REICH BUSTERS

PROJEKT VRIL

RULES

THE WORLD OF THE

REICHBUSTERS

It is late December 1944. World War II continues to rage, and the Nazis have launched their latest offensive in the Ardennes. This new push has come as a surprise to the general public, but not to the men and women of the Special Operations Executive (SOE), a British secret service set up by Winston Churchill in 1940 to support resistance movements in occupied countries. The Nazis are desperate and willing to try anything. The Wacht am Rhein offensive in the Ardennes is only the tip of a very large iceberg of hush-hush plans to secure victory at the Allies' expense.

For some time, the SOE has been aware of the Nazis' top secret Operation Lebenskraft, also known as Projekt Vril. According to intelligence gained from Enigma decrypts, this project could change the course of the war, and is almost ready for battlefied deployment. The details of Projekt Vril remain shrouded in mystery. Even when using Enigma codes, the Nazis have been extremely tight-lipped about what this programme involves. Recently, however, someone slipped up, allowing the SOE to pinpoint the facility running the Lebenskraft programme. Armed with this knowledge, the SOE hastily assembled an international team of Allied commandos to mount an assault on the Lebenskraft HQ. This mission is officially codenamed Operation Fidget, but High Command refers to the team as the Reichbusters. Rumour has it that their success could determine the outcome of the war.

Unbeknownst to the Allies, Projekt Vril began in 1938, when the SS deployed a mission team to Tibet with the utmost secrecy. This team scored a huge success, discovering a mysterious energy source known as vril. Samples of this strange substance were brought back to the Reich for analysis. According to their research, "Vril can be harnessed to control all types of living and inert matter. It can be as destructive as lightning, but can also regenerate muscle tissue or even bring the dead back to life. Vril can carve through solid matter. Its light is said to be steadier, softer, and healthier than that emitted by any flammable material. It can also be used as an energy source to power mechanical devices... "

If the Nazis work out how to harness this power, they will have a more devastating resource than the atomic bomb the Allies are secretly working on. They know they are losing the war, and that time is running out. They are prepared to cut corners as they race to extract this substance and create fieldable weapons that would turn the tide of battle and drive the Allies back into the sea.

The vril research is being conducted in great secrecy in the dungeons and tunnels under Himmler's castle in Wewelsburg. This labyrinth of secret bunkers bustles with scientists researching the multiple properties of the mysterious vril, which is being used to drive all their machinery, power their death ray weapons and reanimate corpses.

Most of the Nazi High Command is unaware of this research effort and would be horrified by the project, despite the desperate military situation. The Vrilmeisters overseeing these experiments are more than happy to operate in secret, allowing them to build their own power base free from the influence of Berlin. Vril is unbelievably potent, as demonstrated by the death toll from even minor accidents. Even the smallest steps on the path to unleashing the true potential of vril are yielding incredible results. If they ever fully master the substance, the Vrilmeisters will be invincible, with godlike powers, and Allies and Nazis alike had best beware!
The Reichbusters' mission is vital. Failure is not an option!

CONTENTS

GAME OVERVIEW

The players are an elite squad of Allied Heroes. Working together, they must raid a Nazi castle to find the secret laboratories and bunkers hidden within. They will need to sneak past the guards, achieve all of their mission objectives, and then at least one of them must escape in order to win. As this is a cooperative game, the players either all win together or they all lose.

All the miniatures on the map are referred to as units. The players control the Allied Hero units. The enemy units are controlled by the game.

Players take turns acting, using basic actions, a hand of unique **Action** cards and a reserve of heroism points to choose what their Hero does.

After each Hero has performed their actions, the enemy forces react.

COMPONENTS REFERENCE LIST

- Rulebook
- Mission Book
- Player Guide
- 26x Map tiles
- 2x Entrance token and 3x Exit token
- 3x Barracks tokens
- 6x Secret Passage token
- 29x Door token and 6x Lock token
- 4x Mission Tracker sections
- 1x Round marker
- 32x Spawn tokens
- 12x Awareness tokens
- 12x Guard Point token
- 12x Wound token
- 12x Jammed/Drained token
- 12x Smoke/Suppressed token
- 24x Heroism Point tokens
- 4x Turn Order tokens
- 10x Weapon tokens
- 26x Skill tokens
- 97x Item tokens
- 5x Hero cards
- 60x Action cards
- 24x Noise cards
- 20x Spawn cards
- 20x Wound cards
- 12x Raid cards
- 4x Reference card
- 6x Mission Faction cards
- 4x Team cards
- 48x Room Feature cards
- 1x Reichbusters HQ card
- 24x Unit cards
- 4x Hero dashboard
- 21x dice (of different types in 4 colours)

DESIGNER'S NOTE

As you read this rulebook, you will occasionally see boxes like this one. These are not rules. Instead, they give me a chance to explain some of the thinking and development processes behind the game, and how to get the most out of it.

COMPONENTS

In *Reichbusters*, the board is called a map, and it is made up of map tiles. Map tiles show either a corridor or a number of rooms (usually only one). They are divided into areas.

4x Large rooms

- **1a** Map room
- **1b** Experiment cells
- **2a** Great hall
- **2b** Bunker hall
- **3a** Theatre
- **3b** Vril laboratory
- **4a** Church
- **4b** Factory

2x Medium rooms

- **5a** Laboratory
- **5b** Bunker barracks
- **6a** Art gallery
- **6b** Vril laboratory

6x Small rooms

- **7a** Archive
- **7b** Submarine
- **8a** Lounge
- **8b** Prison cell
- **9a** Guard room
- **9b** Weapon store
- **10a** Office
- **10b** Morgue
- **11a** Storage
- **11b** Vril storage
- **12a** Church entrance
- **12b** Mad scientist's office
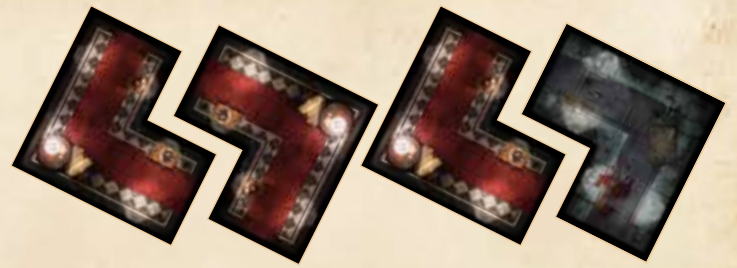
4x Corner corridor
(13a/13b, 14a/14b, 15a/15b, 16a/16b)

6x Short corridor
(17a/17b, 18a/18b, 19a/19b, 20a/20b, 21a/21b, 22a/22b)

2x Long corridor
(23a/23b & 24a/24b)

1x Crossroads intersection
(26a/26b)

1x T-junction corridor
(25a/25b)

HERO DICE

8x Attack die

Blank (0) Special

Attack (1-3)

5x Defence die

Blank (0) Special

Defence (1-3)

5x Noise die
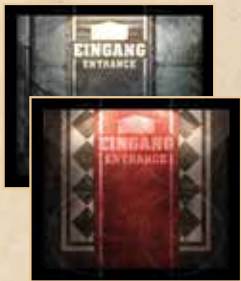
Blank (0) Special

(Noise 1-3)

3x Vril die

Blank (0) Surge Special

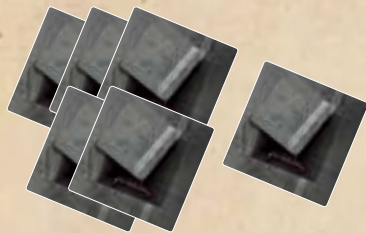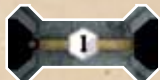Vril (1-3)

MAP TOKENS

2x Entrance

3x Exit

3x Barracks

6x Secret Passage
(see p. 14)

97x Items

9x Door
(Noise 1)

9x Door
(Noise 2)

9x Door
(Noise 3)
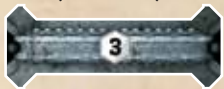
2x Large door
(Noise 3)

BACK
(Open door)

6x Door lock

FRONT	BACK
1-4 Pre-alarm turns	1-5 Pre-alarm turns
1-6 Pre-alarm turns	1-7 Pre-alarm turns
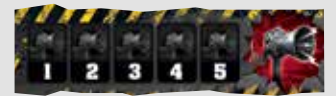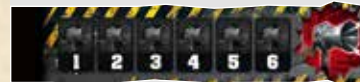
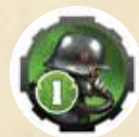|	
1-3 Post-alarm turns	1-4 Post-alarm turns
1-5 Post-alarm turns	1-6 Post-alarm turns

SPAWN TOKENS

14x Spawn 1
token

10x Spawn 2
token

8x Spawn 3
token

BACK
(cleared room or corridor)

12x Awareness
tokens

12x Guard point token

12x Wound
token

MISSION TRACKER

1x Round marker

The mission tracker keeps track of the Heroes' progress throughout the scenario. It is divided into pre-alarm and post-alarm sections. Each mission briefing tells you which mission tracker to use. At the start of the mission, place the round marker on the first space (no. 1) on the mission tracker.

5

PLAYER TOKENS

12x Jammed/Drained token

12x Smoke/Suppressed token

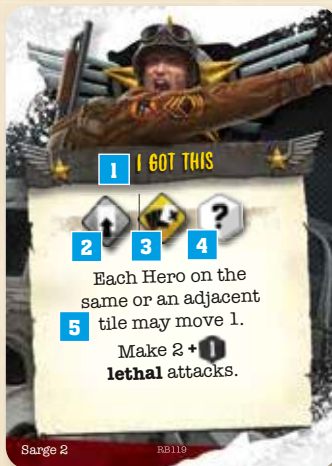**8x Wild heroism point**

8x Attack heroism point

8x Defence heroism point

4x Turn Order tokens

Range — Keywords

BURST

Attack dice — Noise dice

FRONT
(normal)

ARMOUR PIERCING BURST

Vril dice

BACK
(vril-enhanced)

10x Weapon tokens

Skill activated — Skill

FIRE SUPPORT

FRONT
(activated)

Skill deactivated

FIRE SUPPORT

BACK
(deactivated)

26x Skill tokens

HERO CARDS

FRONT

BRICK

He's big, he's dangerous, and he's not smart enough to understand fear. Brick is tough to hurt, and strong enough to carry his company's heavy weapons as side arms. This makes him exactly the ox you need when there are rooms of Nazis to clear.

"Yaaarg!"

BACK

BRICK

3

STRONG

STRONG: Brick gains ⬡ on unarmed attack tests, and you may re-roll ⬡ on his defence tests.

ARMOUR PIERCING: Attacks with armour piercing can wound an armoured unit. Against a non-armoured target, an armour piercing attack will inflict 2 wounds.

BURST: Once per attack test, you may spend a ⬡ or ⬡ to add ⬡ to the attack total. Once burst has been triggered, the attack can wound multiple targets in the same area. Some rules and keywords may restrict your choice of targets. Apply the total score to the targets, one after the other, each time subtracting the target number until no more targets can be wounded.

UNRELIABLE: An unreliable weapon or item will always become jammed (mark it with a ⬡) when it is used, unless a ⬡ is spent on it during that action. Jammed weapons cannot be used while they have a ⬡.

SHOCKWAVE: Once per attack test, you may spend a ⬡ or ⬡ to target all other units in the area. Use the same attack total score against each target.

STUNNED: Once per attack test, you may spend a ⬡ to ⬡ the target's area until the next Hero turn.

5x Hero cards
These cards describe the Hero's skills and weapon keywords. Keywords shown in red relate to vril-enhanced weapons.

Each Hero also has 12 **Action** cards. These cards enable an action and in some cases a modifier.

ACTION CARDS

2x Feat action

1 I GOT THIS

2 ⬆ **3** ↪ **4** ?

Each Hero on the same or an adjacent **5** tile may move 1.

Make 2 + ⬡ **lethal** attacks.

Sarge 2   RB119

10x Action/modifier

1 LET'S GO!

2 **3** **4**

5 Another Hero on the same tile may move 1. Move 1.

1 TACTICAL

2 **3** **4**

6 ★

Sarge 6   RB123

1 Action/modifier name	**4** Noise test
2 Effect type	**5** Action
3 Effect duration	**6** Modifier

60x Action cards (12 per Hero)

NOISE CARDS

Noise cards are drawn if a Hero makes a noise. The top section shows an immediate effect. The secondary effect (bottom section) is triggered if the noise equals or exceeds the target number on the card.

12x Pre-alarm Noise cards

1 CLOSE CALL
2 re-roll 1 non-⬡ die.
3 3
4 An enemy patrol appears. It is at ease.
5

RB014

12x Post-alarm Noise cards

THUD!
Re-roll 1 ⬡.
6 6
5
3

RB003

1 Card name	**4** Secondary effect
2 Immediate effect	**5** Enemy spawn details
3 Target number for secondary effect	

24x Noise cards

SPAWN CARDS

SPAWN

1 ⬡ → B D **2**

1 ⬡ → ⬡⬡⬡

1 ⬡ → ⬡⬡

SP

RB027

20x Spawn cards

Spawn cards are drawn whenever a token or card causes enemies to spawn. Draw one **Spawn** card per spawn icon.

1 Enemy spawn level

2 Unit code. This code indicates which of the enemy units listed on the Faction card to place on the map.
(see back cover of Mission Book)

WOUND CARDS

A **Wound** card is drawn if a Hero fails a defence test. The top effect is resolved immediately; the permanent effect (at the bottom of the card) is only resolved if the damage incurred equals or exceeds the target number.

1 Card name   **3** Permanent wound threshold
2 Effect   **4** Permanent effect

20x Wound cards

RAID CARDS

RAID cards are used to generate RAID missions (see Mission Book).

4x RAID map cards   **4x RAID faction cards**   **4x RAID objective cards**

OTHER CARDS

4x Reference card   **6x Mission faction cards**
(see back cover of Mission Book).

4x Team cards
(see Mission Book, p. 4)

48x Room Feature cards

1x Reichbusters HQ card   **24x Unit cards**
(see back cover of Mission Book)

HERO DASHBOARDS

Each Hero has their own dashboard, which tracks their skills, weapons, and items. Weapons and skills are fixed at the start of a mission. Items may be picked up, used and dropped during the mission.

4x Item slot   **4x Skill slot**
2x Weapon slot   **1x Hero card slot**
4x Hero dashboard
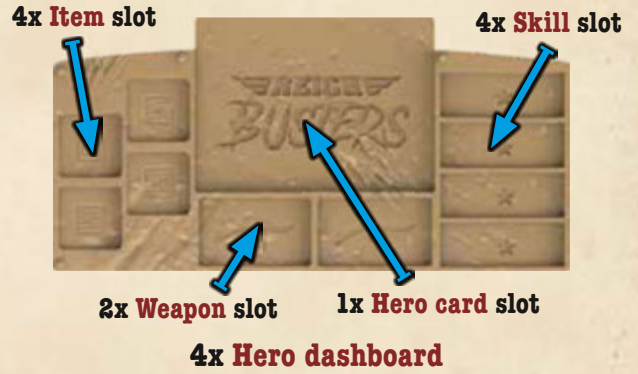
DESIGNER'S NOTE

As any vrilled-up Hero will readily agree, vril is a dangerously unstable energy source. Take care when using anything powered by vril! All vril weapons and items are prone to drain without warning, surge for massive effect, or simply explode. Sure, all that glowing vril tech is weird and exciting, but is it going to blow up the enemy or the Heroes?

Brick	Claudine	Sarge	4x Scientist	4x Sturm Kanonier	12x Zombie

Quentin	Red Hawk	O'Reilly	8x Experiment 6XX	4x Experiment 601

General Wolff	Gisela Grüber	4x Sturm Angriff 4x Tracking Bomber

16x Soldier	4x Officer	4x Dog	Vrilpanzer

SETUP

Each mission has its own specific setup, resulting in more varied gameplay and greater replay value. The setup sequence for each mission is described in the Mission Book. Simply choose a mission and follow the step-by-step instructions.

ROUNDS & TURNS

Reichbusters is played in a series of rounds. Each round consists of one turn for each Hero, and one enemy turn after each Hero turn. The round concludes with a brief 'end-of-round' phase, which prepares the next round (see p.27).
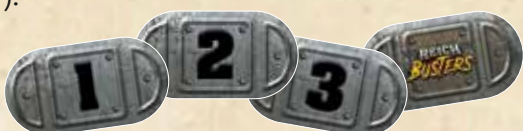
Until the alarm is set off, the players choose the order in which each Hero plays. After the alarm sounds, the player order is allocated randomly at the start of each round by shuffling and randomly dealing out the **Turn Order** tokens. The turn order is then fixed until the end of the round. The enemy still takes a turn after each Hero's turn.

DESIGNER'S NOTE

The difference between the players choosing their turn order pre-alarm and the random allocation post-alarm reflects the fact that they are no longer in control of the situation. Pre-alarm, the enemy doesn't even know the Heroes are in the castle. This gives the Heroes the initiative. As soon as the alarm sounds, marking the start of a race against time, the mission becomes much about responding to unfolding events...

HERO TURN

Players may take two basic actions per turn. They may also perform free bonus actions: Play **Action** cards, Use items, Give/take an item to/from another hero, Drop an item or Perform a vril enhancement.

BASIC ACTIONS

There are seven basic actions to choose from:

1. Move*
2. Attack*
3. Search
4. Ready Equipment
5. Draw 2 Cards
6. Unlock/Open Door
7. Recover

* Move and Attack actions may each be used only once per turn. This restriction does not apply to the other actions.

Before we explain these seven basic actions, we should introduce some important game concepts that you should understand from the outset, such as tests, specials and boosts. The rules will be much easier to learn if you are already familiar with these concepts.

Tests

Most Hero actions require a test to determine their outcome. These tests use one or more types of *Reichbusters* dice (see Hero Dice, p. 5).

Where an action requires a player to use these dice, an icon shows the number and colour of dice to roll for the test.

Players only ever roll dice for their own Hero. The artificial intelligence (AI) system that manages the enemy forces does not use dice. All tests work as follows:

1 Determine the target number for success.

2 Roll all your dice at once. The type and number of dice will depend on the situation:

> **Attack** dice are shown on the relevant weapon, item or action (see Attack, p. 16).

> The number of defence dice rolled for a **Defence** test is equal to the Hero's Defence stat (see Defence, p. 26).

> **Noise** dice are shown on the relevant **Noise** card, weapon, action or item (see Noise, p.12).

> **Vril** dice are shown on the relevant action, weapon or item (see Vril, p. 11).

3 Trigger any special effects associated with the results obtained, and play any number of **Action** cards to modify the result. Continue doing this until you have played all the cards you want to, and have triggered all special effects.

4 Take a permanent wound for each 🔺 result that wasn't cancelled by a ⭐ result.

5 If any 🟥 or 🔺 remain in your dice pool, drain the vril item or weapon you were using for the test (see Use an Item, p.19).

6 Calculate your total score and compare it to the target number.

7 Apply the results of your success or failure.

The test total must equal or exceed its target number to succeed (and trigger the corresponding effect).

Example: Claudine attacks an enemy unit with a defence of 4. The target number is therefore 4. She needs to roll a total of 4 or more with her attack dice in order to wound the unit.

Note that the reverse logic applies to noise tests. A 'successful' test by a Hero means that a noise is made, potentially alerting the enemy! Ideally, therefore, Heroes should try to **fail** their noise tests in order to carry out their mission in silence.

TEST TYPE	TARGET	RESULT
Attack (against an enemy)	**Target's defence**	**If the test succeeds,** the enemy unit takes a wound. If the target unit can only sustain a single wound, the attack kills it. Remove its miniature from the map.
Defence (against an enemy attack)	**Total attack value of all attacking miniatures.**	**If the test fails,** subtract the defence total obtained by the hero from the enemy attack total to determine the damage taken. Draw a Wound **card and immediately apply the effect indicated in the top part of the card. If the damage equals or exceeds the number shown on the Wound** card (representing the permanent wound threshold), the wound becomes permanent (see p. 26). After applying the top effect, you must also resolve the bottom effect.
Noise	**1**	**If the test is 'successful',** draw a **Noise** card. Apply the top effect in the normal way. If the total equals or exceeds the secondary effect target number (shown in the middle of the card), then also apply the bottom effect.
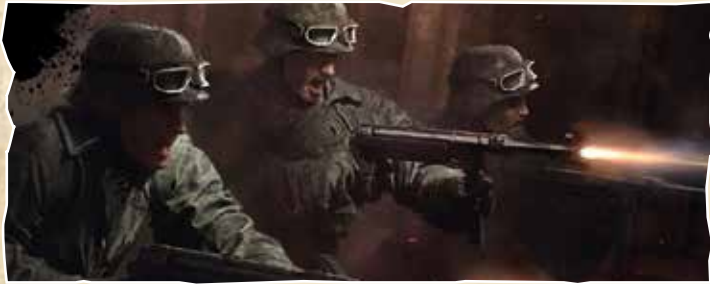
DESIGNER'S NOTE

Bear in mind that many actions can make a noise, which is potentially dangerous... How much noise each action makes can vary a lot. While rifling through drawers and ripping up sofas in search of a document are not exactly silent activities, smashing up the delicate glassware in a Nazi research lab can be a far noisier affair. Un-silenced guns are really loud, and then there are grenades...

In many cases, the success of your mission will depend on how long you remain undetected. Keeping the noise down is absolutely vital. As soon as the alarm goes off, you'll have plenty of other problems to deal with. The key is to strike the right balance. Although keeping quiet is important, your mission also requires you to move fast. If you had time on your side, you could sneak around, but to get this far you've already had to cut through wires and silence sentries. Someone is sure to spot those clues soon, so you're going to have to open those creaky castle doors and rummage around to find what you're after ASAP! When an enemy patrol does come along to see what's going on, you'd better be ready to fight...

'Specials'

Each type of die has one special face with a star-shaped symbol.

Attack	Defence	Noise	Vril

In addition, certain cards and items can be used to add special results to a test. All specials are applied in the same way, regardless of their source.

A special always gives a +2 bonus when calculating your total.

In addition to this +2, **each special MUST be spent to trigger one of the following effects:**

- **trigger an effect** (of a skill, item, weapon, etc.). Each special can only be applied once per action. You can only spend a special if it can actually be applied.

or

- **receive a boost**, by rolling an additional die of the same type. Add the result to your total. If you roll another special, it must be spent in the normal way. A **Boost** can be triggered for each special rolled.

A special result can **never be re-rolled**. If a special is not used to trigger another effect, it automatically triggers a **boost** (whether you want it to or not).

Example: Brick attacks a zombie (defence 7) with one of his two Vickers machine guns. The player rolls 4 attack (black) dice as follows: 1, 1 and ⭐ ⭐. His initial attack total is therefore: 1 + 1 + 2 + 2 = 6.

He spends ⭐ to activate the effect that prevents his (Unreliable) weapon from jamming. He spends the second ⭐ to receive a boost.

Rolling this additional black die, he obtains another ⭐, which adds +2 to his total. Even though the initial result was enough to destroy the zombie (6 + 2 = 8), the player must still spend the new special. Rather than receiving another boost, he spends his special to trigger an effect that forces the target to drop loot (see Attack, p. 16).

DESIGNER'S NOTE

It's really important to note that special results rolled during a noise test will trigger a **boost**, even if that is bad for the Heroes (unless you can spend the specials on something else). This means that you should really try to avoid making any noise, as even the slightest sound out of place can potentially alert nearby patrols – and that's really what the noise test represents. It's less a question of how loud the noise is in decibels than of how attentive any nearby enemies happen to be at that moment.

Vril

A few weapons and items incorporate vril technology. In addition, Heroes' weapons can be upgraded by certain **Room Feature** cards or by the Vril enhancement bonus action (see p. 19).

Whenever you use vril weapons or items, you must roll the number of vril dice shown on the equipment, and add them to the relevant test result.

Vril dice have a Surge side.

Each ⭐ may be spent to cancel the effect of a single 🔆.

Each remaining 🔆 causes a catastrophic backfire. The Hero must immediately draw a **Wound** card (see Defence, p. 26) and apply its permanent effect only. The item or weapon is 🚫.

HEROISM POINTS

A Hero may collect a randomly drawn **Heroism Point** token whenever they pacify a room or corridor, or rescue a captured hero (see Captured Heroes, p. 19).

Heroism points are represented by single-use tokens that come in 3 types:

Attack	Defence	Wild

Attack and Defence heroism points can only be used for attack and defence tests, respectively. Wild heroism points can be used for either attack or defence tests.

Heroism Point **tokens can never be spent on noise tests.**

Heroism points can be spent in two ways:

- **Before a test:** spend 1 heroism point to automatically succeed.
- **After a test:** spend 2 heroism points to convert a failed test to a success.

Pacifying a room or corridor

Subject to the following conditions, a Hero may collect a randomly drawn **Heroism point** token whenever they pacify a room or corridor:

- There must have been at least 4 enemy units in the room or corridor.
- All the enemy units in the room or corridor must have been killed during a single turn by the Hero, without spending any heroism points.

Heroism points earned in this way are added to the Hero's dashboard.

Example:

1 *On her turn, Claudine plays an **Action** card that lets her kill 2 soldiers in melee combat.*

2 *She then uses the Attack basic action, followed by an **Action** card to shoot and kill the remaining 2 soldiers in the room. During her turn, Claudine was able to pacify the room by killing all the enemy units that were in it (of which there had to be at least 4). She therefore earns a **Heroism Point** token!*
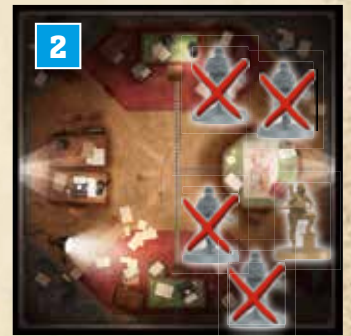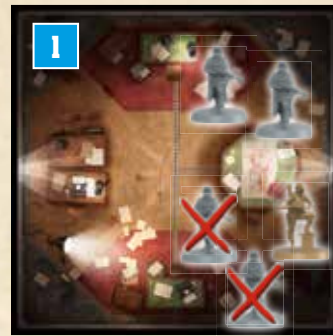
DESIGNER'S NOTE

Unfortunately, the alarm will always go off eventually, however quiet the Heroes try to be. They won't make it through an entire mission without leaving a trail of bodies, broken doors, and other clues to their presence along the way. The best they can hope for is to get as far as possible and maybe even reach their objective before something incriminating is discovered and a vigilant guard sounds the alarm. At least if they've already got to the objective they only have to fight their way back out again. If the alarm goes off before they even get that far then things can get a little desperate.

NOISE

Some Hero actions make a noise, which can alert nearby enemy patrols. After resolving such an action, the same Hero must take a noise test, rolling the number of dice shown on the dice image.

→ Roll 1 noise die

→ Roll no noise dice

If a ❓ is shown, use the number of noise dice shown for the weapon being used. If a 🟦0 is shown, the action does not make a noise.

The target number for a noise test is always 1. If the noise test result is greater than 0, the enemy will hear the hero, triggering the top effect of a randomly drawn **Noise** card. If the total test score equals or exceeds the secondary effect target number, the bottom effect must also be resolved.

A Hero may make multiple noise tests per turn, **but only one per action**. If a single action triggers multiple noise tests, **make only the test with the highest noise value**. Noise tests are resolved in the same way as other tests. Noise is never tested for enemy actions.

*Example: Red Hawk uses the **Quick Fire Action** card (noise 3), which gives her 2 lethal ranged attacks with her rifle (noise 2). After resolving these 2 ranged attacks, she performs a single noise test (**only one test per action**); she must roll 3 noise dice, as the **Quick Fire Action** card has a higher noise value than her rifle (2). Red Hawk obtains a noise test result of 1, triggering the top effect of a randomly drawn **Noise** card. The top effect requires her to roll 3 and add the result of these dice to her total score. Red Hawk's total score now matches the secondary effect target number, causing the bottom effect to also trigger! Resolving the secondary effect causes enemy patrols to spawn on the map!*

1️⃣ Immediate effect if the noise test (target 1) is successful.

2️⃣ Target number for the noise's secondary effect.

3️⃣ Secondary effect.

Noise during the post-alarm game

During the post-alarm phase, noise made by Heroes is less impactful. This is reflected in the gameplay by applying the following two rules:

- Count 1️⃣ as 🟦0.
- You may re-roll one noise die when performing a noise test, even if the noise is made by a weapon. This die must be re-rolled before drawing a **Noise** card, where applicable.

Bang! and Boom!

Rather than noise dice, some actions, weapons and items have a related Bang! or Boom! effect (see Player Guide, p. 7).

TILES, ROOMS & CORRIDORS, AND AREAS

3 separate areas

*Note: Count **Entrance** tokens as a single-zone room.*

Tiles

Tiles are miniature game boards representing locations, which are assembled to form the map. Although most tiles represent a single one room or corridor, some contain multiple rooms.

Each tile is identified by a number and letter in the bottom left corner.

Rooms and Corridors

Rooms and corridors are separated by black walls along their edges. These walls can never be crossed, and they block line of sight.

Rooms

The only way that rooms and corridors can be connected to each other is through a door.

Doors let the Heroes move past walls.

Areas

Areas act as a unit of measurement when determining movements and ranges. Some rooms are split into multiple areas. Separate areas are denoted by an area divide line:

Areas connected by doors are still separate areas, and open doors have an area divide line along them to show this. There is no limit to the number of units in an area. Some attacks let you choose an area to target.

Distance ties and tie-breaks

You will often have to make choices, for example, when a patrol is able to pass through two equally distant doors, or a moving enemy unit can reach the nearest Hero by following two or more routes of equal length. Unless otherwise stated, the players collectively decide what to do.

"Nearest"

Some cards instruct you to apply an effect to the 'nearest' room, tile, or area. In such cases, count the number of areas and closed doors between the area that triggered the effect and the room, tile or area to which the effect applies.

Note: In the event of a tie, the players choose which room, tile or area to treat as the 'nearest'.

"Adjacent"

Areas are considered to be adjacent if they share an edge that is not blocked by a wall or closed door. A door is adjacent to an area if it is part of the wall that borders it.

Example:
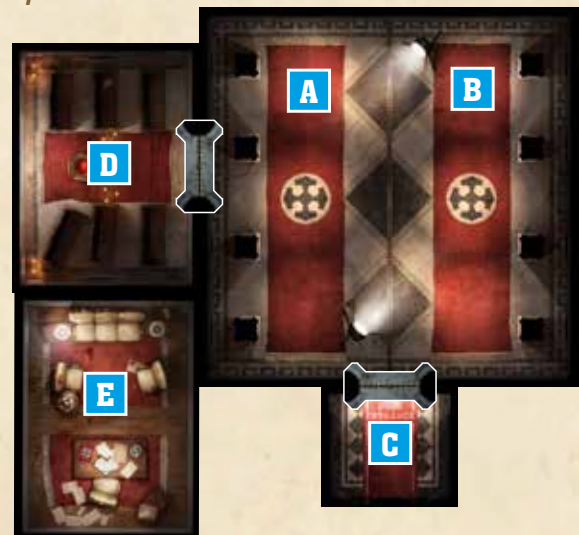
Area **A** is adjacent to areas **B** - **C** - **D**
Area **B** is adjacent to areas **A** - **C**
Area **C** is adjacent to areas **A** - **B**
Area **D** is adjacent to area **A**
Area **E** is not adjacent to areas **A** **D**

ROOM FEATURES

Some areas of the map may contain **Room Feature** cards. These cards are placed facedown at the start of the game. When a hero has line of sight to a **Room Feature** card, flip the card faceup and resolve its effects.

Back	Front

1 Room feature type

2 Room feature name

3 Effect

Secret Passage

Some **Room Feature** cards use **Secret Passage** tokens.

Place 1 ▧ on this card, and another at X, Y or Z.

...ble in an area with a ▧, a Hero m...ake a basic action to move to another area containing a ▧.

RB5

When such a card is revealed, take the **Secret Passage** tokens. Place one token in the area containing the room feature, and another at X, Y or Z. These locations are shown on RAID map cards and in the RAID setup diagrams at the end of the Mission Book. Note that **Secret Passage** room features are only used in RAID missions.

LINE OF SIGHT AND RANGE

Line of sight (LoS)

Units can see in the four cardinal directions (north, south, east, and west), for as far as they can trace an unobstructed straight line. Walls and closed doors block the line of sight.

- An Allied Hero can trace a LoS through other Allied Heroes but not through enemy units.
- An enemy unit can trace a LoS through other enemy units but not through Allied Heroes.
- **Spawn** tokens are not units but abstract representations indicating that one or more enemy units are present. As such, they do not block LoS or have their own LoS.

In line of sight

Line of sight blocked
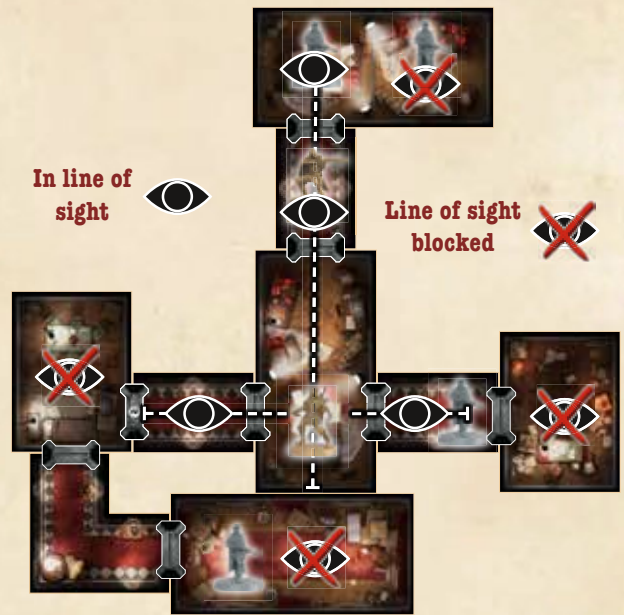
Range

Weapons and cards may refer to actions having a particular range, represented by the following symbols:

Range from Hero

The range of a weapon or effect is the maximum distance that it can reach, expressed as a number of areas. A weapon with a range of 0 is a melee weapon. Ranged weapons always have a range of at least 1.
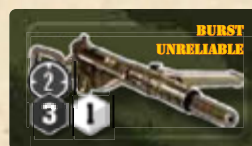
Ranged weapon (green)

Melee weapon (blue)

BASIC ACTIONS

Now that you know why it is a good idea to keep quiet and hope for good die rolls, let's look at what our Heroes can do during their turn. Here are the seven basic actions:

1. Move

Heroes move around using the Move basic action and/or certain **Action** cards. A Hero may only take the Move basic action once per turn. However, they may use **Action** cards to move more than once during their turn (see Playing Action cards, p. 18).

Unless otherwise indicated, a Hero moves from one area on the map into an adjacent area. Some **Action** cards let Heroes move several spaces. In such cases, you may choose not to move the full distance.

Heroes cannot, in the same action, move into and then out of an area that contains one or more enemy units.

However, a Hero is allowed to move out of one area containing enemy units and into another enemy-occupied area in the same action.

Similarly, a Hero can enter an enemy-occupied area in one action, and then exit that area in a second, separate action.

In addition, a Hero may use a movement modifier to travel through multiple areas using the Move basic action. Each movement modifier allows the Hero to move one additional area.

Movement actions may also be used to lift up a Hero who has been knocked down (see Player Guide, Knocked Down, p. 8), but who has not been downed (see Player Guide, Downed, p. 7).

The Move basic action generates 🔲.

Note: Applying a basic movement modifier may add noise to the action (see Modifiers, p. 18).

Cleared tokens

Heroes can sometimes place a 🪖 during their movement action. A 🪖 indicates that no enemy units remain in the room or corridor. Enemy patrols cannot spawn in a room or corridor that contains a 🪖. There is no point placing more than one 🪖 per room or corridor.

However, if an enemy unit enters a room or corridor that contains a 🪖, you must remove the token from the map.

A Hero places a 🪖 when they:

- enter a room or corridor that contains no enemy units;
- end their turn in a room or corridor that contains no enemy units.

2. Attack

Heroes can attack enemy units using the Attack basic action and/or certain **Action** cards. A Hero may only perform the Attack basic action once per turn. However, they may use **Action** cards to attack multiple times during their turn (see Playing Action cards, p. 18). There are two types of attack: melee attacks and ranged attacks.

The only difference between the two types of attack is the distance from the target. Melee attacks occur when the attacker and target are both in the same area.

Heroes and enemy units are considered to be 'in melee' if they are in the same area, even if no attack or defence tests have yet been performed.

Ranged attacks apply when the attacker and target are in different areas. **If a unit is in melee, it cannot perform ranged attacks.**

ATTACKING AN ENEMY UNIT

When a Hero attacks, follow these steps:

1 If more than one weapon is available at the current range, choose which one the Hero will use. Heroes can always perform an unarmed 🎲🎲 melee attack, regardless of their weapons.

2 The player declares which target their Hero is attacking.
- **Melee:** enemy unit located in the same area as the Hero.
- **Ranged:** enemy unit located in the Hero's line of sight, but in a different area.

Note that the bodyguard and meatshield keywords restrict which enemies can be targeted. A few cards and items can also be used to **target an area**, provided it is within line of sight.

3 The Hero makes an attack test, rolling the number of dice shown on the chosen weapon. The target number is the defence value of the targeted unit, which is wounded if the test is successful. A noise test may then be necessary if the weapon is loud.

Attack dice **Noise dice**

Note that some keywords (e.g. incendiary and firestorm) affect not only the targetted unit but also any other units in the same area. In such cases, make only one attack roll and compare the total attack score against the defence of each unit in the area.

Wounds

Successful attack tests and certain game effects inflict one or more wounds on enemy units.

- Unless otherwise indicated, enemy units have only a single wound point. They are killed and removed from the map as soon as they sustain a wound.

- Some enemy units have the X WOUNDS keyword. When such a unit sustains a wound, place a 🔴 token next to its miniature. A unit with X WOUNDS is killed when it has received X or more 🔴 tokens. Remove the unit from the map.

- The most dangerous enemies have multiple states (indicated by 🔄), with a separate **Unit** card for each. When such a unit sustains a wound, proceed as follows:

  - if the **Unit** card is showing a grey side with a 🔄 symbol, flip it to onto its red side;

- if the **Unit** card is showing a red side with a 🔄 symbol, replace it with the grey side of the unit's next card;

- if the **Unit** card is showing a side with no 🔄 symbol, the unit is killed. Remove its miniature from the map.

Example: Sarge has wounded the Vrilpanzer, whose card is currently grey side up **A**.
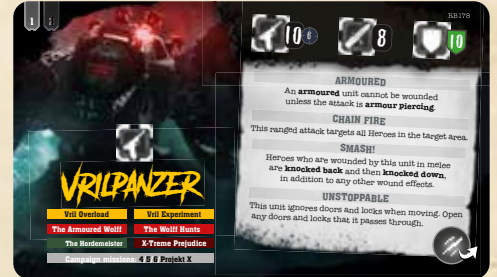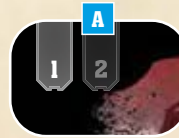
Flip the Vrilpanzer's card to reveal its red side **B**.
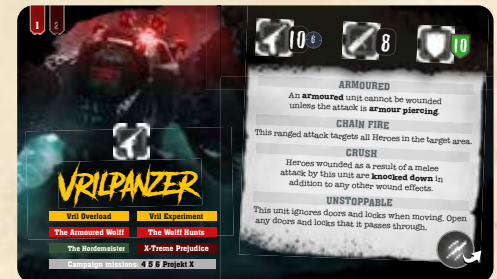
If another Hero also wounds the Vrilpanzer, replace the enemy unit's current card with the next one **C**.
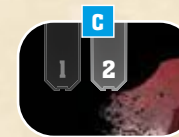
As this new card does not have a 🔄 *symbol, any additional wounds will kill the Vrilpanzer.*

Loot from enemy units

Some units can 'drop' **Loot** tokens. The mission's **Faction** card states the type of **Loot** token that can be recovered from each enemy unit (see back cover of Mission Book). Two types of **Loot** token are used in the core game:

🪙 normal loot   🔮 vril loot
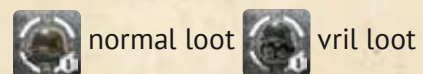
An enemy unit cannot drop a **Loot** token in its area after being attacked by a Hero unless the following two conditions are met:

1 You must kill the enemy unit;

2 You must spend an available ⭐.

Before removing the enemy unit from the map, randomly draw a **Loot** token of the appropriate type and place it faceup in the unit's area. This counter is now treated as an **Item** token that a Hero can recover using the Search action, without triggering a noise test.

Note: The ⓘ symbols on the facedown side of Loot tokens are not used in the core game. They will be used in forthcoming expansions and new scenarios.

3. Search

If a Hero is in an area containing one or more facedown items **and** no enemy units are present, they may perform the Search action. Perform a ② test and flip all facedown objects so that they are faceup. After performing the test, choose one faceup item and place it on the Hero's dashboard. If a Hero performs a Search action to recover an item that is already faceup, no noise test is required.

4. Ready Equipment

This action removes a 🔫 or a 🗡 from a Hero's dashboard, or from an adjacent portal (portals feature in the *Not of this Earth!* expansion). Removing a 🗡 also requires the Hero to have and discard a vril orb **Item** token from their inventory. This action causes ⓪.

Unlike portals, items and weapons can only be assigned 1 🔫 or 1 🗡.

5. Draw 2 Cards

Draw the top two cards from your **Action** deck into your hand. There is no limit to the number of cards in your hand. This action causes ⓪.

6. Unlock/Open Door

The Hero either unlocks an adjacent locked door OR opens an adjacent unlocked door. Take the noise test shown on the door. If the door is locked and the Hero does not have keys, this action unlocks it but does not open it. Discard the **Lock** token.

Locked door	Closed door	Open door
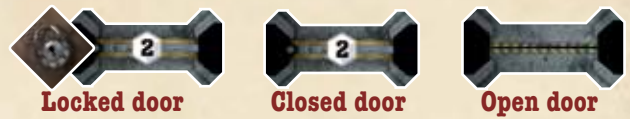
If the door is unlocked, or is locked AND the Hero has keys, this action opens it. Flip the **Door** token over. Once opened, doors cannot be closed.

7. Recover

Sometimes, a Hero sustains too many wounds and cannot continue without tending to their injuries. A Hero who has 4 or more permanent wounds is considered downed (see Player Guide, Downed, p. 7). Place their miniature on its side to show this status. A Hero who is downed at the start of their turn must spend both their basic actions to Recover.

When a Hero recovers, they discard all their **Wound** cards except two of their choice. Stand their miniature up again. They may play their **Action** cards in the normal way.

A downed Hero can be healed by an allied Hero during another player's turn, for example using an **Item** token or an **Action** card. If a downed Hero finds themselves with fewer than 4 permanent wounds during another player's turn, stand their miniature up. The Hero is no longer downed and can act normally during their turn.

Bonus actions

In addition to their basic actions, Heroes can take free bonus actions: Play **Action** cards, Use items, Give/take an item to/from another hero, Drop an item or Perform a vril enhancement.

Playing Action cards

2x Feat action
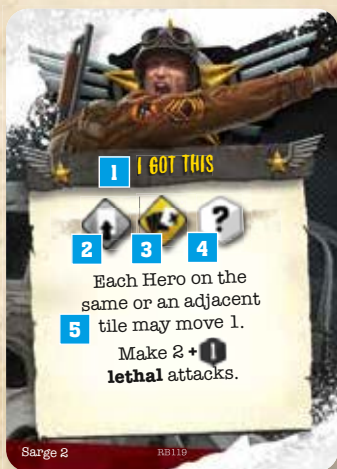
10x Action/modifier

1	Action/modifier name	4	Noise test
2	Effect type	5	Description of action
3	Effect duration	6	Modifier

Each Hero has a unique deck of 12 **Action** cards. This deck consists of 10 cards that grant either a free action (top effect) or a modifier (bottom effect), and 2 cards that allow a particularly powerful action but no modifier. These cards have icons indicating whether their effect is a free action, instant action or modifier:

Free action

Instant action

Modifier

When playing an **Action** card, the player must choose whether to use the top OR the bottom of the card. The top effect is always a free or instant action. The bottom effect is always a modifier applied to another action (whether a basic action or a card action). When choosing which section of the card to use, the player decides to apply any or all of the listed effects, none of which are mandatory. If a player applies multiple effects, they must be resolved in the order in which they are listed.

Example: A card effect may allow you to move your Hero 1 space and draw 1 card. You are free to choose whether to resolve both effects, just move your Hero or just draw a card.

DESIGNER'S NOTE

Deciding when and in what combinations you use your Hero's cards is a central part of the game. Different Heroes have very different strategies for using their cards, so there's a lot to explore. Some, like Quentin, are great in the early game, and use their feats very early. Brick, on the other hand, can discreetly amass a huge hand of cards during the pre-alarm game. However, once the alarm goes off he tends to have an epic turn or two of mass destruction, fuelled by all the accumulated cards. In fact, this sort of card-burning heroic turn should happen to everyone a couple of times per game. The trick is knowing the right time to play your combos.

Cards that grant free actions (⬆) can be played before, between or after basic actions.

Instant actions (⚡) require a specific trigger to be played. This trigger generally relates to enemy turns or enemy movements. Instant actions follow all the usual rules for actions, except that they can be played during the enemy turn if the trigger allows it.

Modifiers (✛) can be applied after a dice roll. Multiple modifiers may be applied for the same test. You may wait to see the results of one card before deciding to play another. Discard the modifier after the test.

As a modifier does not trigger a new noise test, any noise dice associated with the modifier are added to the noise test for the main action.

Example:
*Quentin uses the **Advance** modifier on an **Action** card. This modifier grants a '+1 area' movement bonus. The Move action is [0], but the **Advance** modifier adds [1]. Quentin must therefore perform a [1] (0+1) noise test at the end of his movement.*

Important note: Remember that a Hero may perform multiple noise tests per turn, **but only one per action**. If a particular action triggers multiple tests, only make the test with the highest noise value.

Example:
*Quentin's **Rule Britannia** action lets him make 2 [1] melee attacks with his [0] knife. After resolving both attacks, he performs a single [1] noise test.*

To reflect the Reichbusters' exceptional teamwork, whenever a Hero performs an attack test, each Allied Hero in the same area may play a single card from their hand to modify the test.

Only when the effects of the test are applied is this process of playing cards and modifying the result considered complete.

Give/Take or Drop an item

Once during their turn, a Hero may Give an item to or Take an item from another Hero in the same area, or Drop an item in their area.

These transfers are only possible if there are no enemy units in the area. The gifted item must be added to the recipient's dashboard immediately.

A Hero can drop an item even if there are enemy units in the same area. Place the dropped item faceup in the area.

This action causes ⓪.

Use an item

A Hero can use an item on their dashboard. The item cannot be 🏃 or 🏃. If any noise dice are shown on the item, perform a noise test when you use it. Effects and bonuses granted by identical items with a ∞ are not cumulative.

Perform a Vril enhancement

A Hero can Perform a Vril enhancement by discarding 2 Vril orb **Item** tokens from their dashboard. The player can then flip one of their **Weapon** tokens to reveal its vril-enhanced side. Vril-enhanced weapons remain enhanced until the end of the mission.

ACTION ICONS

Actions and items have icons showing when they can be used, and for how long.

When an action can be played:

⬆️ Play as a free action.

⚡ Play as a free instant action when indicated by the card.

🔄 Play as a free modifier to an action.

Duration of the played Action card, Item token or effect:

🔅 Discard the card or token after use.

∞ Ongoing effect, until the card or token is discarded.

▤ Remove from play after use.

🔆 Persists until the start of the next Hero's turn. Then discard the card or token.

🔆 Repeat the effect until the action fails.

🔆 Persists until the start of this Hero's next turn. Then discard the card or token.

*Note: When the alarm is raised, all ongoing **Action** card effects end (see p.20).*

CAPTURED HEROES

Heroes can be captured if they are isolated and overwhelmed by enemy units. A Hero is captured if, at the start of their turn, the following three conditions apply:

1 The Hero is downed.

2 There are no other Heroes in their area.

3 There are 4 or more enemy units in the area.

- Enemy units will not attack a captured Hero.

- A captured Hero cannot perform any actions during their turn. Nevertheless, the enemy turn is still performed after that Hero's turn.

- Enemy units can draw a line of sight through downed or captured Allied Heroes.

- A captured Hero behaves like a guard point (see Player Guide, Guard, p. 3 and Guard Point, p. 8). Enemy units in the same area as a Captured Hero gain the Guard keyword. Enemy units can capture multiple Heroes. Enemy units that have captured a Hero are still able to attack.

A captured Hero can be rescued by their teammates. If the aforementioned three conditions no longer all apply at the start of any of that Hero's subsequent turns, then they have escaped and may take their turn as normal.

Once per round, a single Hero may collect a **Heroism Point** token if, as the result of their attack, the area containing the captured Hero contains fewer than 4 enemy units.

DISCARDING AND SHUFFLING

Reichbusters uses **Action**, **Noise**, **Enemy** and **Wound** card decks. Each of these decks of cards has its own discard pile. Whenever one of these decks is empty, shuffle its discard pile to form a new draw deck.

Hero Action decks have an additional rule. After shuffling the discard pile to form a new draw deck, remove the top card from play before continuing.

Unless otherwise stated, whenever a card effect tells you to draw or discard a card, it is referring to Hero **Action** cards.

SETTING OFF THE ALARM

The alarm can be set off in two ways: either the players reach the end of the pre-alarm tracker by taking their turns as normal and completing the end-of-round phase; or else something triggers it early.

For example, enemy units that are Alert at the start of their turn (see p. 25, Raise the Alarm!) or a Bang!/Boom! action (see Player Guide, p. 7) can set off the alarm early.

If the alarm is raised before the end-of-round phase:

1 Finish the current action or enemy turn (but do not end the Hero turn).

2 Immediately skip to the end-of-round phase for the current round.

3 The alarm sounds when the end-of-round phase is complete.
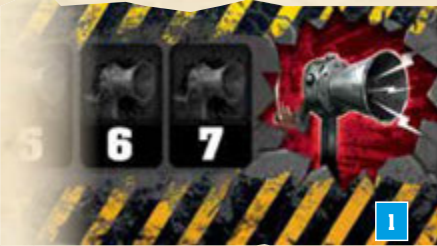
1 **End of the pre-alarm section of the mission tracker. When the round marker reaches this space, the alarm is set off (see opposite).**

Once the alarm has been raised:

1 Place the round marker on the alarm symbol on the track.

2 Perform the enemy unit spawning procedure (see p. 21, Spawning enemy units) for all **Spawn** tokens still on the map.

3 Remove all **Awareness** tokens.

4 Replace the **Pre-alarm Noise** deck with the **Post-alarm Noise** deck.

5 End all ongoing ◈ and ◈ **Action** card effects.

6 The enemy immediately takes a free turn outside of the normal turn sequence (see Enemy turn, p.25).

7 Place the round marker on the first space on the post-alarm track.

8 Begin the first round of the post-alarm phase.

Note: Remember that the Heroes play in a randomly determined turn order once the alarm has been set off (see p. 8).

DESIGNER'S NOTE

Once the alarm goes off, things get complicated real fast. Which is an excellent reason to delay this event for as long as possible! Having all the enemies on the map was bad enough already, without the random player order making things worse. However, it's not all bad news: blaring klaxons and the pounding of jackbooted feet on concrete do hide a lot of noise.

The pre-alarm and post-alarm games are quite different, which is entirely intentional. Playing well requires you to plan ahead, deal with emergencies as they arise, and use the right skills at the right time as the game progresses. Things also vary according to which Heroes you and your teammates are playing. Luckily, the Heroes are all heroic in their own way, so even if they do get into trouble, they can wriggle out of almost anything...

*Example: Brick moves into line of sight of a level 1 **Spawn** token, triggering it. The player draws a **Spawn** card, which shows a level 1 spawn of B and D. On the Faction card for this mission, B spawns a soldier and D spawns a dog. These miniatures replace the **Spawn** token in that area.*

*Each **Faction** card is different, and shows the maximum number of each type of miniature in the # column. If this limit is reached at any time, do not add any more of that type of unit.*

*See the back cover of the Mission Book for more information about **Faction** cards.*

KNOW YOUR ENEMY

Spawning enemy units

Enemy units may be spawned (i.e. placed on the map) either as the result of a noise test or else by a **Spawn** token. After a noise test, a **Noise** card may cause an enemy patrol to appear, potentially prompting enemy units to spawn.

Each **Spawn** token causes enemy units to spawn immediately in the following circumstances:

- If a Hero can trace a line of sight to the **Spawn** token;
- If a room or corridor containing one or more **Spawn** tokens also contains an 'Alert' **Awareness** token;
- If the alarm is raised.

When enemies appear, draw a **Spawn** card. Look at the spawn level on the card and match the resulting unit code with the code on the mission's **Faction** card. Place the appropriate miniatures on the map. Then discard the **Spawn** card, token, **Noise** card or **Room Feature** that caused the enemies to spawn.

> **DESIGNER'S NOTE**
>
> When setting up your game of Reichbusters, use the **Faction** card to determine how many miniatures of each type can be placed on the map. That will help you to deploy the right number of enemy miniatures and avoid exceeding the limit.

Post-alarm spawns

After the alarm has been set off, the spawning rules change slightly.

Rather than appearing in the form of patrols, enemy units spawn in the areas on the map that contain barracks A, B or C. The barracks where each unit appears is shown on the post-alarm **Noise** cards.

Whenever a post-alarm **Noise** card spawns enemy units, use a **Spawn** card and the **Faction** card to determine which units to deploy, then place them in the area containing the specified barracks.

Spawn token
(spawn level 1)

Unit code

Barracks tokens are used to indicate where enemy units are spawned by post-alarm **Noise** cards. When an enemy unit leaves a barracks, it is placed in the area shown by the arrow.

1 **The enemy units in this room have the 'Suspicious' awareness level.**

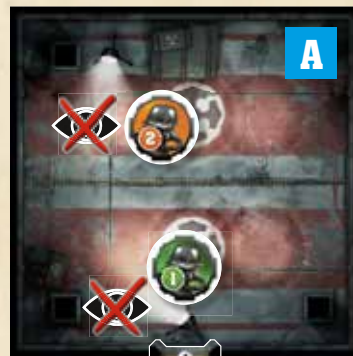2 **When any alert unit enters, all units in the room immediately become alert.**

Flip the token to its Alert side. Then remove the Alert awareness token from the corridor, which no longer contains any enemies.

Once the alarm has been raised, stop recording awareness levels. All enemy units become [!] and all remaining **Spawn** tokens on the map spawn enemy units. Remove all **Awareness** tokens.

Example showing how enemy units are spawned during a Hero's turn:

A *Quentin has infiltrated a base crawling with Nazis, and is preparing to confront the enemy.*

B *He successfully opens the door without making any noise. He now has two **Spawn** tokens in his line of sight. Note that these tokens are not actual units. Lines of sight can therefore pass through them. The level 1 token and the level 2 token both immediately spawn enemy units. At this stage, Quentin cannot fire at the soldiers spawned by the level 2 token, as his line of sight is blocked by the soldiers in the first area (which were spawned by the level 1 token). As an enemy unit has Quentin in line of sight, the room becomes Suspicious (see Awareness levels opposite).*

Awareness levels

Enemy units can have 3 awareness levels: At Ease (no **Awareness** token), Suspicious ([?]) or Alert ([!]). All enemy units in a room or corridor share the same awareness level. This rule is easier to understand if you think of the awareness level as applying to the room or corridor, rather than to individual units.

If a room or corridor with an **Awareness** token contains no more enemies (i.e. no **Spawn** tokens or enemy units), whether as the result of an attack by a Hero or the movement of an enemy unit, immediately remove the **Awareness** token.

The awareness level in a room or corridor increases when:

- an enemy unit first sees a Hero, regardless of the circumstances. Only increase the awareness level of a particular room or corridor once per Hero turn;

- one or more Heroes are in line of sight of one or more enemy units present in that room or corridor at the end of the enemy turn. Only increase the awareness level once per room per turn, regardless of the number of enemy units and Heroes involved;

- an enemy unit enters a room or corridor with a different awareness level. Increase the room or corridor's awareness to the higher level.

*Note: Some **Noise** cards target the nearest 'at ease' room. That room must contain one or more **Spawn** tokens or an enemy unit.*

C *In this situation, Red Hawk only has the level 1 **Spawn** token in her line of sight. Consequently, only that token immediately spawns enemy units. As an enemy unit has Red Hawk in line of sight, the room also becomes Suspicious (see Awareness levels, p. 22).*

D *After moving, Quentin has an enemy unit in his line of sight. However, Allied Heroes cannot trace line of sight through enemy units. As a result, he cannot see the level 3 **Spawn** token located in the next area. That **Spawn** token therefore does not spawn any enemy units. As the soldier has Quentin in line of sight, the room becomes Suspicious (see Awareness levels, p. 22).*
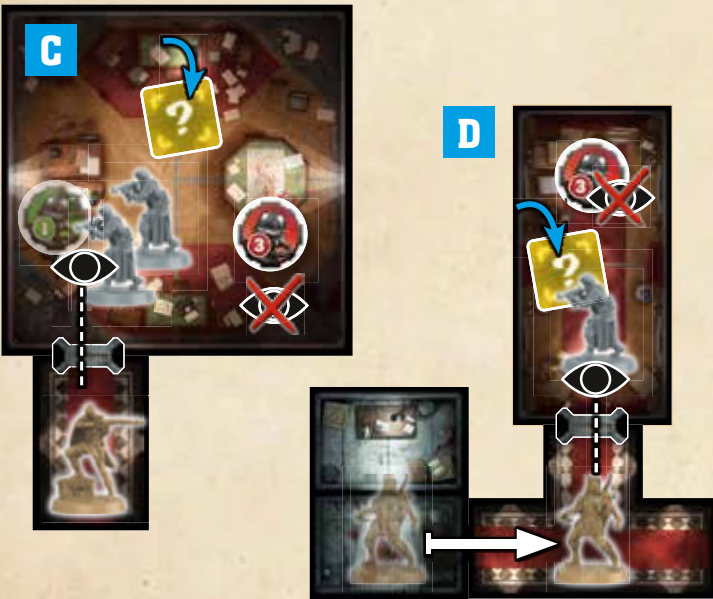
Enemy patrols

Some **Noise** cards refer to enemy patrols.

Enemy patrols take the form of enemy miniatures or **Spawn** tokens.

They appear as follows:

- patrols enter through a closed door (but not the exit);

- this door is always the one nearest to the Hero whose turn it is, or most recently was;

- patrols cannot enter from a room or corridor that contains a 🔴. Additionally, patrols cannot enter through a door that has a Hero on both sides of it.

The door through which the patrol enters is opened and remains open, even if it was originally locked. If there are no doors left to open, patrols appear from the nearest barracks (see Player Guide, Barracks, p. 7).

If the area in which a patrol is to appear is in a Hero's line of sight, enemy units immediately spawn in that area. Otherwise, the appropriate **Spawn** tokens are placed in the area.

The patrol appears with the awareness level shown on the **Noise** card, and then obeys the normal rules, according to its awareness level.

Faction card in their respective areas. The **Spawn 2** token causes an Experiment 601 unit to appear; the **Spawn 1** token spawns two Soldiers.

3 The Experiment 601 first sees a Hero, causing the room to become Suspicious.

The **Noisy** card states that the patrol is Suspicious when it appears. However, its awareness is then increased by a level, as these Soldiers are seeing a Hero for the first time during the current turn. The awareness level in the corridor therefore becomes **Alert**.

B In our example, Red Hawk is playing her turn before Quentin. She performs an action that exceeds the noise limit (6) on the **Softly does it** card, causing a patrol to appear (**Spawn 1** token).

4 This time, the player chooses the nearest door to the west. This door is therefore opened by the patrol.

5 The patrol exits the room and appears in the corridor. The Heroes do not have the patrol in their line of sight. The **Spawn** token representing the patrol is therefore placed in the corridor.

6 The **Noise** card states that the patrol is Suspicious. Place a Suspicious **Awareness** token in the corridor.

Patrol (Spawn token level)

A On his turn to play, Quentin performs an action that exceeds the noise limit (4) on the **Noisy** card. This causes a patrol to appear (**Spawn 1** token).

1 The next step is to locate the closed door nearest to Quentin. Two closed doors meet this condition. The player controlling Quentin chooses the one facing him, i.e. the locked door to the north. This door is opened by the patrol.

2 The patrol exits the room and appears in the corridor. At this point, the Heroes have line of sight to:

• the **Spawn 1** token representing the patrol;

• the **Spawn 2** token in the room. Remember that **Spawn** tokens do not obstruct line of sight.

Both tokens cause enemy units to appear. Draw a **Spawn** card for each token, and place the units listed on the

ENEMY TURN

After every Hero turn, there is an enemy turn. Enemy units are activated whenever possible. An enemy turn has four phases:

1 **Raise the Alarm!**

- **Pre-alarm:** if any enemy units are alert, advance the round marker by one round.

- **Post-alarm:** enemy units skip this phase.

2 **Action stations!** All alert enemy units on the map move. Do this in the order shown on the mission's **Faction** card. In the post-alarm game, ALL enemy units are alert.

Note: Do not activate any units with names shown in white (see below).

3 **Kill the Intruders!** All alert enemy units that can attack do so. Have them attack in the order shown on the mission's **Faction** card.

Note: Do not activate any units with names shown in white (see below).

4 **Check Awareness!** Check whether any Heroes have enemy units in their line of sight. Refer to Awareness levels (p. 22) for more information.

Some **Faction** cards have multiple entries for the same type of unit. This means that those units are more likely to be present. It does not mean that the units act more than once per enemy turn. If a card has multiple entries for a particular unit type, one entry will show the unit name in yellow, and the others in white. **When activating enemy units in phases 2 and 3, only activate units whose names are shown in yellow, skipping any that have their names shown in white.**

1 Raise the Alarm!

If any enemy units are alert at the start of the *Raise the Alarm!* phase during the pre-alarm game, advance the round marker by one round. After the alarm is triggered, enemy units skip the *Raise the Alarm!* Phase. However, certain **Action** cards can still be played during this phase.

2 Action stations!

Alert enemy units move one area per turn towards the nearest Hero. If the activated enemy unit is already in the same area as a Hero, it does not move.

During the *Action Stations!* phase, if an enemy unit needs to move through a locked door, then it will unlock it instead

of moving. If an enemy unit needs to move through an unlocked closed door, then it will open it instead of moving. Note that this can cause groups of the same type of enemy to split up, as one unlocks the door, a second opens it, and any others move through.

Example: A group of zombies is activating.

1 **The first zombie unlocks the door instead of moving. Remove the lock token.**

2 **The second zombie opens the door as his move. Flip the door to its open side.**

3 **The final two zombies shuffle through the door and move towards the nearest Hero.**

> ### DESIGNER'S NOTE
> The rules described above are the core rules. As you'd expect, various enemy types have special rules that allow them to move faster, smash doors, and so on. These variations in behaviour are flagged with keywords.

Enemy units are defined by their main attack type (i.e. ranged or melee, see back cover of Mission Book). Melee units will continue moving until they enter the same area as a Hero. Ranged units will continue moving until they are in range and have a line of sight to a non-downed Hero. Note that if a ranged unit is in an area with a downed Hero, it can still capture them.

Guard point

Enemy units with the guard keyword (see Player Guide, Guard, p. 3) will not move if they are activated in an area that contains a **Guard Point** token (see Player Guide, Guard Point, p. 8) AND fewer than 5 enemy units.

❸ Kill the Intruders!

Whenever possible, alert enemy units will attack the nearest Hero who is not captured or downed. If two Heroes are equidistant, the enemy will attack the Hero who most recently had a turn this round. If none of the potential target Heroes have taken their turn this round, then the players choose who the enemy units attack. If more than one enemy unit of the same type attacks the same Hero in the same way (melee or ranged), combine all their attacks in a single defence test.

Nominate one unit as the main attacker, and use its attack value. Add the support value of all additional attackers of the same type that are attacking in the same way. This total becomes the target number for the Hero's defence test.

During the Kill the Intruders! phase, some soldiers are attacking Quentin, who is the nearest Hero.

The two soldiers in area A launch a combined melee attack against him. One of the two is the main attacker, with a melee attack value of 3 (1), to which the second soldier adds its melee support value, i.e. 2 (2). The target number for Quentin's defence test is therefore 5 (3+2).

The two soldiers in area B and the soldier in area C launch a combined ranged attack against him. One of them is the main attacker, with a ranged attack value of 4 (3), to which the other two soldiers add their ranged support value, i.e. 2 + 2 (4). The target number for Quentin's defence test is therefore 8 (4+2+2).
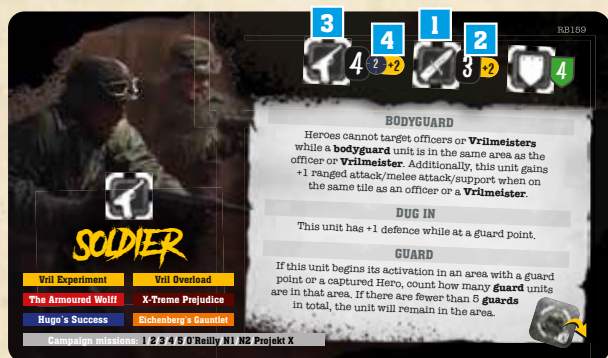
Defence

Each Hero has a defence value, as shown on their Hero card. This defence value indicates the number of defence dice to roll when a Hero is attacked. If the test total equals or exceeds the enemy attack's target number, the defence test is successful and the Hero is not wounded.

If the defence test total is less than the enemy attack's target number, the test fails... Draw a **Wound** card.
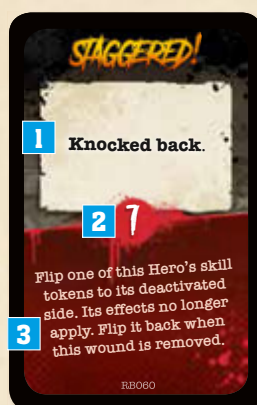
1 Top effect in the upper section of the card

2 Permanent wound threshold

3 Permanent effect

Then subtract the defence total from the enemy attack total. The result is the number of damage points inflicted on the Hero. Then apply one of the following two effects:

- The number of damage points is less than the permanent wound threshold shown on the **Wound** card. Resolve the card's top effect.

- The number of damage points equals or exceeds the permanent wound threshold shown on the **Wound** card. Resolve the card's top effect and then the bottom effect. The wound is now permanent. To reflect this, tuck the card under the edge of your dashboard. The permanent effect will remain active until the wound is healed.

A Hero who receives four permanent wounds is downed. Lay their miniature on its side. Enemies will no longer target that Hero. However, a Hero may sustain more than 4 wounds as the result of effects that do not target them directly, such as a grenade explosion.

Note: Certain keywords, wounds and skills modify the number of dice rolled for a defence test.

4 Check Awareness!

If one or more Heroes are in line of sight of one or more enemy units, raise the awareness level of the affected rooms or corridors by one level. Only increase the awareness level of a particular room or corridor once per enemy turn.

👁 **In line of sight**

Example: The enemy in room A has line of sight to three Heroes, but the awareness level in its corridor is increased by only one level. The two enemy units in room B have line of sight to two Heroes, but the awareness level in their room is increased by only one level.

END-OF-ROUND PHASE

When all players have had their turn, with an enemy turn after each Hero turn, there is an end-of-round phase. The following end-of-round effects are managed during this phase:

- All players with fewer than 5 **Action** cards draw 1 **Action** card.
- Check whether any tokens need to be removed from the map.
- Advance the round marker by 1 round.

  If this marker reaches the end of the pre-alarm section of the mission tracker, the alarm is triggered (see p. 20).

  If it reaches the end of the post-alarm section of the mission tracker, the mission is a failure (see opposite).

- Collect the **Turn Order** tokens, ready for the next round.

GAME END

Before each game of *Reichbusters*, the players choose between campaign mode and RAID mission mode.

They will be assigned certain victory conditions, depending on the choice of scenario. The mission fails if the players are unable to achieve these victory conditions.

Refer to page 3 of the Mission Book for more information about the outcome of your games.

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ICONOGRAPHY

DICE ICONS

? Roll the number of noise dice shown for the weapon being used (see p. 12).

0 No noise (see p. 12).

1 2 3 Roll this number of noise dice.

1 2 3 Roll this number of attack dice.

1 2 3 Roll this number of defence dice.

1 2 3 Roll this number of vril dice.

The value of die faces is equal to the number of symbols shown (see p. 5).

Special die face icons represent a special value (see p. 10).

Vril surge (see p. 11).

ITEM & ACTION CARD ICONS

Play as a free action.

Play as an instant action when indicated by the card.

Play as a modifier to an action.

Discard the card or token after use.

Ongoing effect, until the card or token is discarded.

Remove from the game after use.

Persists until the start of the next Hero's turn. Then discard the card or token.

Repeat the effect until the action fails.

Persists until the start of this Hero's next turn. Then discard the card or token.

TOKEN ICONS

Suppressed (see Player Guide, p. 8)

Jammed (see Player Guide, p. 8)

Drained (see Player Guide, p. 7)

Obscured (see Player Guide, p. 8)

Wound (see p. 16)

Range (see p. 14)

MAP ICONS

Miscellaneous

Medical

Weapon

Objective

Vril
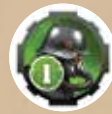
Spawn tokens

Guard point

FACTION CARD ICONS

This unit drops **normal loot**
(see back cover of Mission Book).

This unit drops **vril loot**
(see back cover of Mission Book).

Unit's melee attack column and stats
(see back cover of Mission Book).

Unit's ranged attack column and stats
(see back cover of Mission Book).

Unit's defence column and stats
(see back cover of Mission Book).

 # 4 Maximum number of enemy units of this type on the map
(see back cover of Mission Book).