

Fireteam Zero

Objective: Guide the heroes to complete their mission objectives and safely escort the heroes to the evacuation point.

Setup

1. Players collectively select a mission to play from the Mission Briefing Book.
 - Operations are broken down into missions that are usually played sequentially, where the next mission in an operation is played after successfully completing the current mission.
 - Any mission can be played out of order; it will only affect the delivery of the narrative, not the gameplay.
2. Either collectively choose a player by agreement, or randomly select a player to take the Start Player token ().
3. Beginning with the starting player and proceeding in clockwise order, each player chooses a Hero that they will play and take that Hero's Reference card.
 - Each Hero shows one of four roles on their Reference card; if the Mission Briefing specifies a role as being required for that mission, someone must choose the indicated Hero.
 - The base-game includes 2 Leadership Heroes, Abe and Maxine, but only a single set of cards for the Leadership role, only Abe or Maxine can be played unless you have an extra set of cards.
 - If playing a solo-game, the player chooses 2 Heroes and plays the game as though it were a two-player game.
4. Each player gathers the Upgrade, Action, and Focus cards that correspond to their Hero's role.
5. Each player selects the Upgrade cards they are entitled to, as stated in the Mission Briefing and shuffles them together into a face-down deck with their Action cards to form their Action deck.
 - Upgrade cards are marked with a star in the centre of the card and comes in sets of 4 identical cards; players shuffle all 4 instances of each selected Upgrade card into their Action deck.
 - Upgrade cards not being used in the mission are returned to the box.
6. Each player selects the Focus cards they are entitled to, as stated in the Mission Briefing and place them on the table in front of them, face-up.
 - Focus cards remain in front of their respective player for the duration of the mission, granting them special abilities.
 - Focus cards not being used in the mission are returned to the box.
7. Arrange the Sector tiles as specified in the Mission Briefing to form the game board in the middle of the table.

8. Place the following tokens as instructed:



Spawn Tokens: Place the 12 Spawn tokens face-up on the 12 matching icons on the Sector tiles in any order.



Exit Point Token: Place the Exit Point token in the space indicated in the Mission Briefing, if one is specified.



Power Token: If the Mission Briefing specifies a Boss Monster, place the Power token in the indicated space to mark where it will appear.

9. Place the Threat Track board near the game board, and place the Threat token () on the first space of the track.
10. Shuffle the Twist cards specified in the Mission Briefing into a face-down deck and place it near the Threat Track board.
11. Gather the Monster Reference cards and Objective cards specified in the Mission Briefing, placing them face-up by the board.
12. Shuffle the Event cards together and draw the number of cards specified by the Mission Briefing; return any unused Event cards to the box.
13. Gather the Discovery cards specified by the Mission Briefing and shuffle them together with the Event cards from the previous step into a face-down deck to form the 12 card Recon deck.
14. Place the Lucky Coin () by the board, face-up.
15. Gather the Monster figures specified in the Mission Briefing that make up the Spawn Pool; roll the 12-sided Spawn die for each Monster and place it in the location that contains the corresponding numbered Spawn token.
16. If the Mission Briefing specifies additional monsters be placed in a Reserve Pool, set aside the Monster figures for later use.
17. Place both Specialist figures and each player's Hero figure in the entry point space specified in the Mission Briefing.

End of Game

The game ends in the following situations:

The Lucky Coin (🎲) is face-down and a Hero gets knocked down: The players fail the mission immediately, losing the game.

The Heroes complete all of their objectives and reach the Exit Point token (🏠): Once the players have completed all objectives specified in the Mission Briefing, and all of their Heroes reach the designated exit point, the players win the game.

- If the Mission Briefing does not specify an exit point, the players immediately win the mission upon completion of all of their objectives.

Cards

Action Cards: Each Action card has two possible uses, an Attack action shown on the top half of the card, which can be used as an attack during the Hero Phase; additionally, the bottom of card has either a Tactical Response, or a Reaction.

- A player whose Hero is knocked down may not play cards for any reason, including as a Tactical Response, or a Reaction.
- Bonus hits are added to any hits rolled on the white Attack dice during an Attack action that includes the card.



Tactical Response Cards: Tactical Response cards can be played during the Tactics Phase for a powerful effect that spans the entire board at the cost of denying the player who played it refilling their hand for that turn.

- Only one player may play a Tactical Response card during the Tactics Phase.

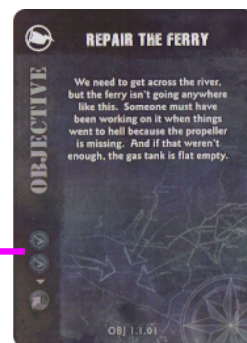
Reaction Cards: Reaction cards can be played at any time when the trigger specified on the card occurs, following these 3 restrictions:

- Each player may only play one Reaction card in response to a single triggering event.
- The target of the Reaction card must be within the range of the effect stated on the card.
- Reaction cards may not be played in response to an ambush.

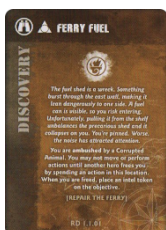
Objective Cards: Each mission has a series of objectives that must be completed in order to successfully finish the mission. Each Objective card describes what must be accomplished in order to complete that objective.

- Many Objective cards indicates that a certain number of Intel tokens (🔍) must be placed on them in order to complete the objective, and in some cases the players must find the required Discovery cards that will supply the Intel tokens; once the indicated number of tokens are placed on the card, the objective is complete.
- If an Objective card indicates the Lucky Coin (🍀) can be turned heads up when it has been completed, and the coin is already heads up, nothing happens, and the effect is lost.

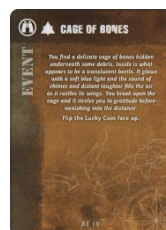
Required # of Intel Tokens



Recon Cards: When a Hero performs the Search action, a card is drawn from the Recon deck to determine the results of the search; this deck is made up of both Discovery and Event cards.

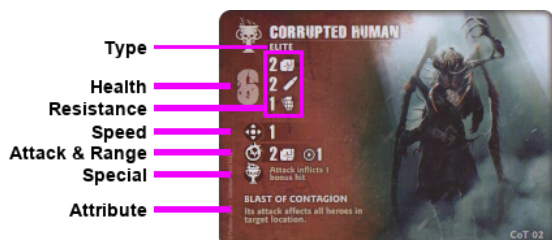


Discovery Cards: Discovery cards are directly linked to the mission objectives of the mission being played; most indicate that an Intel token (🔍) should be placed on an Objective card as soon as the card is found, or after a specified condition has been fulfilled.



Event Cards: Event cards are things the team stumbles upon that do not relate to the team's mission objectives.

Monster Reference Cards: Each Monster card specifies the abilities and properties of a particular type of Monster.



- The attribute printed on each Monster's Reference card specifies special rules that are unique to that Monster and that should be applied when appropriate.
- To kill a Monster, a Hero must inflict a number of hits equal to or greater than the Monster's Health after subtracting any resistance.
- The resistance values on a Monster Reference card indicates how many hits the Monster can resist when taking damage of a particular attack type; any hits inflicted on a Monster is reduced by its resistance to that type of damage.

Hand-Size Limit: There is no hand-size limit; if a card effect tells a player to draw cards that would take them over their normal hand-size, they still draw those cards.

Empty Action Deck: If a player's Action deck becomes depleted, they immediately shuffle their discard pile to form a new deck.

The Lucky Coin (): The Lucky Coin is always heads up at the start of a mission and is turned face-down whenever a Hero is knocked down.

- If the coin is already heads up when a mission objective or event instructs to flip it heads up, the coin remains heads up and the effect is lost.

Spawn Pool: Each mission specifies a mix of Monster figures that make up the Spawn Pool for the mission.

- Any Monsters placed on the board during Setup are taken from the Spawn Pool unless stated otherwise.
- Monsters that are killed are returned to the Spawn Pool, available to return to the board during the Threat Phase.

Reserve Pool: Some missions specify additional Monsters are to be placed in the Reserve Pool during Setup; these Monsters are only spawned under circumstances specified by the mission.

- These Monsters are not considered part of the Spawn Pool and are only spawned when specifically indicated, not during the Threat Phase.
- Monsters from the Reserve Pool are to be returned to the Reserve Pool when they are killed.
- If players are instructed to add a Monster from the Reserve Pool to the Spawn Pool, the Monster remains part of the Spawn Pool from that point, and is not returned to the Reserve Pool.

Knockdown: If a Hero is ever required to discard more cards than they have in their hand, they discard all of their cards and become knocked down; the player lays their figure on its side to signify they are knocked down.

- Each time a Hero is knocked down, the Lucky Coin () is turned with the heads facing down; if the coin is already heads down when a Hero gets knocked down, the players fail the mission, and lose the game.
- A knocked down Hero is not considered an active Hero.
- A knocked down Hero cannot be damaged by any effects.
- The player of a knocked down Hero may not play any of that Hero's cards.
- Monsters ignore a knocked down Hero for purposes of movement and attacking.

Fleeing: A player cannot move their Hero out of a location that contains more Monsters than active Heroes during normal movement derived from that Hero's speed on that Hero's turn.

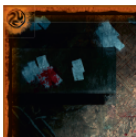
- Specialists are not considered Heroes and do not count towards the number of active Heroes in a location.
- Any special one-time movement, such as movement granted by an Event, Reaction, or a Tactical Response card are exempt from this restriction.

Intel Tokens (🕒): Intel tokens serve numerous purposes including, being placed on Objective cards or Discovery cards to track progress, or to represent things the Heroes might interact with.

- Any time players need to place Intel tokens on the board to represent several things simultaneously, they can use the letters on the back of the Intel tokens to differentiate them and place a matching token on the matching Discovery or Objective card.

Special Intel Tokens: Some missions may instruct players to place specific tokens on the board *i.e.* *Fire token*, *Alpha token* etc. these refer to special dedicated Intel tokens.

Terrain Types and Sector Tiles



Difficult Terrain: Difficult terrain costs a Hero 2 of their movement to enter instead of 1; both of which must be spent at the same time.

- Monsters are unaffected by difficult terrain and may enter these locations freely.



Impassable Terrain: Neither Heroes, nor Monsters may enter or pass through impassable terrain.



Elevated Terrain: Any ranged attacks coming from elevated terrain targeting non-elevated terrain have their total number of hits increased by 1.

- Monsters and Heroes both benefit from elevated terrain.



Cover Terrain: Any ranged attacks coming from outside of the cover terrain that are targeting something inside the cover terrain have their total number of hits reduced by 1.

- Monsters and Heroes both benefit from cover terrain.



Movement: Heroes and Monsters can move through dotted lines, but cannot move through solid lines.

Ranged Attacks: The range of an attack is calculated by counting the number of locations a Hero or Monster would have to move through to get to their target; this includes tracing paths through doors, around corners etc.

- This gives the “appearance” that Heroes and Monsters can shoot through solid lines.

Specialists

The Specialists are non-combatant figures that accompany the team to assist in their mission.

- Specialists cannot perform actions themselves.
- Specialists can only move when accompanied by a moving Hero.
- Specialists can never be targeted by an attack.



Henry: If Henry’s figure is in or adjacent to a Hero’s location when they perform an Attack action, that player may reroll one of their attack dice after rolling for their attack.



Patty: If Patty’s figure is in or adjacent to a Hero’s location, that player may perform a Search action for free; this does not count as the Hero’s action for the turn.

Guarding Specialists: When a player moves their Hero out of a location containing any Specialists, the player must choose whether to bring any or all of the Specialists in that location with them; if the Hero is the only Hero in that location, they must bring any Specialists with them.

- This restriction also applies to involuntary movement, unless there is another Hero in the location to guard them.

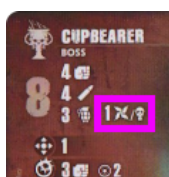
Unprotected Specialists: If the last active Hero in a Specialist’s location is knocked down, the Threat token (🔴) is advanced an additional space along the Threat track on the Threat Track board for each Specialist that is left unprotected.

- If a new Twist card is to be drawn, draw it immediately.

Boss Monsters

Boss Monsters are tougher to kill than other Monsters and inflicting a number of hits equal to or greater than a Boss’s health does not kill it outright as it would a Minion or Elite Monster and instead injures it.

- When a Boss Monster enters play, place a number of Power tokens (🔴) on its Reference card as indicated on the card (usually 1 per Hero in the game, see below).



- Whenever an attack inflicts enough damage to injure a Boss Monster, remove one Power token from its Reference card.

- When the last token is removed from the Boss Monster's Reference card, it has been defeated; remove the Boss Monster's figure from the board, do not return it to the Spawn Pool, or Reserve Pool.

Turn Order

1. **Tactics Phase:** Perform the following steps in order:

- The Determine Start Player and Play a Tactical Response steps are skipped on the first round of the game.
- i) **Determine Start Player:** The player that currently holds the Start Player token () passes it to the player on their left.
- ii) **Play a Tactical Response:** A single player may choose to play a Tactical Response card from their hand.
 - A player whose Hero is knocked down cannot play a Tactical Response card, nor will their Hero be affected by a Tactical Response card played by another player.
 - If multiple players want to play a Tactical Response card and the players cannot reach an agreement, the player with the Start Player token has the final say.
- iii) **Draw Cards:** After the Tactical Response card, if any, has been resolved, each player that did not play a Tactical Response card may draw cards from their Action deck to bring them up to their hand-size.
 - The default hand-size is 5 cards.
 - A player whose Hero is knocked down may draw cards during this step.
 - If a player's Action deck becomes depleted, they immediately shuffle their discard pile to form a new deck.

2. **Hero Phase:** Beginning with the player holding the Start Player token () and proceeding in clockwise order, each player gets a turn to act; on their turn a player may move their Hero a distance equal to their speed, and perform one action.

- Both the movement and action component of a player's turn are optional.
- A player may perform their action, before, in the middle of, or after moving.
- If a player's Hero is knocked down, they must choose at the start of their turn whether to stand them up and take their turn normally, or leave them knocked down.

Moving: A Hero can be moved a number of adjacent locations up to their speed.

- Adjacent spaces are connected by both spaces sharing an edge or corner; diagonally connected locations are considered adjacent.
- Heroes can only move through dotted lines, solid lines are impassable.
- Locations that are 'difficult terrain' cost a Hero 2 of their movement to enter instead of the usual 1, both of which must be spent at the same time.
- Heroes cannot enter 'impassable terrain'.

Fleeing: A player cannot move their Hero out of a location that contains more Monsters than active Heroes during normal movement derived from that Hero's speed on their Hero's turn.

- Specialists are not considered Heroes and do not count towards the number of active Heroes in a location.
- Any special one-time movement, such as movement granted by an Event, Reaction, or a Tactical Response card are exempt from this restriction.

Guarding Specialists: When a player moves their Hero out of a location containing any Specialists, the player must choose whether to bring any or all of the Specialists in that location with them.

- If the Hero is the only Hero in the location, they must bring all Specialists in that location with them.
- This restriction also applies to involuntary movement, unless there is another Hero in the location to guard them.

Performing Actions: The Hero may perform a single action.

Attacking: The player may attack a Monster by playing one or more cards of the same attack type (melee, ranged, or explosive), combining them as a single attack.

- The target must be within each card's attack range.

Explosive Damage (): Any damage inflicted by a bomb attack is dealt to every active Hero and Monster in the target's location, including the attacker.

Attacking Non-Monster Targets: A mission or card effect may require players to attack things other than Monsters, such as mission objectives or allies; these attacks are performed in the same manner as an attack on a Monster

- Any damage a Hero inflicts upon another Hero is resolved as if it had been inflicted by an attacking Monster.
 - When attacking anything other than a Hero, whatever instructed the players to make the attack will explain how to resolve the attack's effect on the target.
- i) The player adds together the strength of each card played to determine the strength of the attack.
 - ii) The player rolls a number of Attack dice equal to the strength calculated in the previous step, up to a maximum of 8 dice.
 - iii) Add the number of any 'bonus hits' granted by the cards to the number of hit symbols on the rolled dice that match the attack's type, each hit inflicts 1 damage to the Monster.

iv) The player determines if the amount of damage they have done to the Monster is enough to kill it.

- All damage required to kill a Monster must be dealt in a single attack; if the attack fails to kill it, the damage is lost.
- If the Monster is killed, return its figure to the Spawn Pool or Reserve Pool, as appropriate.

Searching: If the location of the player's Hero contains a face-up Spawn token (), and no Monsters, they may search the location by turning the token face-down and drawing a card from the Recon deck, resolving the effects of the card immediately.

Ambushes: If a Recon card states that a player is ambushed by a Monster, take that Monster from the Spawn Pool and activate it immediately, as is done in *ii) Activate Monsters* of the Threat Phase.

- If all eligible Monsters of the required type are on the board, the player takes the Monster of that type from the board that is the farthest from their Hero's location.
- Reaction cards may not be played in response to an ambush.

3. **Threat Phase:** Perform the following steps in order:

- i) **Advance Threat Token:** The Threat token () is advanced one space to the right on the Threat track.
- If the Threat token reaches a space that indicates to draw a Twist card, the card is drawn and is immediately placed face-up on the appropriate space of the Threat Track board.
 - The new rules indicated on each Threat card go into effect immediately when they are added to the Threat Track board, increasing the difficulty of the game.
 - If the Threat token reaches the last space of the Threat track, no further Twist cards are drawn.
- ii) **Activate Monsters:** Each Monster is activated in turn; first all Minions are activated, then all Elites are activated, and finally, if there is a Boss, the Boss is activated.
- Players may activate the Monsters within each type (i.e. Minions) in any order of their choosing.

When a Monster is activated, the following steps are performed:

- 1) **Monster Movement:** If there is an active Hero in the Monster's current location, the Monster does not move, otherwise it moves a number of adjacent locations up to its speed.
- If the closest active Heroes are equidistant, the Monster moves towards the one earliest in turn order.
 - Monsters are not required to spend additional movement to move through 'difficult terrain', but cannot enter an impassable location.

- 2) **The Activation Die:** Roll the red Activation die to determine if the Monster gains additional movement, or utilises its special ability:



Blank: No effect.



Move: The Monster immediately moves 1 additional location.



Special: Resolve the special ability listed on the Monster's Reference card.

- 3) **Monster Attacks:** After moving, a Monster will always attack the closest active Hero within its attack range, if it is able to do so.

- If the closest active Heroes are equidistant, the Monster targets the one earliest in turn order.

Taking One for the Team: When a Hero is targeted by an attack, any other active Hero in the same location may choose to intercept, becoming the new target of the attack.

- This decision must be made before rolling for damage.
- Taking One for the Team cannot prevent a Hero from taking damage caused by explosive attacks ().
- Roll a number of Attack dice equal to the Monster's attack strength; each symbol that matches the Monster's attack type (melee, ranged, or explosive) deals one hit to the target Hero.
- For each hit dealt, the player of that Hero must discard one Action card of their choice from their hand; they do not have enough cards to discard the required number, they become knocked down.

Explosive Damage (): Any damage inflicted by a bomb attack is dealt to every active Hero in the target's location; these attacks do not damage other Monsters in the same location as the target.

- iii) **Spawn Monsters:** Starting with the Minions and then proceeding to the Elites, roll the 12-sided Spawn die for each available Monster in the Spawn Pool, placing the figure on the location with the matching numbered Spawn token (), unless it is secure.

- This step is skipped if a Boss Monster is in play.
- If the Boss Monster is defeated, Monsters resume spawning if the mission has yet to be completed.

Secured Spawn Points: Any location containing at least one active Hero and no Monsters is secured against Monsters being spawned in that location.

- If a secured location is rolled on the Spawn die, roll the die again until the number of an unsecured location is rolled and place the Monster in that location instead.