3 recoil tokens from your bag to form a new health stack.

If you are wounded, ignore any further hits that turn. If you are wounded a second time, you immediately lose the game.

If you must add a noise token to your bag, take it from the supply.

LAST KNOWN SECTOR (LKS)

One tracking token marks your **last known sector (LKS)** on the solo board. If you are instructed to update your LKS, move the marker to the space matching the sector you are currently in.

If a card effect tells you to **reveal your position**, update your LKS and *take* a hit.

If a solo card instructs any defender already in the LKS to **deploy** into a space that would place it further away from your position, ignore that deployment.

POSSIBLE OBJECTIVES

When an effect tells you to **eliminate** a possible objective, remove the tracking cube from it, returning it to the box (the defenders know you are not heading there).

THE SNAFU RULE

If there are multiple possible outcomes from a solo card, always choose the worst outcome for you. If multiple outcomes are equally bad, choose randomly.

GOAL

You win the game by completing both objectives before you are wounded twice, or the defender deck runs out.

YOUR TURN

During your turn you can **move, use 1 loadout card, and take 1 additional action**, in any order you choose. The additional actions are:

- **Shoot:** Take a shot at an enemy target using your shot bag.
- **Loot:** Gain an additional loadout card from the deck.
- **Complete an objective:** Progress towards your goal.

MOVEMENT

You can move directly on the board using your sniper miniature. If you move 0 or 1 spaces, you do not alert the defenders; if you move 2 or 3 space, you alert the defenders.

You cannot enter a space containing a defender. You cannot move into a space you have already occupied this turn.

If you move 2 or 3 spaces and end your movement outside your LKS, update your LKS. If you move 2 or 3 spaces and end your movement in your LKS, take a hit. This token is added immediately, and may impact a later shooting action this turn.

Moving 1 space has no effect on your LKS.

SHOOTING

The shot bag represents your accuracy when shooting. It can contain 3 types of token:

- **Grey aim tokens** are needed to hit your target.
- **Yellow recoil tokens** can cause misfires.
- **Red noise tokens** can give away your position.

To shoot, pick a target in LOS, count the shortest number of spaces to the target's space in a straight line, decide how many tokens to draw, then draw that many from the shot bag.

You need to draw at least 1 aim token for each space between you and your target, plus 1 for the target's space. If there are multiple lines of sight to your target, always count the line that moves through the fewest spaces. Do not include your own space, unless you are in the same space as your target (you must always draw at least 1 aim token to hit). A successful shot removes the target from the board (it may return at the end of the next defender turn). In addition, choose one option:

- **Remove 1 noise token** from the bag and place it on the bottom of your health stack. You may never have more than 2 noise tokens in the stack; if there are 2 there already, this option is not available.
- **Remove up to 2 recoil tokens** from the bag and place them on the bottom of your health stack. You may never have more than 4 recoil tokens in the stack; if there are 4 there already, this option is not available.

- **Add 1 aim token** from the supply to your bag.

Drawing 5- combined recoil and noise tokens means you misfire and miss your shot no matter how many aim tokens you drew.

After determining the outcome of your shot, move the defender that is closest to you 1 space towards you for each noise token drawn. Ignore the target of your shot when determining the closest target, even if you missed. If this movement causes a defender to move into your space, you take 1 hit, and ignore any additional noise tokens.

Return the drawn tokens to the bag after resolving the shot.

LOOTING

To **loot** you must be in a numbered objective space that does *not* match your objective cards. Draw 3 cards from the loadout deck, choose 1 to keep, return the others and shuffle the deck. If the space is a possible objective, eliminate it.

COMPLETING OBJECTIVES

To complete an objective, discard 1 of your objective cards while on the matching space. When you complete your first objective, do the following in order:

- Add 1 noise token to your bag.
- Eliminate all possible objectives in the same sector.
- For each unguarded possible objective, in numerical order, deploy the defender furthest from you to that space (even if those defenders are in the LKS), unless they are already on a possible objective.
- Reshuffle the discarded solo cards into the defender deck.

When you complete your second objective, you immediately win the game.

LOADOUT

Each loadout card grants a special one-use ability. You may not use a loadout card during an action.

ENDING YOUR TURN

If you end your turn in the same space as, or matching-adjacent to, one or more defenders, take a hit. This is in addition to any hits generated by moving 2 or 3 spaces, or attracting a defender into your space with a noisy shot.

DEFENDER TURN

If the defender deck is empty at the start of their turn, you immediately lose the game.

Otherwise, the defenders roll a die and resolve one of the solo cards depending on the result:

- **1 chevron:** Leftmost card.
- **2 chevrons:** Middle card.
- **3 chevrons:** Rightmost card.

If the card is facedown, flip it faceup. Resolve the appropriate card immediately, then place it in the discard pile. Slide the remaining 2 cards to the left to fill any gaps, then draw a new card from the deck.

- If both remaining cards are faceup, place the new card facedown and not revealed to you.
- If 1 of the remaining cards is facedown, place the new card faceup.

At the end of the defender turn, if any defenders are not on the map, choose 1 at random (following the SNAFU rule) and place them on the iron cross space of the matching colour. If that space is occupied, put them in an adjacent space of your choice.

TAKING HITS SUMMARY

You take 1 hit each if:

- You move 2 or 3 spaces without changing LKS.
- At the end of your turn there are 1 or more defenders in your space or a matching-adjacent space.
- A defender **deploys** onto your space as a result of a solo card.
- A defender adjacent to you **scans** because of a solo card.
- A defender that has LOS to you and is up to 2 spaces from you, **searches** because of a solo card.
- As a result of your shot (due to noise tokens) a defender moves onto your space.

You take 2 hits if:

- Your space is **attacked** because of a solo card.

You are limited to taking up to 3 hits on a single turn (your turn or the defender's turn separately). If you are wounded you do not take any more hits that turn.

SOLO CARD TERMINOLOGY

Each card describes the actions the defenders will take this turn (usually all of them will take an action).

Closest

A defender's distance from a space is the minimum number of movements it would need to reach that space. On a tie, follow the SNAFU rule.

Unguarded

A space or a possible objective is unguarded if there is no defender there.

Scan

If you are adjacent to, or in the same space as, a scanning defender, take a hit.

Search

If you are up to 2 spaces away from and in LOS of a searching defender, take a hit.

Attack

If you are in a target space, take 2 hits.

Deploy

Move a defender directly to a target space, ignoring movement restrictions. If you are in that space, take a hit. Any deploy order that would leave a defender *currently in the LKS* further away from the sniper is ignored.

If a deploy action would put a defender on a space occupied by another defender, place them on an unguarded matching-adjacent space if possible, or the closest unguarded space if not.

Move

Move a defender a number of spaces towards a target along the shortest path that gets them as close as possible, respecting all movement rules and counting difficult terrain as 2 spaces. If multiple routes are available, follow the SNAFU rule. If the defender reaches their target in fewer steps, they stop moving. If the target is a sector, the space of that sector closest to the moving defender is considered the target. If during this movement the defender moves adjacent to or onto your space do *not* take a hit.

Defenders may move through other defenders, but may not end their movement on another defender's space. If the full movement is not possible for this reason, move as far as possible, then stop.

Repeat for possible objectives

Execute the card's effect for each possible objective, in ascending numeric objective order. Move (or deploy if specified) defenders that are closest to that objective first (remember the SNAFU rule). Once a defender has moved due to this effect, it is ignored for the rest of the effect.

If a defender cannot be deployed (because they are in the LKS and would end up further from the sniper), select the next closest eligible defender instead. If there are more defenders that can move than possible objectives, some defenders will not move.

Access spaces

A space containing an entrance to or exit from an enclosed or elevated space. If an objective is on an open space, the closest access space (of any type) is the objective space itself.

ASSIGNMENTS

Each assignment solo card has a map with instructions to update the LKS, then deploy defenders as follows:

- Defenders matching the LKS colour do not move.
- All other defenders on the board deploy to a correspondingly coloured unguarded marked space in the LKS. Ignore deploy actions for defenders already in the LKS, where that deployment would move them further from the sniper.
- If the LKS is neutral (white), deploy 1 defender of each colour, the one closest to the marked space, and do not move any other defenders.

ENDING THE GAME

If you have no tokens left in your health stack when you take a hit and you have been wounded before, you lose the game.

If at the beginning of a defender turn, the solo deck is empty, you lose the game.

If you complete your second objective, you win the game.

ADJUSTING DIFFICULTY

Each officer challenge adds 2 complications to the game and an additional benefit to help. For an easier game, choose one or more challenges and add only the benefits. For a more difficult game, add only the complications.