



ESCAPE

BASIC RULES
1 VS 1

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INTRODUCTION TO THE GAME



You have between your hands a copy of ESCAPE, the boardgame. The object of this game is to simulate the events which have taken place following the rebellion of some of the inhabitants of L.A.B. 03.

You're thus currently in possession of this rulebook, a color poster representing the conflict areas and, finally, two cardboard sheets. One of these sheets contains the various characters of the game, which need to be punched out and assembled, the other contains tokens for the game, which simply need to be punched out.



I. Game Principles

Each player leads a group of warriors, either those from the I.S.C, or either those from the Resistance. Each will have to attempt to defeat their opponent, and to do that, you'll have to complete your objectives before your opponent. Good luck!

To do this, the players activate in turn the members of their squads, who can perform various actions such as: move, attack an opponent, hack a secured airlock door, etc. Most of the time, to see if your warriors succeed at an action or not, you will have to make a die roll. Speaking of dice, ESCAPE is played with six-sided dice, which we'll call D6.

When all the characters in a squad have been activated, the turn ends and a new turn begins. The game ends when the victory conditions have been met by one player or the other, or when the number of turns permitted by the scenario have been played.

II. Character Profiles

Each character has a unique profile: this is detailed on a card, which contains three statistics, Combat, Movement, and Intellect, each of which are given values.

2.a Movement, Combat and Intellect



- The Movement statistic (**Mvt**) is used for the movement of characters.
- The Combat statistic (**Cbt**) is used to resolve hand-to-hand, shooting, and dodging actions.
- The Intellect statistic (**Int**) is used to resolve specific actions, such as the hacking of a locked door.

Each statistic is tied to a value. This value represents both the mastery of the character in that statistic and the maximum number of actions they can perform with it. The higher a value, the more able the character is with it. To keep track of the number of actions your characters can take, use the appropriate tokens. Place the point on the (red) space at the beginning of each turn and count down the actions performed by turning the token clockwise, this way, you'll always know which character can perform which actions.

Example: Ashton has a Combat value of 3, he can thus make up to three Combat actions per turn, and when he makes a Combat roll (either Simple or Opposed), he adds 3 to the result of his die.

2.b Skills

On the right hand of the card is one or more skills, which represent special equipment or an unusual skill. The detailed description of each skill is on the back of the character card in question, as well as the conditions of its use (during the character's activation or not, for example). When the rules of a skill contradict the general rules, the

rules of a skill take precedence over the rules found in this rulebook.

Advice: take care to learn your characters' skills, as this could be the key to victory! To help, a summary of the different skills is at the end of the rulebook.



2.c Life gauge

The life gauge, which indicates the state of the warrior's health, is illustrated at the bottom of the card with a series of small white rectangles. The number of spaces of the Gauge represents the number of Damage points the character can suffer before being Taken out.

When a character suffers Damage points (following a hand-to-hand attack, for example), place as many tokens as Damage points taken on the character card. As soon as a character has as many or more tokens on their card than the number of spaces of their Life Gauge, the character is Taken out and it is removed from the game board.

Advice: you can use any type of token to represent the damage suffered by your characters. Glass beads, pennies, even marshmallows (to be eaten when a warrior is Taken Out, of course!)

2.d Rank

On the upper-left corner of the card is a number of stars, which indicate the rank of a character. This value is used to balance the forces of the two players present in the game, with the players agreeing beforehand on a total point value for the game.

III. Types of die rolls

There are two types of die rolls in ESCAPE: Opposed rolls and Simple rolls.

An **Opposed** roll is when two warriors perform actions which are opposed to one another (for example, if one warrior decides to attack another, who wants to defend). For this type of roll, each player rolls a D6 and adds it to the value of the statistic in question (which varies on the type of action performed, either Combat or Intellect). Then, subtract the result of the **passive character** from the result of the **active character** (see **Activation of the characters** for more details). The result of this operation will give you the **Success margin** (which can be negative). The rules will then let you know what happens depending on the Success margin. Most of the time, a Success margin equal to or less than 0 will cause the failure of the active character's action.

*Example: Ashton (Cbt 3) makes an attack against Mamushi (Cbt 2), who chooses to dodge. The Resistance player rolls their die and gets a 5, while the I.S.C. player rolls their die and gets a 4. Ashton thus gets a total of 8 and Mamushi a total of 6, which gives a Success margin of 2 (see **Passive character and Defense actions**, page 10).*

While a **Simple roll** is a roll made against a fixed number as defined by the rules. Depending on the circumstances, all

that's required is for the value to be equaled or exceeded for the action undertaken to be successful.

Example: Jimmy (Int 2) makes a Hacking action against a locked door with a difficulty of 7. The player rolls the die and gets a 5, for a total of 7. As the difficulty only needs to

be equaled, the test is thus successful, albeit barely.

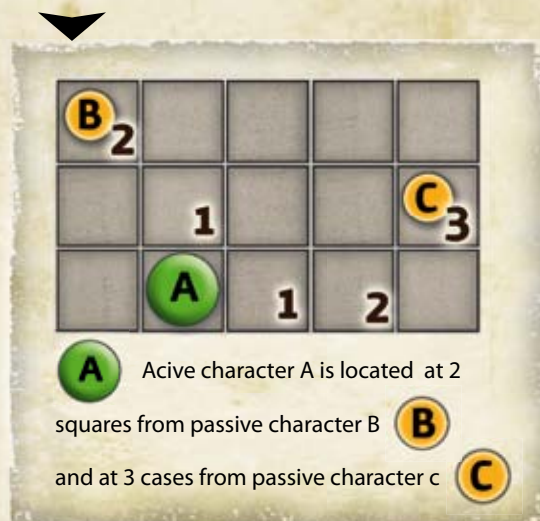
Example: Jimmy (Int 2) makes a Hacking action against a **locked** door with a difficulty of 7. The player rolls the die and gets a 5, for a total of 7. As the difficulty only needs to be equaled, the test is thus successful, albeit barely..

IV. Definitions of the game terms

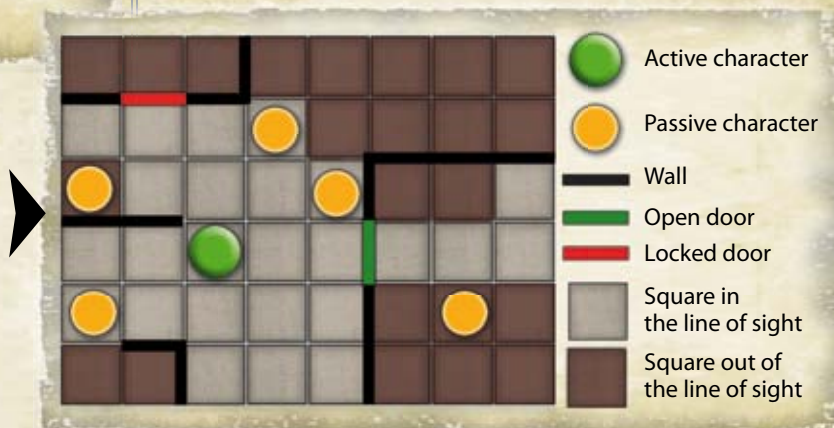
Adjacent: element (character, square, door, equipment, crate, wall) in contact with one of the four sides of the reference square (usually the one occupied by a character).



Distance : when distance is measured between points A and B, the number of squares between the two points is counted while also counting the square of point B, but not counting the one of point A.



Line of sight: we consider that a character has a LoS on another element (character, token, etc.) if a line can be traced between the center of the square of one to the center of the other's square. The LoS is blocked if that line crosses a wall, a closed door or another character. If a diagonal LoS goes between exactly 2 squares, then the LoS is blocked if both squares are occupied. If at least one of the squares is free, then the LoS isn't blocked.



Active character: character whose activation is currently underway.

Closed: a door which requires the use of a Movement action by an active character to be opened.

Free: square in which there are no characters.

Locked: a door which can be opened by the Resistance following a successful Hacking action.

Occupied: square which contains a character.

Open: closed or locked door which has been opened. Cannot be closed again, other than by an event.

Passive character: character who has either not yet been activated this turn or who has already been activated this turn.

Periphery: all eight squares surrounding the reference square.

Secured airlock doors (airlock): each map contains 5 secured airlock doors: 4 on the edges of the board and a central one (high security airlock). They represent the access to the board. Following the conditions given in the scenario, one of the factions can enter on the board or leave it by one or more airlock doors.

Taken out: character whose life gauge has reached 0. A character is immediately removed from the board when this happens.

GAME RULES



V. Setup

At the beginning of the game, the players decide which faction they want to play during the game. They then choose the scenario they want to play and proceed to set up the various elements according to the scenario's indications. The players thus place the board on the proper side, then take the number of Crate and Equipment tokens required by the scenario. Once the various elements have been selected, the players then make an Initiative test, to determine who'll go first when placing the elements on the board.

If the players decide to undertake the campaign they will not be able to change factions before the end of the campaign. The first game then follows the conditions of scenario 1 "Infiltration", with the following scenario being determined by the results of the first game.

5.a Setup Initiative test

Each player rolls a D6 and adds to the result the sum of all of their characters' Int values. At the beginning of the game, the Int total of all the Resistance characters is 8, while the I.S.C.'s sum is 7. The player who gets the highest result wins the Initiative for setup. In case of a tie during setup, the Resistance player wins the Initiative.

5.b Placement of the Crates and Objectives tokens



The player who won the Initiative starts by placing a Crate token in the room of their choice (Crate side up), then their opponent does the same thing, and so on, in turn, until the players have placed all the Crate tokens required (with a maximum of 1 Crate per room).

The Crate tokens can be used as projectiles and thrown at an opponent (see **Combat action**). A Crate used as a projectile is destroyed and removed from the game board, no matter what the result of the combat action may be.

The back of the Crate tokens are the Objective tokens. These are only used in some scenarios and the rules of their use are described in the scenarios. The Objective tokens have different values: 1 or 2 points. A character can turn over an Objective token on a square in their periphery and to which they have a **line of sight** to learn its value. A character who is on the same square as an Objective marker can pick it up automatically. A character can only carry a single Objective marker at a time, nor can they

carry an Objective marker and an Equipment marker simultaneously. During their activation, a character carrying an Objective marker can hand it over to an ally in their periphery, at the cost of a Mvt action.

5.c Placement of the Equipment tokens

Then, as for the setup of the Crates tokens, the player who won the Initiative starts by randomly drawing an Equipment token, which they place face-down in the room of their choice, then their opponent does the same, and so on, in turn, until the players have placed all the required Equipment tokens. There cannot be more than two Equipment tokens per room.

During its activation, a character on a square **in the periphery** of an Equipment token and to which they have a **line of sight**, can automatically turn over the token in order to see which piece of equipment it is. A character who is on the same square as an Equipment token can pick it up automatically, the player places the token on the character's card and can use it normally from that moment on. A character can only carry a single Equipment token at a time. An **active character** (see **Activation of the characters**) can hand over an Equipment token to an ally who is in their **periphery** and to whom they have a **line of sight**, at the cost of one Movement action.

When a character carrying an Equipment token is **Taken out**, the Equipment token is returned to the board and left on the square occupied by the warrior at the moment of its elimination.

The conditions for using an Equipment token are specified in its description. All equipment is single use.

Note: a given square can contain multiple Crate and/or Equipment tokens.



5.d Deployment of the characters

The deployment of warriors on the board is determined by the scenario. Two types of deployment are possible:

- **Mode (Position):** all warriors are placed directly on the board, in a room specified by the scenario. A player can place their warriors on any free space of the given room. Example: in Scenario 2 "Evasion", the I.S.C. characters begin the game in the "Central room". The I.S.C. player thus places their characters where they want in the central room.
- **Mode (Entry):** warriors aren't placed directly on the board. Instead, each warrior will begin their activation on the first turn with a **Movement action** which will allow them to enter the board by one of the two square of one of the Secured airlock doors specified by the scenario.

Example: in Scenario 1 "Infiltration", during their activation, the Resistance characters successively enter the board by one of the two squares of Airlock 1.

Advice: Be careful how you place your warriors during deployment, as your less mobile characters might hinder your more mobile ones!

Now that the setup is complete, you can begin the first turn.

VI. Turn Sequence

A Turn is split into distinctive steps, which are resolved in the following order:

- a) Turn Initiative test
- b) Resolution of random events
- c) Activation of characters
- d) End of Turn
- e) Game result

6.a Turn Initiative test

Each player rolls a D6 and adds the result to the sum of the **Int** values of all of their characters still present on the board at the beginning of the turn. On the first turn, however, we still consider all characters to be present on the board, even if they are not yet in play due to a Mode (Entry) deployment.

The player who obtained the highest result wins the **Initiative** for the turn. In case of a tie, the player whose characters have the highest **Int** value when added together wins the roll. If the **Int** value does not allow players to split ties, roll the dice again.

The player who won the **Initiative** chooses who will activate one of their characters first.

6.b Random events

The shelters sometimes hold surprises for whoever enters. To represent that, both players roll a D6 and add the results. They then check the total obtained on the following table and will apply the effects for the remainder of the current turn.

Random event table

2. Supreme AI: the statistics of all I.S.C. characters become Mvt 7 Cbt 3 Int 3 for the duration of the turn.

3. Intervention of the Celestial Order: the I.S.C. player immediately moves one of their characters from its original position to any free square on the board, without taking into account its Mvt value, or any obstacles or closed or locked doors. The character can be activated normally during the turn.

4. Powergrid overload: all Resistance characters adjacent to a door get a jolt and suffer 2 Damage points.

5. Fire alarm: the Mvt value of all characters are reduced by 1 for the duration of the turn.

6. High Security Airlock: the central secured airlock can be used this turn by the I.S.C. for Redeployment (see Faction specific rules).

7. RAS : nothing happens, but the atmosphere becomes increasingly oppressive.

8. Firewall : for the duration of the turn, the Resistance characters can perform a Movement action through an occupied square. They cannot end their activation on such a square, however.

9. Short circuit: the Resistance player chooses a door, even a locked one. If it's closed, it opens, if it's open, it closes.

10. Black-out : the Resistance player chooses a room. No character can perform Combat actions in that room for the duration of the turn.

11. Interference: the Resistance player wins the Initiative for the turn, even if they lost the Initiative test. Moreover, they can activate a second character immediately after having activated their first character.

12. Disconnection: no I.S.C. character can use their skills for the duration of the turn.

6.c Activation of characters

In this step, the players activate their characters in turn, starting with the player chosen by the player who won the **Initiative**.

ACTIVE CHARACTER

The player who must activate a character chooses one of their warriors, who then becomes the **active character**. All other warriors on the board are **passive characters**, whether they've already been activated this turn or they have not yet been activated at this point. The player then has their **active character** undertake the various actions that character has access to, whether by performing **actions** or by using its **skills** or its Equipment. The actions can be performed in any order, unless otherwise specified. It's not mandatory to take all of your actions or use a skill or Equipment during an activation, however a warrior can only be activated once per turn.

When the player believes their warrior has done all it had to do for that turn, they end its activation and play moves on to their opponent, who can in turn choose one of their warriors as the new **active character** and activate it normally.

Here's the list of possible actions for an **active character**:

Movement action

The value of a character's Movement statistic represents the maximum number of squares that the character can move during its activation. A Movement action thus allows a character to move from a square to an **adjacent** and **free** square. It's impossible to move through a wall, a closed door or a locked door.

A character on a square **adjacent** to a **closed** door can perform a Movement action to open the door. An open door cannot be closed by a character. **Locked** doors can only be opened by performing an **Intellect action** (see below).

Finally, it's possible for a character to drop an Equipment token in their possession on any square in their **periphery** to which they have **line of sight** by taking a Movement action. The square on which the Equipment token is dropped must be free and must not be behind a wall, a closed door, or a locked door.

Leaving the board: some scenarios require as a victory condition to leave the board, to do that a character must be on one of the squares of the secure airlock specified by the scenario and perform a Movement action.

Combat action

The value of a character's Combat statistic represents the maximum number of Combat actions the character can perform during the turn, whether as an **active character** or as a passive one. Moreover, this value is used during Combat rolls (either Opposed or Simple ones). During their activation, a warrior can perform two types

of Combat actions: **hand-to-hand** attacks and **ranged** attacks.

- **Hand-to-hand attack:** the warrior makes an attack against an opposing warrior who is on a square in their **periphery** and to which they have a **line of sight**. To do this, they make a **Simple Combat** roll, the difficulty of which is the Combat value of the targeted opponent. The result of this Simple roll is the **Attack total**. If the **Attack total** is positive, the attack is successful and the opposing warrior suffers that Total in Damage points. If the **Attack total** is equal to or less than 0, then the attack fails and causes no Damage points.
- **Ranged attack:** the warrior can perform a ranged attack only if they have a skill or equipment with the following statistics: **Range (X)** and **Power (Y)**. The value of (X) represents the **distance** up to which the projectile can be used (in number of squares), the value of (Y) represents the impact strength and is added to the Combat value of the warrior for the subsequent **simple Combat roll**. It's also possible to use a Crate token which is on the same square as the **active character** as a projectile (see **Equipment list** for the values of a Crate). A ranged attack action must target an opposing warrior that is (X) squares or less from the active character performing this action and to which they have a **line of sight**. The warrior performing this action then makes a **Simple Combat roll** (don't forget to take into account the (Y) value for this roll), the difficulty of which is the Combat value of the targeted opposing warrior. The result of this Simple roll is the **Attack total**. If the **Attack total** is positive, the attacked warrior suffers this Total in Damage points. If the Attack total is equal to or less than 0, then the attack fails and causes no Damage points.

Intellect Action

As with Combat, the value of the Intellect statistic of a character represents the maximum number of Intellect actions that they can perform during the turn, whether as the **active character** or while **passive**. Moreover, this value is used during Intellect rolls (whether Opposed ones or Simple ones). During their activation, a warrior can perform **Hacking Intellect actions**:

- **Hacking:** this action does various things, depending on the scenario. For the Resistance, this is the only way to open a **locked** door. The conditions of use of this action (**range**, **target**, etc.) are specified by the scenario, or the Equipment, as well as its effects (opening a **locked** door, for example). In all cases, a Hacking action requires a **simple Intellect roll** the difficulty of which varies according to the target. For a **locked** door, the difficulty level is



indicated on the card, for a character, it'll be their Int value. The difficulty just needs to be equaled or exceeded for a Hacking action to be successful.

PASSIVE CHARACTER AND DEFENSE ACTIONS

A **passive character** is a warrior present on the game board who has already been activated that turn or who has not yet been activated. Despite not being able to perform a Movement action, nor any of the Combat or Intellect actions listed above, it can nonetheless use its skills and equipment normally, as long as these do not require it to be the **active character**. Also, the character has the chance to perform **Defense actions: Dodge or Counter-measure**.

A **Dodge** is a type of **Combat** action reserved to passive characters, but which cannot be used if the warrior has already performed the maximum number of Combat actions it can make according to its Cbt value.

- **Dodge:** a passive character can try to **Dodge** when targeted by a hand-to-hand or ranged attack. When targeted by such an action and before the resolution of the Simple Combat roll of their opponent, the player controlling the targeted passive character declares whether or not they are attempting to **Dodge** (attempting this action is never mandatory). If they decide not to attempt it, the roll occurs normally. If they attempt to **Dodge**, the Simple roll is replaced by an **Opposed Combat** roll between the two warriors. The **Attack total** then becomes equal to the **Success margin** of the Opposed roll. If the result of the **Attack total** is positive, it gets applied normally by the active character. A passive character never inflicts Damage points following a Dodge.

Example: Ashton (Cbt 3) attacks the Mamushi (Cbt 2), the I.S.C. player chooses to dodge. The Opposed Combat roll is made: 2 for Ashton and 3 for the Mamushi, so a total of 5 for Ashton and 5 for the Mamushi. The Attack total being 0, the Mamushi thus suffers no damage.

Ashton performs a new attack which the Mamushi dodges again. Result of the Opposed roll: 4 for Ashton and 2 for the Mamushi, meaning a total of 7 for Ashton and 4 for the Mamushi. The Attack total is 3 this time, so the Mamushi suffers 3 Damage points.

Ashton announces a third attack, the Mamushi can't dodge (as it only has 2 possible Cbt actions). Ashton gets a 3 on his Simple Combat roll, giving an Attack total of 4 (3+3-2). The Mamushi suffers 4 damage points and is Taken out.

The **Counter-measure** is a type of **Intellect** action reserved to passive characters, which can thus not be used if the warrior has already performed the maximum number of Intellect actions allowed by its Int value.

- **Counter-measure:** a passive character can perform a **Counter-measure** when targeted by a Hacking action. When targeted by such an action and before the resolution of its opponent's

Simple Intellect roll, the player controlling the targeted passive character declares whether or not they attempt a **Counter-measure** (attempting this action is never mandatory). If they decide not to attempt it, the roll occurs normally. If they attempt a **Counter-measure**, the Simple roll is replaced by an **Opposed Intellect** roll between the two warriors. If the **Success margin** is positive, the **Counter-measure** fails and the effects of the Hacking action are applied normally by the active character.

6.d End of Turn

The turn ends once all the characters on the game board have been activated once. At that moment, the players check if one of the following conditions has been filled:

- **1.** The turn ending is the last one according to the scenario.
- **2.** All of the Resistance player's warriors have been Taken out.
- **3.** The victory conditions for the scenario have been completed.

If none of these three conditions are filled, then the players go back to step a) Initiative Test and start a new Turn.

If at least one of these three conditions is filled, then they immediately move on to step e) Game Result.

6.e Game result

Depending on the conditions given in the End of Turn step, you can now determine who is the winner of the game. For there to be a winner, the Victory Conditions of the scenario played must have been fulfilled by one of the two players. If the last turn of the scenario has finished and/or that all of the Resistance warriors have been Taken out, but no Victory condition has been fulfilled, then the game is a draw.

If the last turn of the scenario has been played and/or all Resistance warriors have been Taken out, and one of the two players has fulfilled their objectives in accordance to their Victory conditions, then that player has won the game.

If the players have decided to play the campaign, it will directly influence the next game.

VII. Specific rules for each faction



7.a I.S.C

Encrypted key: all I.S.C. characters ignore **locked** doors. They can **open** them as if they were simple closed doors. Moreover, they can take a Movement action to close an open door, even if that door is still **locked**.

Internal factory: when an I.S.C. character is Taken out, the I.S.C. player will be able to return that character on the board on the turn following their elimination. That special deployment follows the **Mode (Entry)** rules, with the following exceptions:

- It's possible to deploy on any turn, not only on the first one.
- A warrior can be deployed from any airlock, not only those specified by the scenario (with the exception of the central one, not counting a **High Security Airlock** random event).
- If a Resistance warrior is within 3 squares of one of the two access squares of a secure airlock, then that airlock can't be used to deploy.

Note: Some events or scenarios change the conditions of use of the Internal factory. In that case, the special rules prevail over those given above.

7.b Resistance

Hymn to the revolution: when a Resistance character is **Taken out**, the Resistance player gains a Revolution token, which they can spend at any time to reroll any of their die rolls or allow one of their characters to perform an extra **Movement action** during their activation. Moreover, any warrior can use a Revolution token to perform an extra **Combat action** (including a Dodge action).



VIII. Character skills

Seasoned veteran: this character can reroll a Cbt roll (Simple or Opposed) once per turn.

Armor (x): each time the character suffers Damage points, these are reduced by X point(s) (to a minimum of 0).

Attraction: during its activation, this character can choose an opposing character **within 2 squares** of it, and to which it has a **line of sight**, as the target of a Hacking action. If the action is successful, the target is immediately moved one square (its maximum number of Movement actions isn't affected) to a square in the **periphery** of the character with Attraction. If no **periphery** square can be reached with that movement, the skill has no effect.

Digging arm: the character can use this skill during an Attack action. If successful, in addition to inflicting Damage points, the player can choose to push their opponent back one square (the opponent's maximum number of Movement actions isn't affected). The square to which the opposing character is pushed is one of the three squares opposite the warrior with the Digging arm and must be **free** and accessible (not behind a wall, for example). If there are no free and/or accessible squares, then this skill has no effect.

Schéma



Ashton,
character with digging arm capacity



Ubume,
targeted character by this capacity



Possible square to push away the Ubume

Scrambler: allies on a square adjacent to this character cannot be the target of a Combat action (hand-to-hand or ranged).

Anti-gravity field: when the character performs a Movement action, it can move to a periphery square, not only an adjacent one.

Leadership: this character allows allied warriors on squares in its periphery to use its Int value for any Intellect roll.

Robot: during its activation, this character can (but is not required to) use the actions of a character of its choice with the "Pilot" skill, if that character is present on the board. The character with the Robot skill performs its actions, but these are removed from the maximum number of allowed actions from the character with the Pilot skill.

Burrowing: during its Movement actions, this character ignores walls and doors.

Elusive: when this character is the target of an Attack, it can announce a Dodge after seeing the result of the opposing Combat roll. The opponent's roll isn't rerolled, the "Elusive" character performs its Dodge and the two results are then compared as in an Opposed roll.



Drill: during their activation, this character can drill through walls. It makes a combat action while adjacent to a wall and rolls a D6. In a result of 1, the drill is destroyed and the "Drill" skill can no longer be used; on a 2 or 3 nothing happens; and a result of 4 to 6 the adjacent wall is immediately destroyed (no more than a single wall per turn can be broken using this skill). Some walls cannot be destroyed (see map legend).

Hypnosis: when this character performs a Combat action (hand-to-hand or ranged), they can force the target of the attack to use their Int value instead of their Cbt value if they attempt to Dodge.

Electric bludgeon: when this character performs a Combat action (hand-to-hand), if the target suffers at least one Damage point, it suffers a -1 penalty to its Mvt, Cbt, and Int values until the end of the turn (its maximum number of actions is directly affected).

Otaku: this character can perform a Hacking action targeting a **locked** door in the same room to which it has a **line of sight**. If the action is successful, the door is unlocked and immediately opened.

Armless: the character cannot pick up Equipment tokens and cannot use equipment either.

Pilot: this character can control a "robot" warrior. Thus, during the Robot's activation, it will be allowed to draw actions from those belonging to the character with this skill (see Robot).

IX. Equipment list



Improvised shield: when an opponent announces an attack on the owner of this shield, the character carrying it can announce that it's discarding this equipment to gain a free Dodge action.



Crate: range (3) power (0). If the target suffers at least one Damage point, it suffers a -2 penalty to its Mvt value until the end of the turn (its maximum number of actions is directly affected).



Datadisk (only usable by the I.S.C): at any point, this equipment allows the active character to perform an extra action, to be chosen between Movement, Combat, or Intellect.



Combat drugs: at any point, this equipment allows the active character to perform an extra Combat action (hand-to-hand or ranged).



Nitro vial: when the character carrying this equipment is **Taken out**, all characters who are on a periphery square of theirs suffer 2 Damage points.



EM grenade (only usable by the Resistance): range (3) power (1). You can target a **free** square with this equipment. Anyone in the **periphery** of the targeted square is affected by this ranged attack. Each warrior who suffers at least one Damage point from this attack suffers a -1 penalty to their Cbt value until the end of the turn (their maximum number of actions is directly affected).



Gas grenade (only usable by the I.S.C): range (3) power (1). You can target a **free** square with this equipment. Anyone in the **periphery** of the targeted square is affected by this ranged attack. Each warrior who suffers at least one Damage point from this attack suffers a -1 penalty to their Mvt value until the end of the turn (their maximum number of actions is directly affected).



Medkit (only usable by the Resistance): during its activation, the character can use the Medkit to discard two Damage points previously taken.



Radio: at the end of their activation, a character with this equipment can choose an allied character anywhere on the board. The chosen warrior is immediately activated, without the opponent being allowed to activate one of their own warriors first.