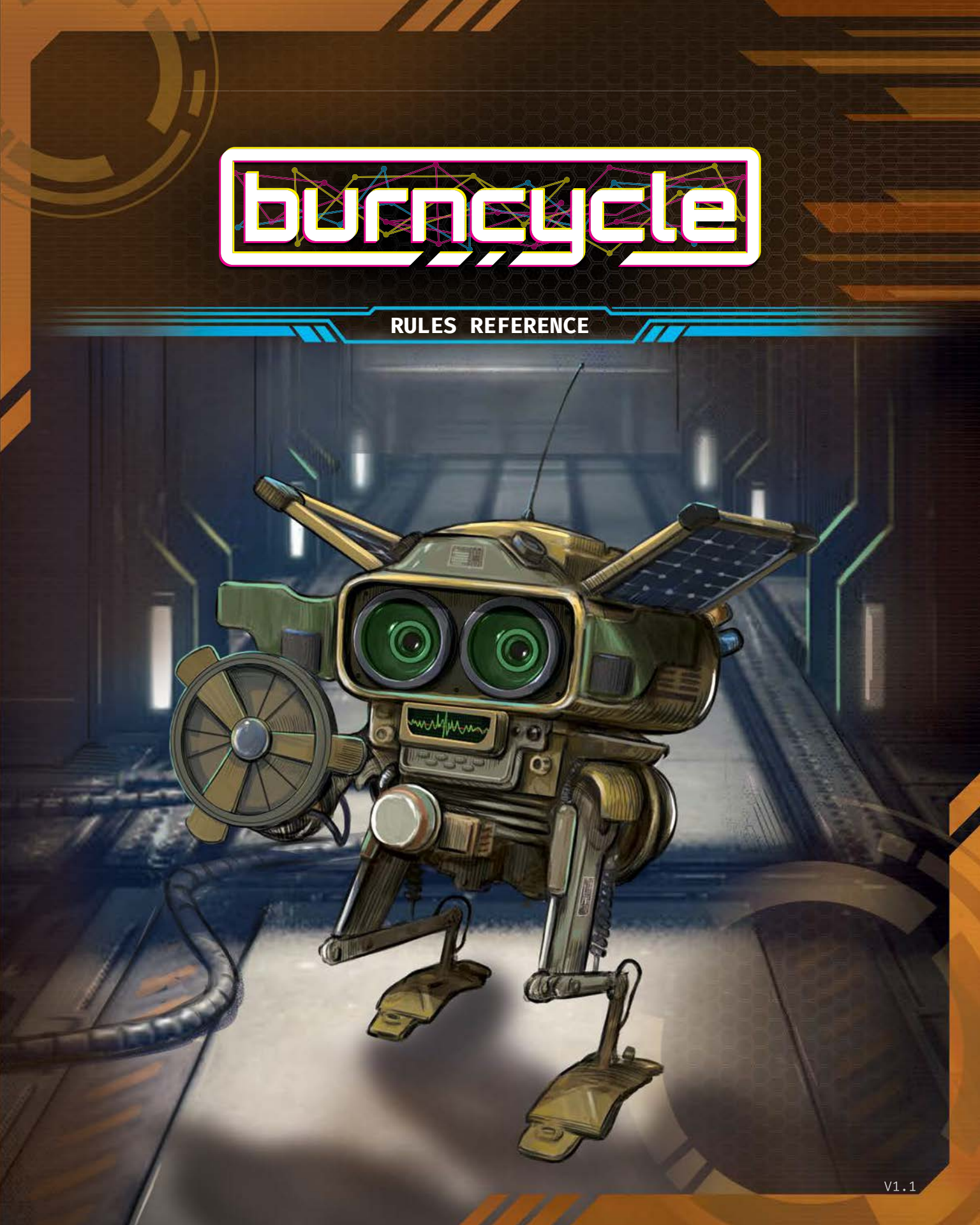
burncycle

RULES REFERENCE



V1.1

USING THIS BOOK

This book consolidates all of the rules of burncycle in a format that is easy to reference during gameplay. If you are new to burncycle, we recommend that you start with the Learn to Play book, using it as a guide for your first game and for following the sequence of the game as well. Players should consult this Rules Reference as questions arise during gameplay.

Each section in this book also contains clarifications to anticipated questions for your benefit. These clarifications are found at the end of each section and marked with ››.

The entries in this book are organized alphabetically by section. Please use the following Table of Contents or the Index in the back of the book to easily locate the topic you wish to read more about.

TABLE OF CONTENTS

ACTION

There are several types of actions. General, physical, tech, and utility actions are taken by players during the action step of their turn. During this step, players move the burncycle tracker through the active chips in the burncycle from left to right. Each active chip in the burncycle allows a player to take an action or pass. Actions can be carried out by your agent, the command module, or you as the player, depending on what the action is.

The action taken does not have to match the chip in the burncycle. However, when a physical, tech, or utility action is taken while the burncycle tracker is on a matching action chip, the action is optimized. This makes the action more effective or easier to accomplish.

Another type of action is a free action, which a player can take at any time on their turn as long as it does not interrupt another action or a resolution already in progress.

FREE ACTIONS

Free actions differ from other types of actions because they don't require the progression of the burncycle tracker and players can take them outside of the action step of their turn. A player can take a free action anytime on their turn except while in the middle of another action, or in the middle of resolving a roll or game effect. All players can take free actions to alter the burncycle and trade. Equipment cards, abilities, and mission cards can offer additional free action options.

» Free actions cannot be taken in between individual moves during a move action. For example, a bot may not trade equipment with an adjacent bot if one of them is currently in the middle of a move action.

» Free actions can be taken at the very start of a player's turn, before they take any actions in the action step of their turn, or at the very end of their turn, after degrading the burncycle.

•Altering the Burncycle

As a free action, players may alter the burncycle on their turn. Altering the burncycle replaces any chip in the burncycle with a chip from a reserve. The chip that is replaced may be either degraded or active, and is returned to the supply. The replacement chip must be taken from either the team's reserve or the reserve of the player taking the action. All new chips placed in the burncycle are put in on their active side. If the captain action chip is replaced before it has degraded, threat advances by 2.

» Since free actions cannot be taken during other actions, you may not alter the burncycle during a keypad action in order to resolve inputs.

» Since free actions cannot be taken in the middle of resolving a roll, you cannot alter the burncycle after rolling the burncycle die but before degrading its rolled result.

See Also: Burncycle, page 13

•Trading

As a free action, a bot can trade with another bot adjacent to them. Bots are able to trade any number of equipment cards, uninstalled mods, or keys that they have in their inventory. If the trade is between two agents, both agents must agree to the trade.

» A trade may occur even if one of the bots offers nothing in return.

» Once a mod has been installed, it cannot be traded.

» After trading, any bot that has more than 2 equipment and/or mods in their inventory slots must discard down to 2. Discarding an uninstalled mod in this way still grants the power printed on it.

See Also: Equipment, page 16; Keys, page 22; Mods, page 25

PHYSICAL ACTIONS

Physical actions include move actions and strike actions. Both types are optimized by the physical action chip, which grants +2 AP for the action.

•Move Actions

Moving is the primary way for bots to navigate across the floor. When taking a move action, the player rolls an AP check using as many dice from their dice pool as they wish. If the move action is optimized, 2 AP is added to the AP total. The player may allocate the AP between their agent and the command module as they wish. Each AP allows the bot to move 1 space orthogonally. Bots cannot move through walls, locked doors, or other units. Bots can move onto or through spaces with terminals and caches.

During movement, bots may collect any caches they move onto (though this is optional). Anytime a bot enters a room that contains a surveillance bead, the room must be surveilled. They immediately remove the bead from the room and check the room's infobar to determine whether they must roll 1 or 2 surveillance dice. After they resolve the roll, the move action continues.

» Since dice are rolled before allocating AP between the agent and the command module, agent abilities that affect dice rolling (such as Byte's Tumble Magnet) can be used even if all AP is applied to the command module.

» If the move action is optimized, the 2 additional AP granted by the optimization can be used for movement without rolling any dice.

» Abilities that specifically affect agent movement (for example, Casing's Pressure die) cannot be used on the command module.

» A player does not need to segment the movement for their agent and the command module and can alternate movement between the two bots as much as desired until the move action is completed.

» There are a fair number of abilities and effects that grant bonus movement outside of a move action on a player's turn. Movement taken in this way is not a move action, and any ability that requires a move action specifically cannot apply to this bonus movement. For example, an agent cannot use a key while taking the bonus movement granted by the Nitro Shot equipment, since using a key specifically requires a move action.

See Also: AP (Action Points), page 9; Caches, page 14

•Strike Actions

Strike actions are how bots destroy walls and attack security units.

A player may have either their agent or the command module take a strike action against an adjacent wall or security unit. The player rolls an AP check using as many dice from their dice pool as they wish. If the strike action is optimized, 2 AP is added to the AP total. The total rolled must meet or exceed the durability of the wall or security unit in order to succeed with the action.

» Strikes are not cumulative. The AP required to be successful must be rolled in a single action.

See Also: AP (Action Points), page 9

Striking Security Units

A bot that is adjacent to a security unit may use a strike action in an attempt to stun or shut down the unit. The AP rolled in the strike action must equal or exceed the security unit's durability. Security unit durability is dependent on their level:

- Level 1: 10 AP
- Level 2: 15 AP
- Level 3: 20 AP
- Captains: Listed on their card

If a strike action fails but comes within 5 AP to the security unit's durability, the striking bot may choose to stun the security unit. A stunned guard has its chip flipped and will not activate during the corporation's turn. At the end of security activation, it will flip back over to its active side when all of the other units do so.

Regardless of whether or not the strike is successful, taking a strike action against a security unit causes threat to advance by 1, and also causes the bot to become detected (if they aren't already). Shutting down a security unit grants the striking bot 1 power, and the security unit chip is discarded. Stunning or shutting down a security unit with a key under it allows the striking bot to gain the key and place it in their inventory.

» Bots may choose to use some or none of their rolled AP. They may, for example, stun a security unit even if they rolled enough to shut it down.

See Also: AP (Action Points), page 9; Detection, page 15; Shut Down Security Units, page 36; Stunned, page 36

Striking Walls

A bot that is adjacent to a wall may take a strike action against the wall in an attempt to destroy it. The AP rolled in the strike action must equal or exceed the wall's durability of 10.

If successful, the bot places a destroyed wall chip on either side of the wall, pointing the door icon to the wall that was destroyed. The striking bot becomes detected (if not already detected), and may choose to take a free movement through the destroyed wall (if the space is unoccupied). If the strike is unsuccessful, do not place a destroyed wall chip, and the bot is not detected.

» Destroyed walls are treated as unlocked doors.

» Bots cannot destroy a wall where there is a door already present.

» Only 3 walls can be destroyed per floor. Bots may not take strike actions against walls if there are already 3 destroyed walls on the floor. When the floor changes, all of the destroyed wall chips will be cleared from the board and become available again for the next floor.

» Bots may destroy exterior walls. However, unless a mission or ability gives these destroyed walls a function, they will not have one. Doors that point to exterior walls are ignored.

See Also: AP (Action Points), page 9; Destroyed Walls, page 42; Exterior Walls, page 42

TECH ACTIONS

Tech actions include **terminal** actions and **network** card actions. Both types are optimized by the tech action chip.

•Terminal Actions

A bot that is on a terminal chip may take a terminal action to access it. A player may have either their agent or the command module take this action.

The player draws the top terminal card from the deck and reviews its 3 options. Each option has an AP requirement and an effect. They must choose an option, then decide how many dice to roll for the AP check. If the check is passed by rolling at least as much AP as the option's AP requirement, resolve the effect and discard the terminal card and chip. If the check is failed, the terminal card and chip are discarded.

If the terminal action is optimized, the player can select up to 2 options on the terminal card. As with a standard terminal action, the options must be selected before rolling action dice. If not enough AP is rolled to satisfy the AP requirements of both options, the player may assign the rolled AP to the selected options as they choose. If the AP rolled is not enough for either option, no effect is resolved.

» Players cannot change their selected option(s) after the dice have been rolled.

» Players can choose to roll no dice, or to not apply their rolled

AP to the card options, if they do not wish to resolve any of the effects on their drawn terminal card. The terminal is still discarded even if the bot gains no benefit from it.

See Also: AP (Action Points), page 9

Mainframe Terminals

Terminals can be flipped to their mainframe side. This generally happens through one of the results on the surveillance dice. When a bot takes a terminal action on a mainframe terminal, the required AP for all options on the terminal card is reduced to 0. The number of options the player may choose is still restricted as normal: 1 option for standard terminal actions, 2 options for optimized terminal actions.

•Network Card Actions

Agents can take the network card action from anywhere on the board. The command module cannot take network card actions.

When this action is taken, the player draws a network card and places it near their agent's mat face up. Agents have a hand limit of 3 network cards. If they ever have more than 3 of these cards, they must immediately discard network cards until they do not exceed this limit. At the end of the player's turn, any unused network cards their agent has are discarded. They do not carry over from turn to turn.

When the player takes an optimized network card action, they may take an additional unoptimized action of their choice without moving the burncycle tracker. This additional action cannot be optimized.

Network cards can be resolved during the network step of a player's turn.

UTILITY ACTIONS

There is only one utility action, the **keypad** action. Keypad actions are optimized by the utility action chip.

•Keypad Actions

A bot that is adjacent to a locked door may take a keypad action to attempt to unlock it. A player may have either their agent or the command module take this action.

When this action is taken, if the door already has a keypad card adjacent to it, the player refers to that card as the keypad for the door. If not, the player draws a keypad card and places it face up on the space on either side of the door the action is being taken on. The side it is placed on does not matter, so it is best to place it where it is less obstructive to players. Keypad cards have 3 different levels, and each level is shown in its own column. The level of the keypad will always match the current floor level unless a game effect dictates otherwise. Each column contains 0-3 input icons and either an AP requirement or the word "Jam."

For each icon in the column, roll the keypad die. The die has the following possible results: . If is rolled, the door automatically unlocks as if all inputs on the card have been resolved. If any other result is rolled, treat the rolled icon as an additional input on the keypad.

Assuming the door is still locked, the player must now determine their approach to the door. They can resolve the inputs on the card, attempt to brute force the door, use a key, or end the action and leave the door locked. They cannot attempt to brute force the door if it says "Jam" at the bottom of the column. Each of these approaches is described in the following sections of this book.

If the door is successfully unlocked, discard the keypad card and place a door peg in the hole next to the door to show that it is unlocked. The bot taking the action then has the option to take a free movement through the newly opened door, so long as the space is unoccupied. This is not considered a move action, and you may not use movement abilities such as swap or push during this free movement.

If the door is not successfully unlocked, leave the keypad card face up in a space adjacent to the door. Any bot taking a keypad action on this door must use the same keypad card rather than drawing a new one.

» Unlocking a door through any other means (for example, using a key during a move action or using a terminal option) is not considered a keypad action.

» Players may not alter the burncycle in the middle of a keypad action.

» A bot may take multiple keypad actions on the same door, even during the same turn (though they must continue to progress the burncycle tracker as normal). Remember that once a keypad card for a door is revealed, it cannot be discarded or changed. It will remain the keypad for that door for all keypad actions taken on it.

See Also: Keypads, page 21

Resolving Inputs

All inputs in the column must be resolved to unlock the door. They can be resolved in any order. If the keypad action is optimized, the player may choose any one input on the card to ignore. Each icon can be resolved as follows:

Keypad Die: Roll the keypad die. Add its result to the inputs that must be resolved.

Physical/Utility/Tech: Resolved in one of two ways:

1. Discard a matching action chip from your reserve or the team's reserve.

2. Move the burncycle tracker to a matching action chip to the right of the tracker's current position in the burncycle (effectively giving up actions).

Alarm: The bot taking the keypad action becomes detected. If the bot is already detected, this input is still considered resolved.

Ping: The CEO adds 1 ping to the core. If all pings are already on the network, this input is still considered resolved.

Shock: The bot taking the keypad action loses 1 power.

» Resolved inputs do not carry over from action to action; they must all be resolved in a single action. It is therefore generally unwise for a player choose to resolve inputs if they cannot resolve them all.

» The results of  inputs do not carry over from action to action; roll the keypad die again on any subsequent keypad actions.

» The action chip the burncycle tracker is currently on in the burncycle cannot be used to help resolve an action input. Only action chips to the right of the tracker's current position can be used.

See Also: Detection, page 15

Brute Force

If the door isn't jammed, the player may attempt to brute force the door by making an AP check in order to unlock it. The AP rolled must equal or exceed the keypad's durability which is based on its level:

- Level 1: 4 AP
- Level 2: 6 AP
- Level 3: 8 AP

» Optimizing the keypad action has no benefit if the brute force option is chosen.

See Also: Keypads, page 21

Keys

If the bot taking the keypad action has a key, they may discard it to automatically unlock the door as if all inputs on the card have been met. This can be done at any time during the keypad action.

See Also: Keys, page 22

GENERAL ACTIONS

General actions cannot be optimized. The repair action is the main general action and can be taken by any bot that has the repair ability upgrade activated. Some missions and abilities may grant additional general actions as well.

•Repair Actions

Once a bot has activated its repair upgrade (by routing 1 power to it during a route power step of their turn), bots may take a general action to repair another bot. The bot taking the action decreases their own power by any amount, and the bot being repaired increases their power by the same amount. This may surpass the repaired bot's power bank limit, but it cannot bring the bot above 10 power. The bot performing the action must retain at least 1 power in its own power bank. The bots do not need to be adjacent or even in the same area, and only the bot taking the action needs to have the Repair ability. Repairing a shut down bot will reactivate it, allowing it to take actions once again.

» A bot can be repaired past its power bank limit. It will not be required to get its power back down to its limit until the end of its next turn. Bots can therefore use the repair ability to help each other obtain enough power for a big turn so they can roll a lot of basic action dice.

See Also: Universal Abilities, page 41

ACTION CHIPS

There are several types of action chips: general, physical, tech, utility, and captain. Action chips are slotted into the burncycle and are also the chips that make up the bots' reserves.

Action chips have 2 sides: an active side and a degraded side. The degraded side is only used when the chip is in the burncycle, indicating that the chip is degraded and cannot be used for an action or to move on the network.

See Also: Burncycle, page 13; Reserves, page 31

ACTION DICE

There are 3 types of action dice:

- Basic
- Advanced
- Elite

Each player builds a dice pool of action dice near the start of each of their turns. They gain basic action dice equal to their current power level and advanced and elite dice based on how many upgrades for each they have activated. These dice are rolled anytime the player needs to make an AP check on behalf of their agent or the command module. AP checks are required for several of the actions bots can take. Some AP checks require a minimum result for success, while others allow you to roll any amount of AP and make use of the AP rolled. When making an AP check, players may roll as many dice from their dice pool as they want to (including 0) and then total the result. Each action describes how to use the AP rolled.

Each die type has a better chance of rolling more AP than the type before it. If a die rolls a side with a number, that number represents the AP rolled. If the die has a blank (only found on basic dice), the die can be returned to the player's dice pool without effect, or two blanks can be used to make 1 AP. If a die has a reroll icon (only found on elite dice), the player can reroll any die before totalling their AP. Reroll dice also have an AP result on them.

Rolled action dice are put back in the supply once rolled, even if the AP was not used, which can happen if more AP was rolled than needed or if not enough AP was rolled to successfully complete the check.

» Players can use a reroll on the die with the reroll icon on it. If players have multiple dice with rerolls on them, they can resolve those rerolls one at a time in the order of their choosing. If a rerolled die result has another reroll on it, that reroll may be used as well. Make sure to keep track of which rerolls have been used and which haven't.

» When 2 blanks are used to make 1 AP, those dice are returned to the supply instead of the dice pool. Using 2 blanks for an AP is optional.

See Also: AP (Action Points), page 9

ADJACENCY

Two spaces must share a side to be considered adjacent to each other. Adjacency is only considered orthogonally, not diagonally. Two spaces with a wall between them are not considered adjacent to each other. Unlocked doors and destroyed walls do not block adjacency. Whether a locked door blocks adjacency depends on what type of unit is determining the adjacency:

- When a bot is determining adjacency, two spaces on either side of a locked door are not considered adjacent to each other.
- When a security unit is determining adjacency, two spaces on either side of a locked door are considered adjacent to each other (since security units can move through locked doors).
- For abilities that require adjacency, consider adjacency from the unit that the skill belongs to (for example, a Walker's Drain ability will affect a bot on the other side of a locked door, even though the bot wouldn't be able to use an adjacency ability on the Walker).

A space and anything on that space is adjacent to a wall or door that it shares a side with.

» Units can be adjacent to each other while in different areas. However, remember that security units only have awareness of the area they are in, so a bot may be adjacent to a security unit through a door or destroyed wall but remain undetected.

ADJACENCY EXAMPLE

In the above image, adjacency for the Walker and Processor is as follows:

- The Walker is not adjacent to space A because a wall separates this space from the space the Walker occupies. For the same reason, Processor is not adjacent to space B.
- The Walker is adjacent to space C, as security units determine adjacency through all doors, including locked ones.
- Processor is not adjacent to space D. Unlike security units, bots are not adjacent to spaces separated by locked doors.
- Processor is adjacent to space E, as the door between Processor and this space is unlocked.
- The Walker is adjacent to the F spaces, as spaces that share a side in the same area are considered adjacent to each other. For the same reason, Processor is adjacent to space G.

AP (ACTION POINTS)

AP is used to perform certain actions. When performing an action that has an AP check, players will select as many dice from their dice pool as they would like, roll them, and total the amount of AP rolled. Some actions, such as terminal and strike actions, require a minimum amount of AP to succeed, while other actions have no minimum but allow bots to do more based on the amount of AP rolled.

» If additional AP is granted from a game effect, players do not need to roll action dice in order to take advantage of this. For example, a player may take an optimized physical action, roll no dice, and still use the 2 AP granted from the optimization.

» AP is only usable for a single action. Any unused AP will not carry over to future actions or turns.

» Rolled AP is optional to use. Players may decide to use fewer AP than is rolled, or none at all. For example, a bot that takes a strike action and rolls enough AP to shut down a security unit may instead use less AP and stun it.

AP CHECKS

When dice are rolled for AP, this is known as an AP check.

» For all AP checks, dice are returned to the supply after resolving the check. Only unused blanks are returned to the player's dice pool.

» Many AP checks require a minimum amount of AP to be passed, such as AP checks for terminal and strike actions. Any excess AP rolled is still used, with those dice being returned to the supply. Even if an AP check is unsuccessful, the AP is still spent, and the rolled dice are returned to the supply.

» Other AP checks allow players to roll any amount of dice and freely use any amount of the AP rolled, such as AP checks for move actions. Any unused AP rolled in these checks is lost.

AREA

An area is any connected section of spaces that is enclosed by walls, doors, and/or the edge of the floor mat. Each individual room is an area. All hallway spaces connected to each other are considered an area, as are outdoor spaces.

» If there are two or more segmented sections of hallway spaces or of outdoor spaces, they are separate areas.

» Safe zones that are a part of the same piece of neoprene as another room (such as the safe zone attached to the security room) are considered to be their own rooms, and therefore are also their own areas.

See Also: Hallways, page 18; Outdoor Spaces, page 30; Rooms, page 32

AWARENESS

Awareness represents whether the corporation is alerted to a bot's presence. Each bot has an awareness chip that is placed on the board to represent the last place they were known to be. Bots most commonly place their awareness chip as a result of being within a security unit's awareness range. When a bot's awareness chip is on its space, they are detected. Bots can also become detected by triggering alarms on locked doors, by getting booted from the network, by striking or pushing security units, or by other game effects.

» The awareness of each security unit is constantly monitored throughout the game, regardless of which unit's turn it is or what step of their turn it is. If any action or game effect causes a bot to be within a security unit's awareness, it is detected at that time.

See Also: Detection, page 15; Security Units, page 32

AWARENESS CHIPS

Each bot has an awareness chip that represents the last space on the floor that the corporation knew or suspected the bot to be. They do not block unit movement. Awareness chips that are in play will influence security activation as security units prioritize moving towards them when they move.

Some in-game effects allow bots to put their awareness chips into play, but they most often come into play through detection. An awareness chip remains in play until it is cleared by having a security unit move onto it, or when the floor changes. When an awareness chip is cleared, it is placed back on the corresponding bot mat and is out of play.

Awareness chips have a backside that matches the shut down side of their bot chip. The backside of the awareness chip is used as a visual aid during security activation to show which awareness chips have already been investigated/pursued.

If playing on seasoned difficulty, threat advances by 1 each time an awareness chip comes into play. This only happens if the awareness chip was previously out of play. If the awareness chip was already in play and moves, threat does not advance.

» If multiple awareness chips share a space, all awareness chips will be cleared when a security unit moves onto that space.

AWARENESS RANGE

Awareness range is a stat that all security units have, indicated by the red number on the right side of their chip. It determines how far away it can detect bots from. A security unit's awareness is based on its facing. Security units are aware of the spaces in their area that are directly in front of them, up to their awareness range. Additionally, security units have a peripheral awareness, which is half of their awareness stat (rounded up). This is how many spaces away the security unit is aware of for any space in its area not directly in front of it.

Security units can generally only be aware of spaces in the area they are in – if they are in a hallway, they will not be aware of a space in a room, even if adjacent to it.

When a bot is on a space a security unit is aware of, it is considered to be within the security unit's awareness. This immediately causes the bot to be detected, which means they place their awareness chip on their space. As long as the bot remains within the awareness of any security unit, they will remain detected. If they move outside of the awareness range of all security units, they leave their awareness chip on the last space they were detected.

» Peripheral awareness is still considered to be part of the awareness range of the security unit and will still trigger specific game effects and abilities such as Zuk's Doomscrolling ability.

•Awareness Through Doors

The only time a security unit's awareness extends beyond its own area is when a detected bot moves through a door. When this happens, security units are temporarily aware of the space on the other side of that door, if their awareness reaches that space. This awareness ends as soon as the bot has finished moving through the door. Whether a security unit detects a bot going through a door determines whether their awareness chip goes with them.

» When a security unit detects a bot moving through a door, that awareness does not extend further than 1 space into the new area, even if the awareness range would otherwise allow it to extend further.

See Also: Doors, page 16

•Awareness in Safe Zones

Safe zones are named as such because security units outside of safe zones will not see bots move into safe zones – when a bot enters a safe zone, their awareness chip will always be left outside of the door. However, if a bot does something to be detected while in a safe zone, their awareness will still be placed in the safe zone.

» While security units will not detect a bot when the bot moves into the safe zone, bots can still be detected within a safe zone if they do anything else that would cause detection, such as destroying a wall or striking a security unit. If a bot becomes detected while in a safe zone, a security unit will pursue/investigate as normal and may therefore move into the safe zone.

See Also: Safe Zones, page 32

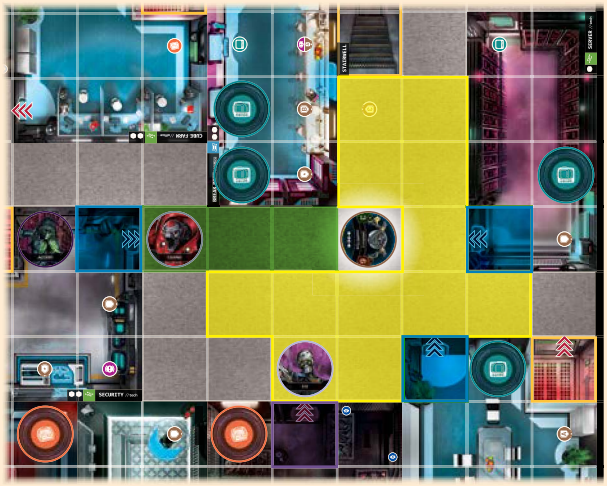
•Awareness in Hiding Spots

If a bot successfully moves onto a hiding spot, they will not be detected even if within a security unit's awareness. However, if the hiding spot is within a security unit's awareness when a bot that is already detected moves onto it, that bot is not successfully hidden, and the hiding spot does not protect them from the security's awareness, as it sees your attempt to hide.

» Bots are unsuccessful at hiding only if both of the following are true: the bot is detected when moving onto the hiding spot space, and the hiding spot is within a security unit's awareness. If only one but not both of these conditions applies, the bot is still successfully hidden when it moves onto the hiding spot.

See Also: Hiding Spots, page 20

AWARENESS EXAMPLE



In this example, the Hamster's awareness is as follows:

- The spaces marked green are the spaces directly in front of the Hamster in the same area and within its awareness range of 6, and are therefore within the Hamster's awareness. If the hallway extended further, it would be able to see a full 6 spaces in the direction it faces. Casing is detected.
- The spaces marked in yellow are also within the Hamster's awareness range due to its peripheral awareness of 3 (half of 6). EXE is detected.
- The spaces marked in blue are spaces that the Hamster is not aware of because they are in different areas. However, security units become temporarily aware of the space on the other side of a door when a bot moves through the door, as long as the space still falls within the unit's awareness. Therefore, the Hamster would temporarily become aware of these spaces if a bot were to pass through the doors adjacent to those spaces. If Casing were to move into the security room, his awareness chip would go with him into the room.
- The purple space is also adjacent to a door, but the space itself is outside of the Hamster's awareness because it is 4 spaces away and not directly in front of the Hamster. The Hamster would not see EXE move through this door, and EXE's awareness chip would remain in the hallway.

BOTS

Bots are the player-controlled units, which include the agents and the command module. All bots have a corresponding unit chip, awareness chip, and bot card. Bot cards have one side to use as an agent, and one side to use as a command module.

» Joan the Drone, the extra chip associated with Memory when she is played as an agent, is not considered to be a bot.

AGENTS

An agent is a bot that is controlled by a specific player. This excludes the command module bot. Any game effect that specifically applies to bots applies to agents; however, any effect that specifically applies to agents does not apply to the command module.

» Some bots have unique dice that are only usable by those specific bots, such as Casing's Pressure die and Bit's Lift die. These dice are only used when those bots are played as agents. A bot card will specify if it requires a bot die and how the die is used.

ANATOMY OF AN AGENT MAT AND CARD

1. Name and role
2. Innate ability
3. Unique ability upgrades—pegs are used to mark the unique ability upgrades the agent has activated
4. Universal ability upgrades—pegs are used to mark the universal upgrades the agent has activated
5. Power bank limit—the maximum amount of power the agent can end its turn with
6. Power bank—a peg marks the amount of power the agent currently has
7. Advanced and elite dice limits—the maximum amount of the respective upgrades the agent can have
8. Advanced and elite dice upgrades—a peg marks the current number of respective upgrades the agent has activated
9. Inventory area for collected keys (can also store the bot's awareness chip while not in play)
10. Inventory slots for mods and equipment
11. Equipment dice slots—used if the corresponding inventory slot has an equipment card with a die
12. Innate reserve allotment
13. Reserve allotment upgrades—pegs are used to mark the reserve allotment upgrades the agent has activated
14. Reserve

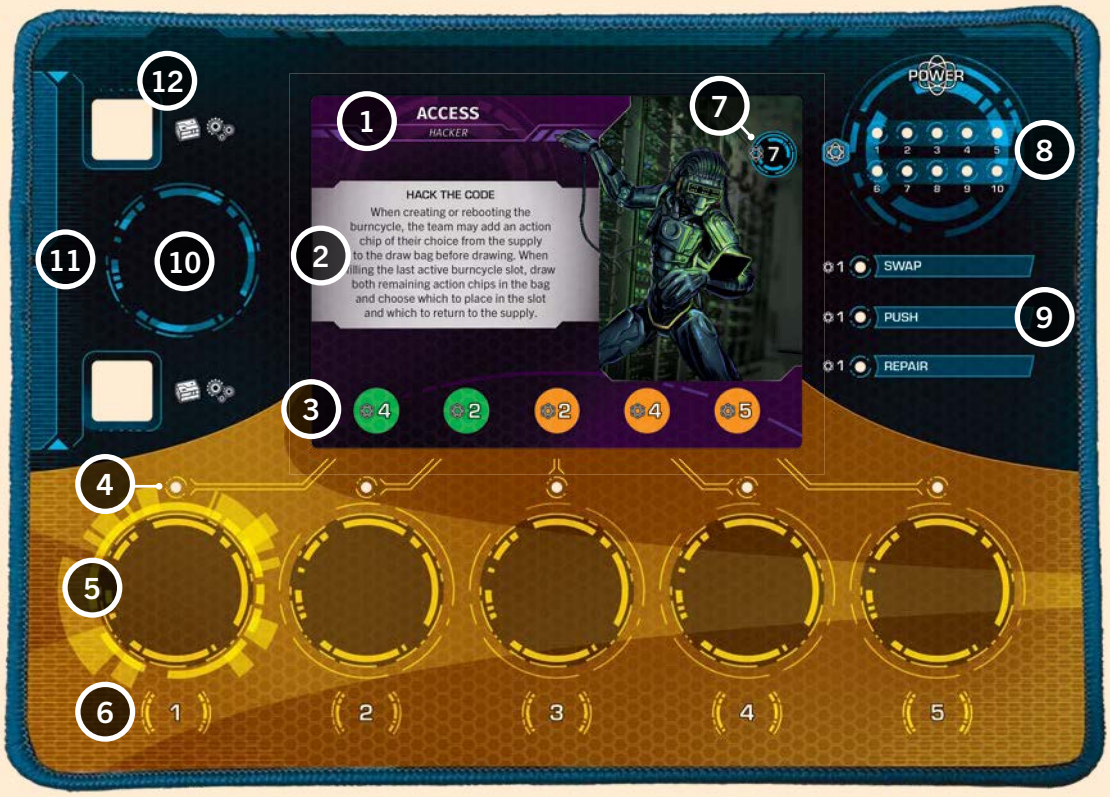
COMMAND MODULE

The command module is a bot that accompanies the agents on the mission, but it does not hold the same functions as agents. It does not have its own turn and instead relies on players to divide their actions between their agent and the command module. It has an inventory to hold equipment and uninstalled mods, but it is unable to use either. It can still hold and use keys as normal. The command module is not granted power gained from completing mission objectives.

The command module often has a special role in completing the team's mission. If the command module is shut down, the game is immediately lost.

Any effect that applies to bots applies to the command module. Any effect that applies to agents does not apply to the command module.

ANATOMY OF THE COMMAND MODULE MAT AND CARD



1. Name and role
2. Innate ability
3. Burncycle slot costs—starting slots are colored green
4. Burncycle slot peg holes—pegs are used to mark the currently active slots
5. Burncycle slots
6. Burncycle slot numbers—the burncycle tracker bead is placed here as well
7. Starting power
8. Power bank—a peg marks the amount of power the bot current has
9. Universal ability upgrades—pegs are used to mark the universal upgrades the bot has activated
10. Inventory area for collected keys (can also store the bot's awareness chip while not in play)
11. Inventory slots for mods and equipment
12. Equipment dice slots—used if the corresponding inventory slot has an equipment card with a die

During their turn, a player may choose to forgo an action for their agent to have the command module take an action instead. These actions are still affected by the burncycle and can therefore still be optimized. When rolling for AP checks on behalf of the command module, the player uses dice from their dice pool. Actions the command module may take include strike actions, terminal actions, keypad actions, repair actions (if upgraded with the repair ability), and any other actions granted by the mission.

Command modules may also take move actions, though these actions work differently, as a single move action can be split between the player's agent and the command module. After rolling dice for a move action, the player may choose to allocate some or all of the AP rolled to move the command module.

The command module has a power bank, but it works differently compared to agents' power banks. Since the command module never has its own turn, it is never forced to spend its power down to a power bank limit. The power stat on the command module's mat instead indicates how much power it begins the game with. The command module can store up to 10 power total.

The command module's upgrades can be activated when players route power. Players can choose to upgrade the command module and can use power from any combination of bots to pay the power cost of the upgrade as long as at least 1 power comes from either the player's agent or the command module itself.

» When using the command module to take actions, players may not use the abilities specific to their agent.

» During move actions, players are free to allocate the AP between their agent and command module in any order. For example, if the player rolls 10 AP for movement, they may move their agent 2 spaces, then move the command module 6 spaces, then move their agent another 2 spaces.

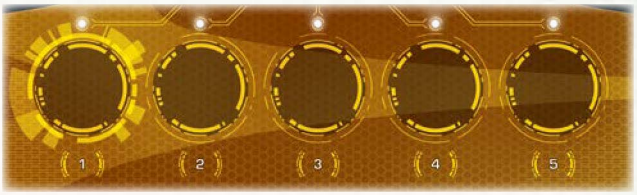
» The AP roll for a move action is considered to be taken by the agent, even if all of the AP is applied to the command module. Therefore, any agent skills that affect dice rolling can be used on the roll. However, skills that specifically affect the agent's movement are still restricted to just the agent and cannot be applied to a move action if all of the AP is allocated to the command module.

» The command module's power can only be routed towards its own upgrades. Players cannot use the command module's power to activate upgrades on their agents.

» Unlike agents, the command module's bot mat does not have a place for a reserve. We recommend stacking the team's reserve chips to the right of the command module's mat, where they are in clear view for all players. The team's reserve is used for any game effect that would apply to the command module's reserve.

See Also: Action, page 4; Agents, page 11; Power, page 31

BURNCYCLE



The burncycle is part of the command module mat and consists of 5 chip slots that may be active or inactive. Active burncycle slots are marked with pegs and contain action chips that allow players to take actions and use the network on their turn.

USING THE BURNCYCLE FOR ACTIONS

During the action step of their turn, each chip in the burncycle grants the player the opportunity to take an action. Players will work through the burncycle from left to right, moving the burncycle tracker bead under the current chip as a visual reminder of which chip they are currently using. Any degraded chips in the burncycle are skipped.

If the current chip in the burncycle is the captain action chip, the burncycle action listed on the captain's card must be carried out. Then, regardless of which kind of action chip is in the current slot of the burncycle, the player may either take any available action or pass. If the chip in the burncycle is a physical, tech, or utility chip and the player chooses an action of the same type to perform, the action is optimized which grants a bonus to the action.

» The burncycle action of the captain action chip must be resolved when this chip comes up in the burncycle, even if the player does not take an action with the chip.

» Players do not have to match the action they take to the chip type in the burncycle. They can take any action on any chip as long as they are able to perform it. Matching the chip type and action type is optional, but the benefit of doing so and optimizing the action is often worthwhile.

See Also: Action, page 4

USING THE BURNCYCLE FOR NETWORK MOVEMENT

During the network step of the player's turn, each non-degraded burncycle chip grants movement on the network. General action chips and the captain action chip each allow the agent's IP to move 1 node, while physical, tech, and utility chips in the burncycle allow for more movement in general.

See Also: Network, page 25

DEGRADING THE BURNCYCLE

At the end of each player's turn, they must roll the burncycle die to determine which chip is degraded. When rolled, degrade the chip in the slot with the number matching the rolled result by flipping it to its degraded side. A ? gives the player a choice for which chip is degraded. If the slot rolled is already degraded or inactive, degrade the next active chip up in the cycle. Slot 5 loops back to slot 1. For example, if a player rolls a 3 but the chip in slot 3 is already degraded and slots 4 and 5 aren't active yet, the active chip in slot 1 would degrade.

» A player may still take a free action to alter the burncycle even after they have concluded this step.

ALTERING THE BURNCYCLE

The burncycle can be altered as a free action during any player's turn.

See Also: Altering the Burncycle, page 4

REBOOTING THE BURNCYCLE

The burncycle only reboots when players choose for this to occur. The burncycle can be rebooted immediately before any player's turn. When the burncycle is rebooted, all active and degraded chips are cleared from the burncycle and returned to the supply. Any unused chips in all reserves are also returned to the supply. Then, place the captain action chip and general action chips in the draw bag so that the total number of chips in the bag equals the number of active slots in the burncycle. Randomly draw the chips from the bag one at a time, placing them from left to right in the burncycle in the order they are drawn. Then, create the team and personal reserves. Threat advances by player count. Any banned IPs are returned to the network.

» The burncycle cannot be rebooted before the corporation's turn, though it can be rebooted after the corporation's turn and before the next player takes their turn.

» The burncycle can be rebooted regardless of how many active chips remain in the burncycle, but because rebooting the burncycle is generally detrimental, players will likely want to wait as long as they can before resolving a reboot. However, if they wait too long, they will find themselves unable to take enough actions on their turns to be effective.

» If no active chips are in the burncycle, a player can still choose to not reboot the burncycle on their turn.

See Also: Banned IPs, page 30; Reserves, page 31

UPGRADING THE BURNCYCLE

The team is able to expand the number of active burncycle slots. This can be done during the routing power step of any agent's turn. The power required to activate each slot is shown on the command module's card. This power can come from any combination of bots as long as at least 1 power is routed by either the current player's agent or the command module. The team must activate the furthest left inactive burncycle slot. If the burncycle has already been created when a slot is unlocked, a general action chip from the supply is placed in the newly unlocked slot.

» If a burncycle slot is activated during game setup, this occurs before the creation of the burncycle. Therefore, no chip is added until the burncycle is created, at which time that slot will be treated as normal and filled from the draw bag.

See Also: Routing Power, page 31; Upgrades, page 41

DEACTIVATION OF BURNCYCLE SLOTS

Slots in the burncycle can be deactivated through game effects such as threat events. When this occurs, remove the peg from the affected slot and return the chip in that slot to the supply. The slot is now inactive just as all other slots that are not active. Inactive slots are skipped when they come up in the burncycle (even if between two active slots) and cannot have chips in them. Inactive slots can be activated by upgrading the burncycle during the Route Power step of an agent's turn.

CACHES

Caches are represented by the orange chips, which have a cache on one side and a key on the other. Caches are placed on all cache spaces during each floor's setup. Caches do not block movement and can be moved onto and through by all units. When a bot moves onto a cache, they may choose to collect it. This can still happen even if the movement occurs outside of the bot's turn. If they choose not to collect it, the chip remains where it is.

When a cache is collected, the cache chip is returned to the supply and the bot draws the top equipment card from the equipment deck and places it in their inventory. This may happen in the middle of a move action, and if so the action continues as normal after the cache is collected.

Security units do not collect caches but can occupy cache spaces, thus preventing bots from collecting them until the security unit moves away.

If a cache space does not have a cache chip (because it has already been collected, or the floor setup gave unique instructions), there is no cache there for bots to collect. A cache space is always a cache space for other game effects and conditions, even if no cache chip is present.

» Collecting caches and surveilling rooms do not require the movement to be part of a move action. Movement granted through abilities and game effects also allows for collecting caches.

» A cache can only be collected when moved onto. If a bot ends its movement on a cache and chooses not to collect it, they cannot later collect it unless they move off of it and then back on.

See Also: Move Actions, page 4; Equipment, page 16

CEO

The CEO is the head of the corporation and is represented by its chip, which sits in the middle of the network mat.

The CEO does not have a physical presence on the board but is represented on the network by the pings.

The backside of the CEO's chip has unique action icons. It is not used in a standard game. These chips come into play in Rescue Mode, which allows players to chain multiple games together into an adventure where you rescue bots from the various corporations. To learn more about Rescue Mode, a printable PDF with its rules can be downloaded at chiptheorygames.com/support.

CORPORATION

The corporation is the setting for the game. The base game contains 3 different corporations, which offer different floor layouts, threat meters, and mission cards. Each corporation has a unique theme and feel.

See Also: Corporation's Turn, page 15; Missions, page 23; Threat, page 39

CORPORATION MARKER

The corporation marker chip is given to the player that goes last in turn order. The corporation takes its turn once all players have taken theirs, and the corporation marker is a visual reminder of which player's turn the corporation's turn follows. Turn order may change when the floor changes. After progressing to the next floor, the corporation marker chip is given to the player who took the last turn on the previous floor.

See Also: Corporation's Turn, page 15; Changing Floors, page 18

CORPORATION'S TURN

The corporation turn starts after the player with the corporation marker chip has finished their turn. This turn is divided up into three steps: security activation, then ping activation, and finally threat advancement.

See Also: Ping Activation, page 28; Security Unit Activation, page 35; Threat Advancement, page 40

DETECTION

When a bot becomes detected, its awareness chip is placed on top of its bot chip. There are a few ways a bot will become detected:

- Being within the awareness range of a security unit — this is the most common reason for a bot to become detected
- Taking a strike action against a security unit, even if unsuccessful
- Destroying a wall
- Getting booted by a ping on the network
- Resolving an alarm input on a keypad
- Other game effects and abilities

When the bot moves, its awareness chip will move with it if it remains detected. As soon as the bot becomes undetected (for example, by moving out of the awareness range of any security units), its awareness chip is left in the last space it was detected.

» It does not need to be a bot's turn in order for it to become detected. A bot can become detected anytime during the game if they find themselves within the awareness range of a security unit or another game effect causes them to become detected.

See Also: Awareness, page 9

DICE POOL

The pool of action dice a player has access to during their turn. Each player creates their dice pool during the second step of their turn, after the first route power opportunity but prior to taking actions. The dice pool is determined by their agent's power level (1 basic die for each power), and the number of activated advanced and elite dice upgrades.

» If a game effect adds dice to a player's dice pool, that effect cannot increase the dice pool above a total of 10 basic action dice, 5 advanced dice, and 5 elite dice.

» If the amount of power a player has changes during their turn after creating their dice pool, the dice pool for that turn is not adjusted.

See Also: Action Dice, page 8

DIFFICULTY LEVELS

Burncycle offers players three unique difficulties, which players can select after choosing their mission card during setup.

SIMPLIFIED DIFFICULTY

Players use the "Simplified" side of the corporation's threat card. This side only has escalation points and does not have any of the threat events. The skills of security units are also not active in this difficulty.

» Because the skills of security units are not active, units with the unlocked doors patrol will not lock the unlocked doors they become adjacent to. This may mean they move towards an unlocked door and remain adjacent to it for future patrols. They will still move away if they would pursue or investigate, or if a game effect locks the door.

» Guards with the closest bot patrol will not have their accompanying shift skill that allows them to patrol within rooms and not be constrained to their current area when patrolling. They will therefore only patrol in the hallways and outdoors, and will move towards the closest bot in their area.

STANDARD DIFFICULTY

Play as this book describes with no additional changes. The "Standard" side of the threat card is used.

SEASONED DIFFICULTY

Threat advances by 1 any time a bot's awareness chip comes into play. The "Standard" side of the threat card is used.

» This additional threat only advances if an awareness chip enters play from off the board. If the awareness chip is already on the board and moves, this does not advance threat.

» If a bot's awareness chip enters play because it is detected from striking a security unit, threat advances by 2, once for the awareness entering play and once for striking a security unit.

DOORS

Indicated by the ››› on a room tile. This symbol only needs to be present on one side in order to be considered a door and can be interacted with in the same way from either direction. ››› symbols leading to exterior walls, or to outdoor spaces on floor 2 and floor 3, are not considered doors and are treated the same way as exterior walls. Like walls, doors will block security awareness and patrol routes. However, if a bot passes through a door while in the awareness range of a security unit, that unit's awareness will extend 1 space through the door, provided its awareness range would extend that far if it was a part of the same area. Security units will pass through doors to pursue and investigate.

All doors are locked unless they have an unlocked door peg slotted. Bots cannot pass through locked doors, but security units can. Bots can attempt a keypad action or use a key to unlock an adjacent locked door. Locked doors block adjacency for bots, but not for security units.

When a door becomes unlocked, an unlocked door peg is slotted into the peg hole. It remains unlocked for the rest of the floor (unless game effect locks it again). If a door was unlocked through a keypad action, the bot that took that action may take a free movement through the newly unlocked door (if the space is unoccupied). Bots can pass through unlocked doors when moving. Bot and security unit adjacency is determined through unlocked doors.

» Unlocked doors in safe zones carry over to future floors, but destroyed walls do not, even if they are in safe zones.

See Also: Keypad Actions, page 6; Keys, page 22

ENTRANCE

The entrance mat is unique because it consists of a single square and is not a room. It is instead a hallway space with a door on one side.

The entrance mat has two uses: it is used to add a doorway where there otherwise would not be one, and it is used to cover security posts that should not be visible on the floor.

The door on the entrance will sometimes lead to outdoor spaces or a room, but on some floors it will be seen between two hallway spaces. In this case, the door does divide the hallways into two areas. The door must be unlocked as normal in order for bots to move through it.

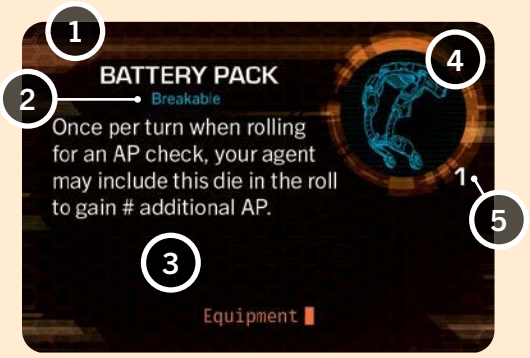
» Guards will generally stay in the area they are in when performing their patrol, unless their patrol or a skill says otherwise. Guards will therefore generally not patrol through this hallway door. Captains may patrol through this door, however.

See Also: Area, page 9; Hallways, page 18

EQUIPMENT

Equipment are items that offer situational benefits to help bots on their mission. Equipment is primarily obtained through collecting caches. When equipment is acquired, it is stored in a bot's inventory on their bot mat. The exact way a piece of equipment can be used will be detailed on its card. Some equipment comes with a corresponding die, which is denoted by the card having a number under its image. The corresponding equipment die has the same number in its top right corner. The equipment die is slotted in the die-cut section of the inventory. Equipment can be traded through use of the trade free action. Anytime a bot would like, they can discard an equipment card from their inventory.

ANATOMY OF AN EQUIPMENT CARD



1. Card name
2. Equipment category—indicates how long the equipment can be used for
3. Equipment effect and when it can be used
4. Equipment image
5. Equipment die number that goes with this card—if there is no number, the equipment does not have a corresponding die

There are several different categories of equipment:

- Discard: When you gain this equipment, immediately discard it and gain its benefit. You do not need to have had an open equipment slot to gain this card's benefit.
- Single Use: Discard this equipment when used.
- Counter: The facing of the die for this equipment is important. The card will detail how it is used and when it is discarded.
- Breakable: When you roll the die for this equipment and choose to resolve the result, if the die result shows a ⚠ icon in the bottom left, discard the equipment after resolving its effect. Otherwise, the bot may keep the equipment and continue using it.

The command module may carry and trade equipment but cannot use it. They may, however, gain the benefit of 'discard' equipment cards.

» If the equipment deck is depleted, shuffle the discard pile and use it as the new supply.

» After rolling an equipment die, the player can always choose to not resolve the roll.

See Also: Trading, page 4

ESCAPE

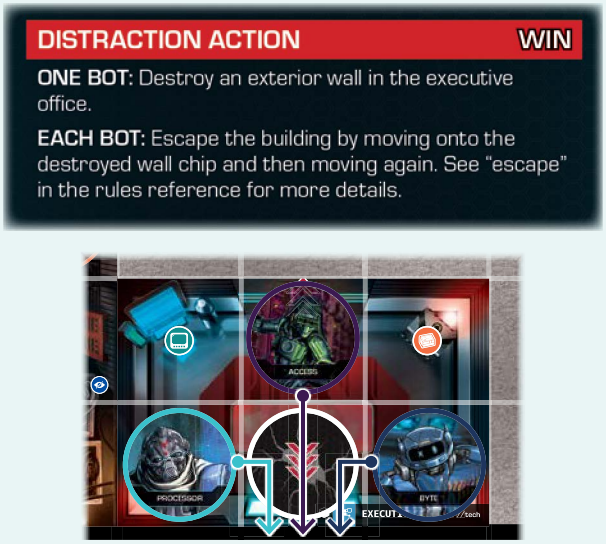
Escape is a unique mission-end condition called out on some mission cards. The mission card will specify when and where the escape takes place. A bot that escapes is removed from the floor after meeting the provided conditions. After escaping, the bot cannot take any further actions. After an agent escapes, that player's turn ends and they will not take any turns for the rest of the game.

» Since the command module requires agents in order to perform actions, it will become impossible for the team to win if all agents escape before the command module because no players will be able to take turns to move the command module.

» The burncycle functions as normal even after the command module has escaped.

» Even if a player's agent has escaped, that player still counts towards player count when determining threat advancement.

ESCAPE EXAMPLE



The above example is for the NeedChain mission Operation: Pillar of Panic. In this example, Processor and Byte are agents and Access is the command module. Processor moves onto the destroyed wall chip and then moves again to exit the building (normally a move that would not be allowed, without the exception provided by this mission). Processor's turn immediately ends, and he will not take any further actions or turns for the rest of the game. On Byte's turn, Byte decides to use movement to first allow Access to escape, before escaping herself, resulting in a win for the bot team. If Byte were to escape ahead of the command module, her turn would immediately end and there would be no agents left to get the command module out, which would result in a loss of the game.

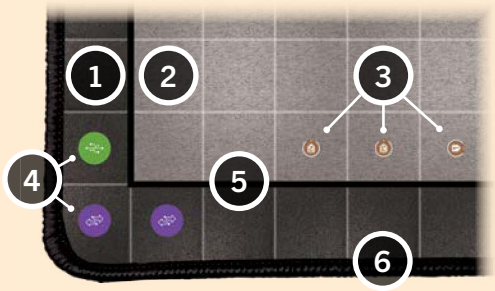
FLOOR

A floor layout of burncycle is dependent on which numbered floor it is, and which corporation the current mission takes place on. The floor layouts are detailed in the floorplan book. Once players have chosen a mission and identified its corporation, the specific floor numbers will be found on the mission cards. Most missions start on floor 1, but some missions might start on different floors or skip floors entirely. Always be sure to consult the mission card to know which floor layouts are required for the mission.

The floor number also determines the guard level of mandatory and room security posts, as well as the difficulty of keypads. It also is used to determine which security detail to use on the captain card.

» Always use the actual floor number when determining game effects. For example, the Salida mission Operation: Improbable starts on floor 3. Even though it is the first floor players will start on, it is still floor 3 for all game effects that depend on the floor level.

ANATOMY OF THE FLOOR MAT



1. Outdoor space
2. Hallway space
3. Hallway security post
4. Team reserve allotment if occupied during burncycle creation/reboot
5. Wall
6. Outer perimeter wall

CHANGING FLOORS

In order for the bots to proceed to the next floor of the mission, all tasks for the floor's objective must be completed. Once the objective has been completed, the bots must occupy safe zones simultaneously. At the end of a turn in which the objective is completed and all bots occupy safe zones, the bots will change floors. Refer to your mission card to determine which floor the team will move to, and use the floorplan book for its setup.

Give the corporation marker to the player that took the last turn. After the floor has been changed, this will be the last player in turn order, with the corporation's turn happening after their turn. The player to their left will be the first player in turn order.

Safe zone doors that are unlocked will remain unlocked on the next floor, so players will need to make note of which safe zone doors are unlocked. They should also make note of which safe zone each bot is in, as well as any security units in safe zones. The specific space within the safe zone that each bot and security unit is in is not important. Set aside the bots and security units in safe zones.

Remove all of the components from the board, keeping only safe zone door pegs on safe zones that will remain the same on the next floor. Remove all other door pegs. Return all other components on the board to their supply. Return all awareness chips to their bot's mat, even if they were in a safe zone.

All of the rooms can be removed from the map. If you are progressing to the next floor in numerical order as most missions do (i.e. from floor 1 to floor 2), the floorplan book has an asterisk beside any floors you need that were used in the previous floor, so players know which rooms to return to the box and which to leave out.

Set up the next floor per the floorplan book. Add the set aside bots and security units from safe zones back to the safe zone that is in the same position as the safe zone they were in on the previous floor (even if the room it is attached to has changed). In safe zones with multiple spaces (such as the service elevator and stairwell), players may rearrange the units as they like within the safe zone. This allows players to ensure bots going early in turn order are not trapped by security units or later-acting bots.

Add door pegs back to the doors of safe zones that were unlocked on the previous floor. Again, even if the room the safe zone is attached to has changed, it is considered the same safe zone, and its door has the same locked/unlocked status as it had on the previous floor.

Any agent that does not have an imperative card draws an imperative card.

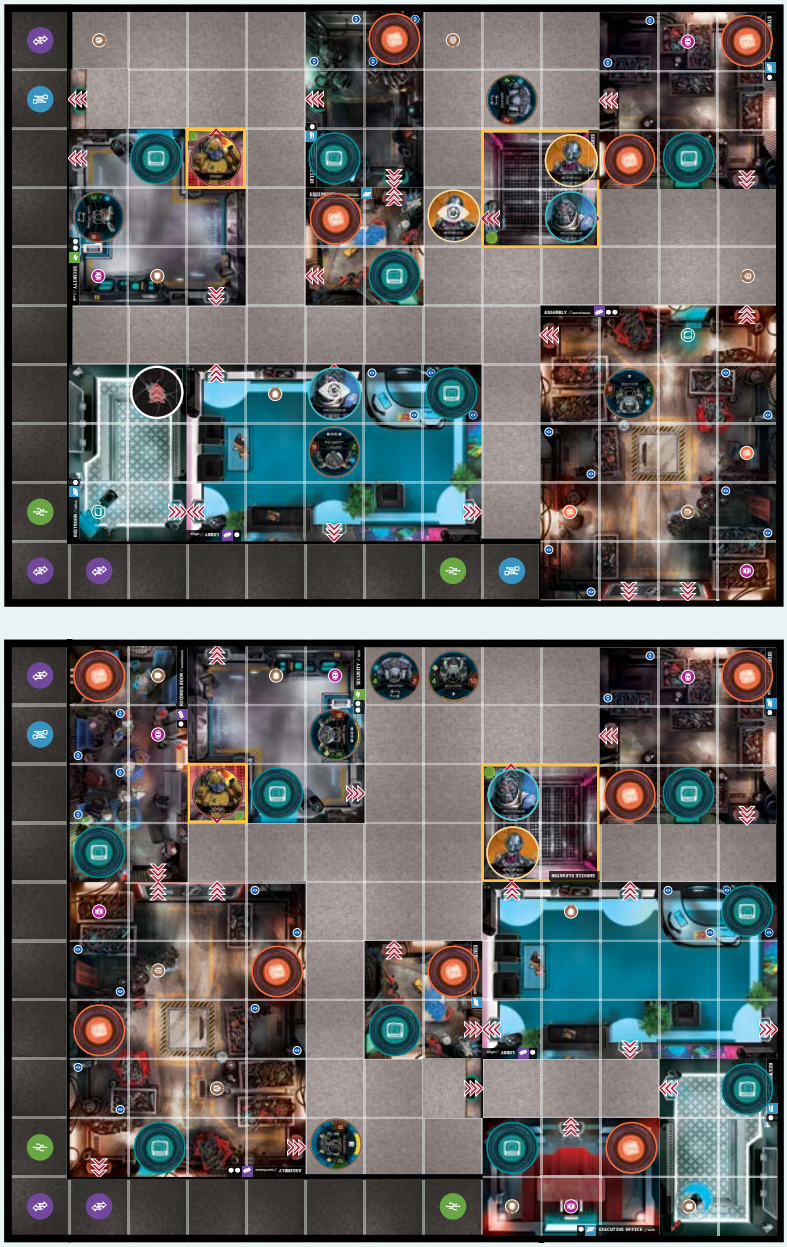
The player to the left of the last player to have taken a turn is the new first player. All players will take a turn before the corporation next takes a turn.

In a solo game, after completing a floor, the turn order also resets. This means the player will take another turn before the corporation takes its turn.

HALLWAYS

Hallways are areas of the floor made up of the light gray spaces not covered by rooms. The hallways feature the hallway security posts, where security units are placed during floor setup as dictated by the current captain's guard detail. If a guard is in the hallway during security activation and is not pursuing or investigating a bot, it will patrol.

CHANGING FLOORS EXAMPLE



In this example, you can see the ending state of the first floor and the starting setup of the second floor. A few things to note:

- Processor and Interface have repositioned themselves within the service elevator. Crash has no option to reposition, as the area she is in only contains 1 space.
- While the safe zone doors did rotate, the unlocked door pegs carry over from the previous floor.
- The service elevator and stairwell may rotate, but they will always remain in the same position in the floor mat.
- The small individual elevators may switch which room they are attached to, but they will also always remain in the same position on the floor mat. In this example, Crash is in the safe zone that is on the same position as the safe zone she finished the previous floor in. Even though the room it is attached to has changed, it is in the same geographical position and therefore considered the same safe zone. It retains its open door peg.

The entrance mat is considered to be a part of hallways, potentially covering up an unused hallway security post marker or creating a door where there normally wouldn't be one. This piece can be used to segment two sections of hallway. If the floor layout segments sections of the hallway, the segments are all considered different areas. Hallways are not considered rooms.

See Also: Entrance, page 16

HIDING SPOTS

The room spaces marked with the symbols are hiding spots. These spaces allow for bots to hide, avoiding detection from security units. In order to use a hiding spot, a bot must either enter it while undetected, or the hiding spot must be outside the awareness range of any security units when the bot moves onto it. If a detected bot moves onto a hiding spot that is within the awareness range of a security unit, the hiding spot will not activate. A bot on a hiding spot cannot be detected through awareness, but they can still be detected through other means. If a security unit tries to move onto a hiding spot with an undetected bot, it will detect the bot.

See Also: Awareness, page 9

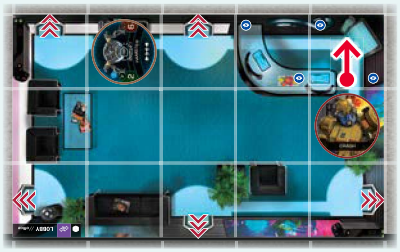
IMPERATIVES

Imperatives are cards that apply a unique limitation or condition to a player's agent. Each agent draws an imperative at the start of every floor if they do not already have one, including during setup. They may also be required to draw an imperative from the result of a rolled surveillance die or as part of a threat event. If a player is instructed to draw an imperative card and already has one, they do not draw a new card. Agents cannot have more than 1 imperative at a time. Command modules do not get imperatives, and players ignore any game effect that instructs a command module to draw one.

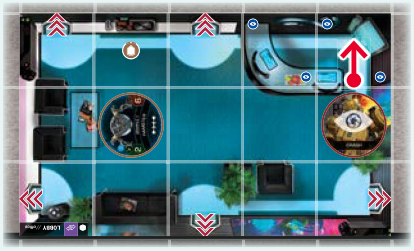
When the conditions of an imperative are met by the agent, the imperative is immediately discarded, and the agent receives the corresponding amount of power as shown on the bottom right corner of the card. This can occur in the middle of an action. For example, if taking a keypad action resolves an imperative, it will be discarded before the agent takes their movement into the room. If they were to roll the imperative result on the surveillance die, they would draw another imperative because they no longer have one.

An agent may discard an imperative at any time, losing 1 power in doing so. If a player fails to follow the conditions of an imperative during a previous action, they must discard the imperative and lose 1 power. Failing to follow an imperative may be intentional or accidental.

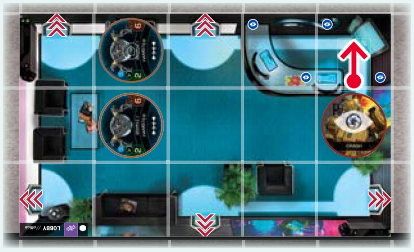
HIDING SPOT EXAMPLES



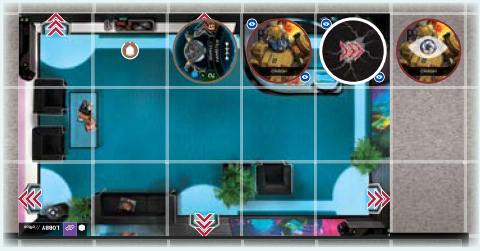
The hiding spot is in the awareness range of the Hamster. However, since Crash is undetected when she moves onto the hiding spot, she is successfully hidden.



Crash is detected when she moves onto the hiding spot, but the hiding spot is outside of the Hamster's awareness range. The Hamster will not see her enter the hiding space, and the awareness chip will be left in the space she moved out of.

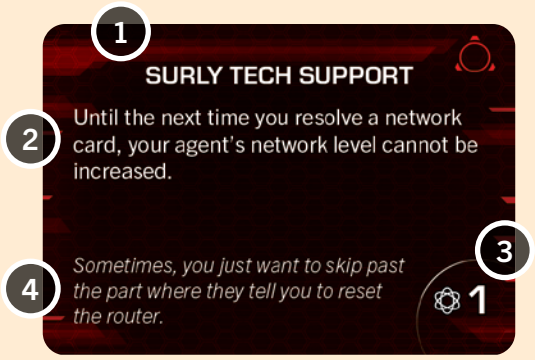


Crash is detected and is also moving onto a hiding spot that is within the awareness range of a security unit. She will not be able to use the hiding spot and will remain detected.



In the final example, Crash is undetected on a hiding spot. However, her awareness chip is in play, and the Hamster is investigating it. The Hamster's route goes through the space Crash occupies, and when it would move onto Crash, this causes the Hamster to detect Crash. Since Crash's awareness was the Hamster's original target, it will stop moving and attack Crash.

ANATOMY OF AN IMPERATIVE CARD



1. Card name
2. Card effect—indicates a restriction and the timing for that restriction to end. The imperative is considered completed when the restriction ends.
3. Power gained when completed
4. Flavor text

INTERFACE

While Interface is disguised as a guard, being within security's awareness does not cause them to be detected. If they become detected any other way (such as striking a security unit or having their IP booted by a ping), they must immediately remove their disguise, discarding the guard chip. They must remove their disguise when changing floors as well. Interface may also choose to remove their disguise as a free action on their turn. Their disguise will stay on them from turn to turn, until it is removed.

When Interface takes a move action while disguised, they can move up to as many spaces as their disguise's movement stat. Any AP rolled (including bonus AP from taking an optimized action) can only be used to move the command module and cannot be applied to Interface for additional movement. After taking a move action, Interface must choose the facing of their disguise chip. Abilities on their disguise chip are always considered active and will affect bots on the team, though Interface is unaffected by security unit abilities themself while disguised. For all abilities and objective conditions during any player's turn, Interface is still considered to be an agent. Disguised Interface does not detect undetected bots.

Disguised Interface is considered a guard during the corporation's turn. When security activates, they will activate to pursue, investigate, or patrol using the stats and abilities on their disguise chip. For all abilities and objective conditions during the corporation's turn, they are considered a security unit. If they would be shut down as a guard, the disguise is removed, and Interface loses 2 power.

If Interface has activated their Identity Theft ability and if they are not disguised, they may move their IP on the network as if it were a ping directly before ping activation. This means that their IP moves clockwise on its current layer, stopping either when it lands on another IP, directly before landing on another ping, on the next hub, or after moving 3 nodes, whichever comes first. If they land on another IP, they must resolve a boot (winning ties except at level 6, as a ping would). If they land on a hub, they gain its benefit instead of rolling the ping die. When pings activate, Interface's IP returns to being considered an IP instead of a ping. Use of this ability is optional.

INVENTORY

All bots have an inventory where they can store equipment, mods, and keys. Each bot has 2 slots in which to store equipment and mods. There is no limit to the number of keys that can be in a bot's inventory. Bots may discard any number of equipment or mods in their inventory at any time. As a free action, a bot may trade any equipment, uninstalled mods, or keys in their inventory with an adjacent bot. If a bot draws a new equipment or mod card and they already have 2 in their inventory, they must discard down to 2.

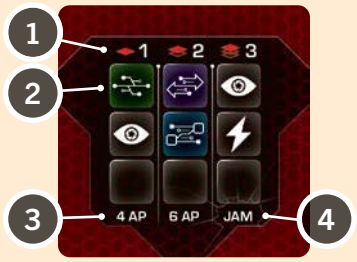
» If an equipment card with the Discard effect is drawn, its effect is resolved even if the bot's inventory is already full.

See Also: Equipment, page 16; Key Chips, page 22; Mods, page 25

KEYPADS

Keypads are cards that represent the input panels on locked doors. Each locked door is protected with a keypad that must be resolved in order to unlock the door.

ANATOMY OF A KEYPAD CARD



1. Keypad level—use the column matching the current floor you are on unless a game effect instructs you to adjust the keypad's level
2. Input(s) to be resolved to unlock the keypad
3. AP cost to use brute force
4. Jam—indicates brute force cannot be used

Keypad cards are drawn when a keypad action is taken on a locked door that has not been previously attempted. If a door has had an unsuccessful keypad action taken on it, it will have a keypad card next to it on the board. In this case, a keypad card is not drawn and the card beside the door is used instead.

Once successfully resolved, keypad cards are discarded.

» Keypad cards do not block movement in any way. They are left on the board simply as a reminder that they correspond to a nearby door.

See Also: Keypad Actions, page 6

KEYS

When the game's text mentions keys, it refers to key chips. There are also equipment cards called keys, titled this way because their purpose is to allow bots to gain key chips.

EQUIPMENT CARD KEYS

Several equipment cards are keys. These cards are resolved immediately upon drawing them and are discarded to draw a key chip from the supply.

» Key equipment cards can be used by the command module to draw a key chip, even though equipment otherwise cannot be used by the command module.

» A bot with a full inventory may still draw a key chip upon discarding a key equipment card.

» Key equipment cards cannot be kept in a bot's inventory. They must be discarded immediately.

» If a key equipment card is drawn as part of an ability that allows you to draw a certain number of cards and pick 1 to keep, the effect is not resolved unless the key card is selected.

KEY CHIPS

Keys are represented by the back side of the orange chips, which contain caches on the other side. Keys are generally gained through key equipment cards and by stunning or shutting down a security unit carrying a key.

Keys are stored in the key area of a bot's inventory. There is no limit to the number keys a bot can carry. Keys may be traded among bots in the same way as equipment and uninstalled mods are, as part of a trade free action.

Keys can be used in two ways, either during keypad actions or move actions. During a keypad action, a key may be discarded to automatically treat all inputs on the keypad card as resolved. During a move action, a key can be used to unlock an adjacent door. When used during a move action, a keypad card is not drawn, and the bot is not granted any free movement through the unlocked door. Keys may be used in the middle of a move action. For example, a bot with 3 AP for movement can move 1 space to be adjacent to a door, discard a key to unlock that door, and move 2 more spaces into the room they unlocked. If they enter an unsurveilled room, they must surveil it as normal before continuing their move action.

» The command module is able to use keys that are in its inventory. Agents cannot use keys in their inventory for the benefit of the command module, or vice versa.

See Also: Trading, page 4; Move Actions, page 4; Keypad Actions, page 6

LIMITED AND UNLIMITED COMPONENTS

Some components in burncycle are intentionally limited for balance and gameplay. See their specific entries to determine how their supply can be replenished. Other components are considered unlimited, meaning that the number of such components in the game box is not meant to limit how many of these components can be used. In the rare case that the game's supply runs out of an unlimited component, please use any substitute that you see fit.

Limited:

- Destroyed wall chips
- Action chips
- Action dice
- Security units chips
- Pings

Unlimited:

- Surveillance and objective beads
- Cache / Key chips
- Terminal / Mainframe chips
- Door and bot pegs

A note on Action dice: If players have purchased additional action dice sets to limit dice passing, players are still restricted by the dice pool caps that the standard amount of dice creates. A dice pool cannot exceed 10 basic, 5 advanced, and 5 elite dice at any given time.

MEMORY

Memory has a special chip called Joan the Drone that functions in a unique manner.

JOAN THE DRONE

Joan is not considered a bot, and guards don't consider her for the purposes of awareness.

Joan has two states: charged and depleted. While she is charged, she can do anything described in Memory's abilities (as long as Memory has activated the ability). Joan is depleted when she

surveils a room or stuns a guard through Memory's Distract ability. When Joan is depleted, the only thing Memory can do with Joan is to move her, and Joan cannot enter unsurveilled rooms. Joan is charged again as soon as she shares a space with Memory. If Joan would be depleted while on Memory's space, she remains charged.

Joan can move onto and off of Memory's space, and Memory can move onto Joan's space as well. If Joan and Memory share a space when Memory moves, Memory's movement brings Joan along with her. This does not count as Joan's movement for the turn. Any other units swap spaces with Joan when moving if Joan is in their way. Joan does not need to be in a safe zone to finish a floor. During the floor change, Joan returns to Memory's space regardless of where she was when the floor ended.

When using Joan to take a keypad action or surveil a room, these actions are still considered to be carried out by Memory. Memory suffers any effects and gains any rewards related to these actions. After Joan unlocks a keypad, she may move into the room as part of the action.

MISSIONS

The game's mission is chosen during setup of the game. It determines what the bot team must do in order to win. It also dictates which corporation is being played against, the number of floors the mission consists of, and any unique setup or rules that are present in the mission. If the rules on a mission card conflict with the rules presented in this Rules Reference, the mission card's rules should be followed.

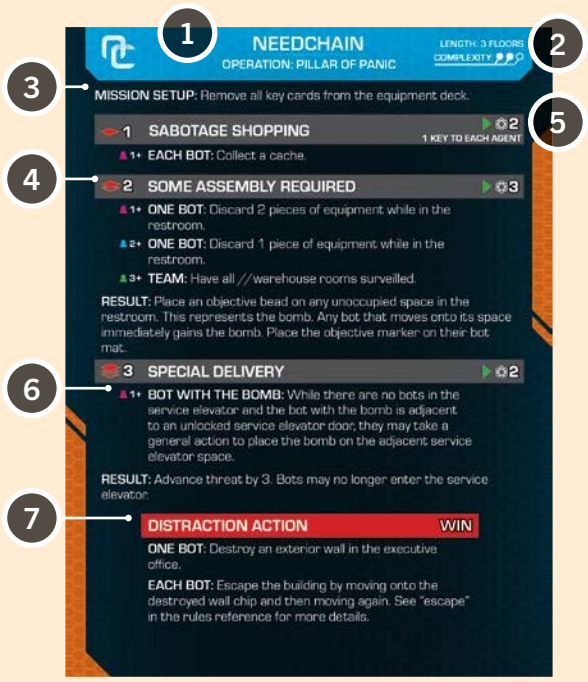
Missions can range from 1-3 floors. In general, the more floors a mission has, the longer the game will be. Missions also have a complexity rating ranging from 1-3. Note that complexity does not necessarily equate to difficulty. However, less complicated missions do let players focus more on general strategy and mechanics, likely making them a bit easier in that regard and making them more ideal for newer players.

OBJECTIVES

Each floor has an objective that must be completed. On lower floors, bots must complete the objective and then get to safe zones. On the final floor, the floor's objective must be completed, and then the win objective must be completed as well.

Each mission consists of one or more tasks. Some mission cards will have additional tasks depending on player count. Players need to complete all of the objectives that match their player count and lower. However, they do not need to complete them in the order listed.

ANATOMY OF A MISSION CARD



1. Corporation and mission title
2. Floor length and complexity indicators—both range from 1 to 3
3. Setup notes for the first floor to be carried out during initial setup, and special rules for the entire mission
4. Floor number and objective title—note that not all missions start on floor 1
5. Reward—granted to agents when the objective is complete
6. Objective details—each individual task is marked with what player count and unit(s) must complete it
7. Win objective—to be completed on the final floor, only after completing the final floor's objective

OBJECTIVES EXAMPLE

For the first floor objective in Operation: Ruxpin Rampage, a 3-player team would need to complete the listed tasks for 1+, 2+, and 3+ players. They do not need to complete those objectives in the order listed, however. They may first complete the task of collecting a cache while the bot's awareness chip is not in play, and then proceed to complete the other tasks.

Completing objectives earns agents rewards, usually in the form of power. Power rewards are immediately gained by each agent when the objective is completed. The command module does not get this power reward.

Some objectives have specific timing requirements listed in their details, but most objectives will be completed instantly once the conditions have been met. Some objectives are even possible to complete during the corporation's turn. Objectives are sometimes completed through specific units or functions that are detailed in the mission special rules. However, most objectives will have one of the following parameters.

- ONE BOT: Can be completed by any one bot on the team, including the command module. This is not meant as a limitation; if the task is for one bot to collect a cache, it is fine if more than one bot collects caches on that floor. If the objective has multiple ONE BOT tasks, they can be completed by the same or different bots.
- ONE AGENT: Functions the same as ONE BOT, except the bot completing the task cannot be the command module. The command module is not restricted from doing what is listed in the task, but it doing so does not complete the task.
- TWO BOTS: Must be completed by any two bots on the team. This task cannot be completed by the same bot doing the task twice; it requires the participation of two bots.
- TWO AGENTS: Functions the same as TWO BOTS, except the command module cannot be one of the participating bots.
- ANY BOTS: Used when the task consists of multiple parts that can be completed by any combination of bots. The same bot may complete any number of parts of the task, and not all bots must participate. For example, if the task were ANY BOTS: Collect 2 caches, this could be completed by 2 bots collecting 1 cache each, or 1 bot collecting 2 caches by itself.
- ANY AGENTS: Functions the same as ANY BOTS, except the command module may not participate in completing the task.
- COMMAND MODULE: The task can only be completed by the command module.
- EACH BOT: The task must be independently completed by each bot in the team. They do not need to complete the task simultaneously. For example, if a task was EACH BOT: Occupy a hallway security post, the bots can do so at different times and the task is completed once each bot has done so. It can be helpful to use objective beads to remember which bots have completed such a task.
- EACH AGENT: Functions the same as EACH BOT, except the command module does not participate in the task.
- ALL BOTS SIMULTANEOUSLY: All bots must satisfy the condition of the task at the same time.
- ALL AGENTS SIMULTANEOUSLY: Functions the same as ALL BOTS SIMULTANEOUSLY, except the command module does not need to participate.
- TEAM: A general condition that is tied with the status of the game, rather than tied to any specific interactions or timing on the part of the bots.
- Other: There are some tasks that must be completed by a special unit as defined on the mission card.

After the final floor's objective is completed, there is an additional objective to complete in order to win the game. However, the team must complete the floor's objective first before they are able to complete the win objective. Once the conditions of the final objective are met, the game immediately ends and the bots are victorious!

FINAL OBJECTIVE EXAMPLE

In Operation: Terminal Viscosity, in order to win, the agents must occupy outdoor spaces at the same time, while the command module is occupying the objective space in the executive office. While they might be able to satisfy these conditions before completing the rest of the floor objectives, it will not count until those objectives are completed first. In a 3-player game, the bots must repair a total of 6 terminals for Wreck Support. Only after that has been completed can they complete Leave a Rating or Review and win the mission.

» Shut down agents are still considered part of the team and must participate in objectives that are required to be completed by all bots or all agents. Some objectives therefore cannot be completed while an agent is shut down.

» For actions or conditions that are repeated across tasks, a single occurrence cannot be counted towards two different tasks. In the Operation: Ruxpin Rampage example above, if a bot collects a cache to complete the requirements of the 2+ objective, that cache cannot also be counted towards the 1+ objective.

MODS

Mods are cards that are generally gained through terminal actions. They provide ongoing game effects that are often very strong and are permanent as long as the bot has the mod installed in their inventory.

ANATOMY OF A MOD CARD

1. Mod name
2. Mod effect and when it can be used
3. Mod image
4. Power gained when this mod is discarded, if not installed

UNINSTALLED MODS

When mods are drawn, they are uninstalled by default. They should be placed in the inventory slot sideways to represent this. Uninstalled mods have no active effect and take up inventory space. They can be traded among adjacent bots as a free action. A bot may discard an uninstalled mod at any time. When they do so, they gain the power reward listed on the card.

» The power reward is still gained even if the mod is discarded due to having too many cards in the bot's inventory.

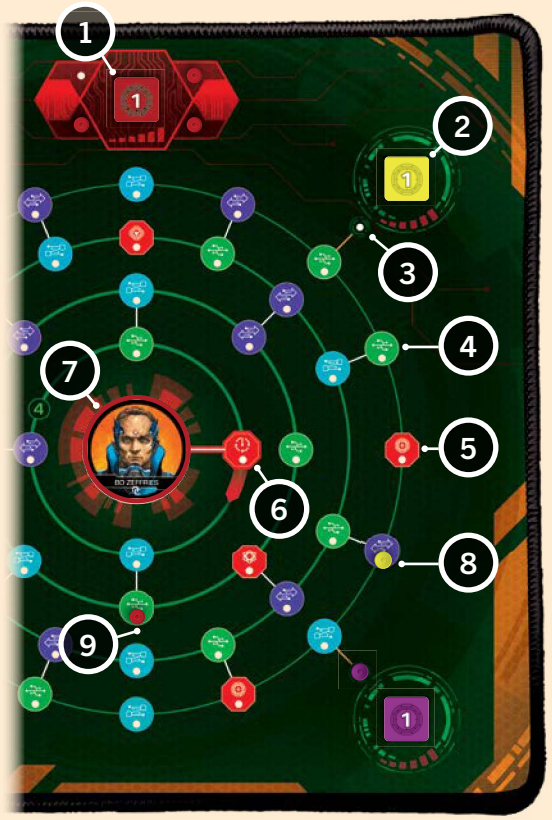
INSTALLED MODS

At any time, an agent may install a mod in their inventory. Rotate the card the right way up to indicate it has been installed. Once a mod is installed, it provides a permanent enhancement to the agent. It cannot be traded and still occupies a space in the inventory. An installed mod cannot be uninstalled. It can be discarded at any time, but discarding an installed mod does not grant the power listed on the card.

NETWORK

The network represents your digital presence in the corporation. Both players and the corporation carry out a portion of their turn on the network mat, with pegs representing them on this mat. The CEO's red pegs are called pings, while the agents' each have an IP peg in their player color. The command module does not have an IP.

ANATOMY OF THE NETWORK MAT



1. CEO network level die
2. Player network level die
3. Access point
4. Node—this one is a tech node
5. Hub—also considered a node
6. Core—also a hub and a node
7. CEO chip
8. IP
9. Ping

NODES

The network consists of nodes arranged in layers. There are two types of nodes: action type (physical, tech, or utility) and hubs. Nodes are the spots on the network that pings and IPs move onto and through when travelling on the network.

Hubs are special nodes. When an IP or ping reaches a hub, it must stop its current movement. For IPs, the effect each hub has depends on the layer it is on, and is represented by the icon in the hub. For pings, the effect of all hubs is the same: it causes the ping die to be rolled. The core is a hub as well, found on layer 4 of the network. It is the node on which pings enter the network, and it provides the highest level of benefit to IPs that land on it. IPs are returned to their access point after landing on the core.

ACCESS POINTS

Access points are the peg and dice slots around the outside of the network mat where a player's IP begins the game, and where it returns once booted. Player 1 starts in the upper right quadrant, with the following players in turn order start in the next available quadrant clockwise. Moving out of an access point counts as a transfer for IP movement. Pings cannot transfer into access points. When an IP is present in the access point, it is occupied. If a ping moves onto or past the layer 1 node in front of an access point, and that access point is unoccupied, the IP that belongs to that access point is banned. If an access point does not have a corresponding IP (as with player counts less than 4) nothing happens.

NETWORK LEVEL

The CEO and each player has a die that represents its network level. Network levels start the game at 1 and can be increased to a maximum of 6. The network level is most commonly increased by landing on hubs, and most commonly decreased when a successful boot occurs. The network level is used when IPs and pings resolve a boot on the network, which occurs when one would land on the other. Resolving a boot involves comparing the network level of the CEO and the IP involved. The higher network level boots the lower network level. In the case of a tie, the CEO wins unless both levels are at 6, in which case the agent wins. The losing peg is booted, and the winning side must decrease their network level by 1. If an IP is booted by a ping, their agent is immediately detected in the corporation and they must place their awareness chip on their space.

IP MOVEMENT ON THE NETWORK

Players move their agent's IP on the network during the network step of their turn. Players use the burncycle to determine how their IP moves. The burncycle tracker is placed on the first active chip in the burncycle and progresses to the next active chip after each movement. The player may always choose to pass on a chip, forgoing movement and progressing the tracker to the next active chip. Once the player has moved or passed for every active chip in the burncycle, the network phase of the turn ends.

During network movement, a player will move their agent's IP clockwise until it hits a hub, a ping, or an action node corresponding to the chip the burncycle tracker is currently on. General action chips (including the captain action chip) do not represent any symbol and only let the IP move 1 node. IPs will skip over other IPs on the network and ignore the node it is on, even if the other IP occupies a node that would otherwise halt your movement. In addition to moving clockwise, players may also choose to transfer in or out by one layer on the network using transfer points. The transfer points are the white lines connecting the layers at intermittent. An IP may only transfer once during each move, but there is no restriction to the number of transfers that may be done during the overall network step of their turn. An IP leaving its access point is considered to be a transfer, and is the only situation where IP transfer is mandatory.

If an IP lands on a hub, it gains the benefit of that hub.

Layer 1: Increase your network level by 1

Layer 2: Reduce threat by 1

Layer 3: Gain 1 power

Layer 4 (the core): All of the above benefits; then, your agent's IP is returned to its access point

If an IP lands on a node occupied by a ping, a boot is resolved. If it lands on an action node, nothing happens unless the player has a network card that triggers from landing on that specific node.

Free actions may be taken in between movements on the network. However, once the IP has begun moving, it cannot be interrupted by a free action until it has completed its movement and resolved the node it lands on. For example, Access's IP Spoof can be activated during the network step of her turn, but can't be used between moving and resolving the node her IP lands on.

» An IP must finish its movement on a node to be considered to have landed on it. Passing over a node does not count as landing on the node.

» Movement on the network is a separate concept from movement in the corporation. Game effects that apply to move actions and movement in general cannot be used for network movement.

MOVING ON THE NETWORK EXAMPLE

The yellow agent has a burncycle of a general action chip, a physical action chip, and a captain action chip, and starts the network step of their turn in their access point.

For the first move, only the tech node outside the access hub can be reached, since general action chips only allow an IP to move 1 node.

For the second move, the IP can continue moving clockwise until it reaches a hub or a physical node. Additionally, it has the ability to transfer in or out 1 layer during the movement. If it stays on the first layer, it will hit the circled hub on layer 1. If it transfers in, it will be able to continue to the circled physical node on layer 2. Since it cannot transfer twice in one move, the physical node circled in red cannot be reached during this movement. In this example, it will take the transfer and land on the layer 2 physical node.

For the third and final movement, the captain action chip functions the same as a general action chip, letting the IP move one node. It can continue clockwise, landing on the circled tech node, or transfer in landing on the layer 3 hub. In this example, it will transfer in.

Since the IP lands on a layer 3 hub, the agent controlling this IP will increase their power by 1.

NETWORK CARDS

Agents may draw network cards by taking a network card action during the actions step of their turn. Agents can have up to 3 network cards at a time. If an IP ends its movement on a node corresponding to the layer and action type of a network card the player has in their hand, they may choose to resolve its effect. The resolved card is discarded. Unused network cards are discarded at the end of the player's turn.

See Also: Network Card Actions, page 6

ANATOMY OF A NETWORK CARD

1. Card name
2. Node layer and type that this card can be resolved if landed on
3. Card effect
4. Flavor text

PING ACTIVATION

The second step of the corporation's turn is ping activation. If there are pings on the network, they activate, starting with the ping(s) on the most outward layers and working inwards. If there are multiple pings on the same layer, the first that activates is the ping that has the most space between it and the next ping clockwise. This ensures that pings have the least chance of running into each other. Then, activate the remaining pings on that layer, working counterclockwise from the last ping to activate (but moving them clockwise).

When a ping activates, move it clockwise, staying on the layer it is currently on, until it lands on an IP, would land on another ping, lands on a hub, or has moved 3 nodes. If it lands on an IP, it must resolve a boot. If it would land on another ping, it stops its movement on the node before the other ping.

If there are no pings on the network, the CEO instead adds a ping to the core (but it does not move). If there's already a ping on the core, the ping is added to the first node clockwise from the core that does not have a ping on it. The node can have an IP on it, in which case a boot is resolved.

COMPLETING NETWORK CARDS EXAMPLE

The yellow agent has the Discover a Virtual Terminal network card. In order for the player to trigger the effect of this card, they must land on one of the tech nodes on the third layer of the network.

After all pings have moved (or a ping is added if there were no pings), roll the ping die a number of times equal to the number of hubs occupied by pings at this time. Resolve each roll as it happens. If no pings are on hubs and the ping die was not rolled, all pings that can transfer outwards will do so.


Advance threat by 1.


Advance threat by 1. Then, all pings that can transfer outwards will do so.

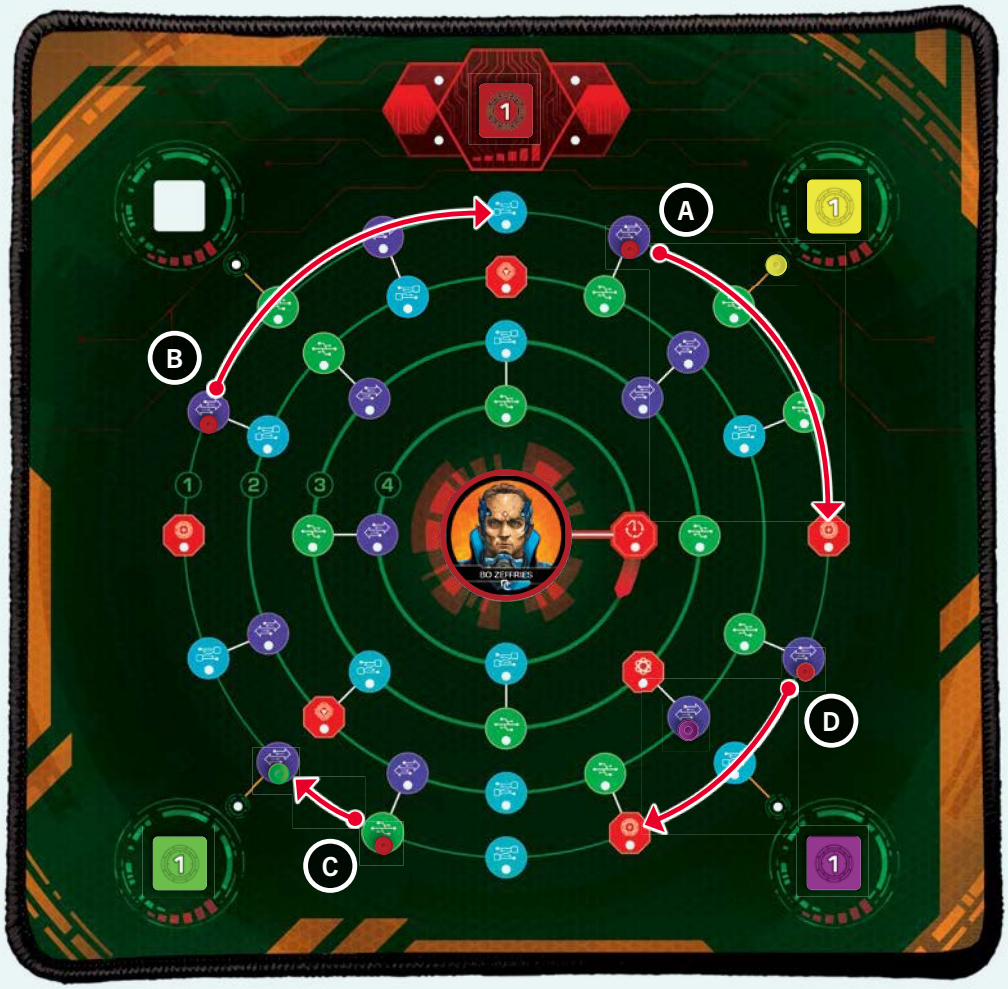

Increase CEO's network level by 1.


Increase CEO's network level by 1. Then, all pings that can transfer outwards will do so.


The CEO adds a ping to the core.


The CEO adds a ping to the core. Then, all pings that can transfer outwards will do so.

PING ACTIVATION EXAMPLE



This example shows a ping activation during the corporation's turn. The first ping to move would be player's choice, since all of the pings are on the same layer and the same distance from each other. Once the first ping to activate is chosen, the remaining pings on the same layer activate in counter clockwise order.

- Ping A moves 3 nodes and passes the yellow agent's access point, but yellow is not banned because their IP is in their access point.
- Ping B moves 3 nodes past the top left access point, but nothing happens since no agent is using that access point.
- Ping C moves onto the green IP's node, which is in front of green's access point. However, they must resolve a boot before determining if green is banned. Since green's network level ties the CEO at level 1, green is booted and returned to its access point. They are not banned from the network, since they are now in their access point.
- Ping D moves 2 nodes, stopping on the hub, and moving past the purple agent's access point. This time, the purple agent is banned from the network, as their IP is not in their access point. Purple must remove their IP and network level die from the network.

After moving all of the pings, there are 2 pings on hubs. The ping die is rolled and resolved two times. Transfers that come up on the ping die would be ignored because no pings are able to transfer out from layer 1.

» Do not resolve any threat events or escalation points until after all ping dice have been rolled.

» If a transfer causes a ping to move off of a hub or onto a new one, this will not change the number of times the ping die must be rolled.

RESOLVING A BOOT

Any time an IP moves onto a node containing a ping, or when a ping moves onto a node containing an IP, the network level dice of the two are compared. The side with the lower network level is booted, and the network level of the side that remains is reduced by 1. IPs are moved back to their access point when booted, and pings are placed back in the supply when booted. Anytime an IP is booted by a ping, the corresponding agent becomes detected. Ties between network levels are won by the corporation, with the exception of a tie where both network levels are at 6, which is won by the IP. If a player's IP remains after a boot during their turn, their IP then resolves the node it lands on. The boot must be resolved before the player is able to resolve the node.

» When an IP is booted, it is returned to its access point. When a ping boots an IP, the agent is detected and the ping's network level is decreased. Detection and network level adjustment do not occur for other game effects that cause an IP to be booted or returned to its access point.

BANNED IPS

If a ping moves onto or past the node that connects to an unoccupied access point, that player and IP are banned from the network. Remove their IP peg and network level die from the network mat. Players who have their IP banned from the network will skip the network step of their turn until their IP is returned to the network. All banned IPs are returned to the network when the burncycle is rebooted. Their network level is set to 1 and they can choose which available access point to use. They do not need to use the same access point they started the game with.

OBJECTIVE BEADS

Objective beads are blue beads that can be used for tracking a number of different things in the game. Players should use them as they see fit. This may include placing beads on the mission card to mark which tasks have already been completed or placing them on bot mats to mark which bots have completed the current objective.

Some missions specifically require the use of objective beads, either to dynamically change where objectives can be completed or even to represent new game concepts/components that are unique for the mission. By default, an objective bead placed on a space does not block movement for any unit. Additionally, an objective bead placed on a bot mat does not count towards inventory capacity. However, some mission cards may override these rules.

Objective beads may also be used by some bot abilities. In the rare occasion that the team runs out of objective beads, a substitute may be used, like excess surveillance beads from the supply.

OBJECTIVE SPACES

Objective spaces are marked with the purple icon. These spaces do not have an innate function. They are often used for the completion of mission-specific objectives. Outside of the use detailed on the mission card, these spaces offer no additional effect and are treated as normal spaces.

OPTIMIZED

An action is optimized if its type matches the action chip that the action is taken on in the burncycle.

Move and strike actions are physical actions. When they are optimized, the player may add 2 AP to the rolled AP result.

Terminal and network card actions are tech actions. When a terminal action is optimized, the player may select 2 options on the terminal card instead of 1. When a network card action is optimized, the player can take a second, non-optimized action after drawing their network card.

Keypad actions are utility actions. When they are optimized, the bot can ignore any one input on the keypad card.

See Also: Action, page 4

OUTDOOR SPACES

The dark gray spaces on the floor mat are outdoor spaces. They form an L-shape along the left and bottom sides of the floor mat.

For most missions that start on floor 1, this is where the bots will be placed during setup to start the game. These spaces can only be moved onto on floor 1, as these spaces are not considered to be in play on floors 2 and 3.

» During the first burncycle creation of the game and during reboots, bots standing on an outdoor space marked with an action symbol will add the corresponding chip from the supply to the team reserve.

» Security units in outdoor spaces who are not pursuing or investigating during security activation will patrol.

» If outdoor spaces are cut off from each other (due to the floor layout), they are considered to be separate areas.

» Outdoor spaces are not considered rooms.

PLAYERS

Refers to the real people playing the game. A player controls 1 agent and is able to allocate actions through the command module.

PLAYER COUNT

Player count generally refers to the number or real people playing the game, assuming each person playing controls one agent. Player count and agent count should be the same; if one player is controlling two agents, the player count will be considered two instead of one. Player count is always factored when increasing threat at the end of each round and during burncycle reboots. Most missions require additional objectives for higher player counts. Player count does not decrease if an agent is shut down; that player is still counted towards player count as normal.

PLAYER TURN

Each individual player's turn is divided up into 6 steps: route power, build your dice pool, take actions, move on the network, route power (again), and degrade the burncycle. These steps must be carried out in this order. Free actions can be taken before, during, or after any of these steps.

See Also: Action, page 4; Burncycle, page 13; Dice Pool, page 15; Network, page 25; Routing Power, page 31

POWER

The main resource that the bots have access to during a game of burncycle. It has three main functions:

- The health of a bot. If a bot's power is reduced to 0, it is shut down.
- The currency to activate upgrades. At the start of the game, and during steps 1 and 5 of a player's turn, bots may route power from their power bank to gain desired upgrades. A bot may not route power down to 0. Power can also be routed to other bots through the use of the repair ability.
- The amount of basic action dice that are acquired when building an agent's dice pool on their turn. For every 1 power in their power bank, an agent will receive 1 basic action die for their dice pool.

See Also: Shut Downs, page 36

POWER BANK

Every bot has a power bank with a maximum limit. This information is located in the upper right of their bot card. The power bank and power bank limit work a bit differently for agents and command modules.

- Agents: The capacity indicates the maximum amount of power they may have at the end of their turn. An agent may surpass this maximum when acquiring power but must spend down during the final route power step of their turn (step 5). Any excess power that is not spent by the end of this step is lost. Any power that is gained while the agent already holds 10 is lost. During setup, all agents are granted 10 power and must route down to their power bank limit before starting the game. Power granted from completing objectives is individually given to each agent.
- Command module: The command module's capacity indicates the amount of power the command module starts the game with. A command module does not need to spend down power if they exceed their capacity. Like agents, any power that is gained while the command module already holds 10 is lost. The command module does not gain power from objective rewards.

ROUTING POWER

Performed by all players at the start of the game, and performed by individual players during steps 1 and 5 of their turn. When routing power, move the peg in the power bank down by the amount being routed. Then, place a new peg in the hole corresponding to the upgrade being activated. The cost of all upgrades will be listed either on the bot mat or on the bot card.

Like agents, players can choose to have the command module route its power to activate upgrades. However, agents may also route their own power to the command module to activate those upgrades instead. When this occurs, any and all players can contribute, even if it is not their turn. However, at least 1 power needs to be routed from either the current player's agent or from the command module itself in order for other players to contribute.

RESERVES

Reserves are generated after creating or rebooting the burncycle. Players will first create the team reserve. If a bot is starting on outdoor spaces with an action chip icon, they will contribute the corresponding action chip to the team reserve. A room that has at least one bot occupying it will also contribute the action chip listed in the room infobar. A room may only ever contribute once per reboot, even if multiple bots occupy it. After the team reserve, each agent will collectively receive their personal reserves of action chips, which is dictated by their activated reserve allotment sets shown on their agent mat. Reserve chips are pulled from the supply, which is limited. If the needed reserve chips exceed what is available in the supply, players can decide which agents don't receive the full reserves. The reserve will mainly consist of special action chips (physical, tech, utility). However, if an in-game effect asks players to choose a chip from the supply, they are able to select a general action chip provided one is available in the supply.

During their turn, players can use the team and their personal reserves to either alter the burncycle or to resolve inputs during a keypad action. All players have access to the team reserve, but they only have access to their agent's personal reserves. Reserve chips cannot be traded among bots. If any ability that targets a bot's reserve affects the command module, it will affect the team reserve (for example, Drain).

» If the mission doesn't have bots start on outdoor spaces, the team reserve will be created using the rooms the bots start in, just as if it was a reboot.

See Also: Altering the Burncycle, page 4; Keypad Actions, page 6

ROOMS

A room is a singular section of the floor layout that is enclosed by walls/doors and does not include the hallway or outdoor spaces. Rooms are represented by the individual neoprene room pieces that are placed during floor setup. Safe zones are rooms, but they have unique properties. Guards that are in rooms will not patrol. Some standard rooms have segmented safe zones attached to them (for example, the small elevator attached to the security room). These safe zones are their own separate rooms and are not considered to be a part of the rest of the main room for any reason. For example, if an objective required agents to end their turn in the security room, ending it in the attached safe zone would not qualify. Safe zones are still counted separately for objectives that require bots to be in separate rooms (provided the objective doesn't disqualify safe zones).

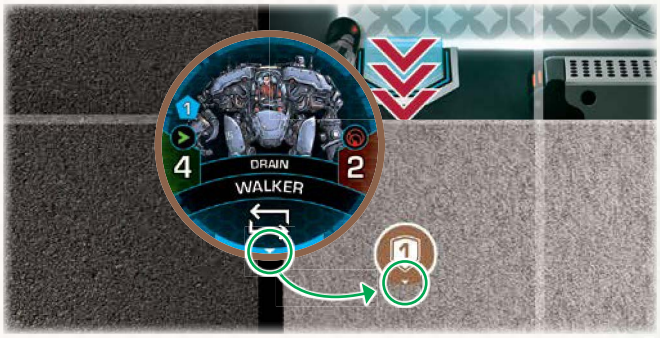
SAFE ZONES

Safe zones are rooms surrounded by a yellow border that provide unique benefits not attributed to other rooms. After a floor objective is completed, all bots must occupy safe zones simultaneously in order to proceed to the next floor. When entering a safe zone while detected, bots will leave their awareness chip outside the door, even if a security unit would otherwise spot them passing through the door. Safe zones do not prevent detection or placing an awareness chip down for other game effects. If a detected bot or awareness chip is present in a safe zone, a security unit will enter the safe zone to pursue/investigate as normal. Security units already inside a safe zone will detect bots as normal, including ones entering that would normally leave their awareness chips outside.

See Also: Awareness, page 9; Changing Floors, page 18

SECURITY POSTS

Security posts serve as the deployment points for all security units. There are three different types of security posts: hallway, mandatory, and room posts. If a security post is occupied, the deploying unit will deploy on the closest unoccupied space. For all security posts, the units will be placed to face in the direction of the arrow.



- **Hallway:** found in the hallways and denoted with a 1-3. The post numbers correspond to the numbers on the captain's guard detail to indicate which level of security units are placed where. If multiple posts of the same number are present, the requested unit is placed on each one.

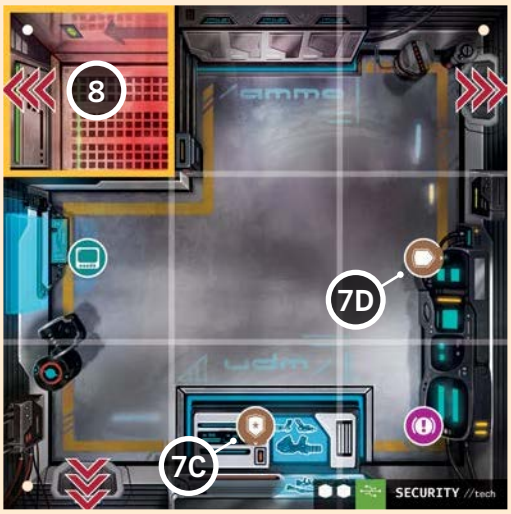
- **Mandatory:** found in specific rooms, marked with a star. These posts are always populated by guards at the start of floor setup. Place a random guard of a level equal to the current floor.

- **Room:** found in most rooms. These posts are not populated at the start of floor set up. When a room is surveilled, the surveillance die is rolled. If it lands on the ⛊ symbol, a random guard of a level equal to the current floor is placed on the room security post. If a guard was rolled, but no room security post is present in the room, nothing happens. Some rooms have multiple room security posts, which will be marked with "A" or "B." When resolving the rolls from surveillance dice, always fill post A before post B.

SECURITY UNITS

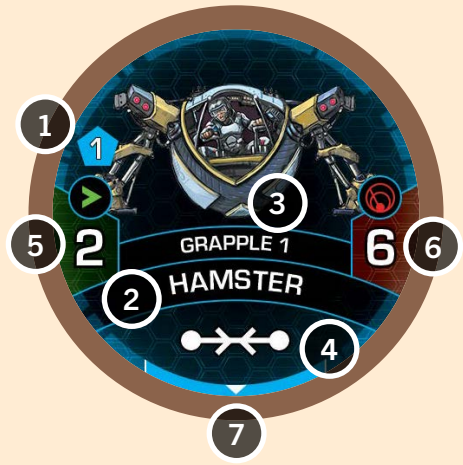
Includes all units that are controlled by the corporation (captain and guards). Many security units have unique abilities which are always active, even during player turns. They will trigger immediately if their conditions are met. Security units move and attack (if able) during the security activation step of the corporation's turn.

ANATOMY OF ROOM MATS



1. Infobar—contains:
   a. Room name
   b. Room type—does not provide innate effects or conditions, but often called out in mission cards for unique setup and rules. The four room types are //industry, //office, //tech, and //warehouse
   c. Team reserve allotment if occupied by at least one bot during burncycle creation/reboot
   d. # of surveillance dice to roll when the room is surveilled
2. Door and door peg hole
3. Terminal space—space that is populated with a terminal chip during floor setup
4. Cache space—space that is populated with a cache chip during floor setup
5. Hiding spot—space that bots can use to hide from security units
6. Objective space—has no function unless a mission gives it one
7. Security posts
   a. Room security post A—filled with a guard of the floor's level if at least 1 guard is rolled on the surveillance dice
   b. Room security post B— filled with a guard of the floor's level if 2 guards are rolled on the surveillance dice
   c. Mandatory security post—filled with a guard of the floor's level during floor setup
   d. Room security post—filled with a guard of the floor's level if at least 1 guard is rolled on the surveillance dice
8. Safe zone

ANATOMY OF A SECURITY UNIT CHIP



1. Level—also indicated by the color of the facing indicator and by the chip's back
2. Name
3. Ability
4. Patrol—how it moves if its priority is to patrol
5. Movement stat—how many spaces it can move during its activation
6. Awareness range—within its area, how many spaces it has awareness of in a straight line in front of it. Half this number is its peripheral awareness, how many spaces away it is aware of for any space in its area not directly in front of it
7. Facing indicator—this is the front of the guard and the direction it is facing

SECURITY UNIT ABILITIES

Security units have abilities that players must be mindful of. The abilities on captains are defined on their cards, while the abilities on guards are defined below.

If playing on simplified difficulty, ignore all abilities on the security units.

The different abilities are outlined on page 42 of the Learn to Play, as well as on the Reference Cards.

CAPTAIN

The captain is a unique security unit that is selected at the start of the game. Any abilities or conditions that refer to guards specifically do not apply to the captain.

When attacking, the captain will deal 3 damage. When shut down, the captain will grant 1 power to the bot that shut it down. The captain will only deploy when specified on the guard detail chart, or called out by a specific game effect (threat advancement, special floor rules).

» If a game effect adds the captain to play but it was previously shut down, it will still be added.

•Captain Card

Provides information regarding captain action chip effects, unique abilities, security detail, movement and patrol rules, and durability. Note that security detail will be selected based on the floorplan that is currently in use (if a mission starts on floor 2, use the floor 2 detail).

ANATOMY OF A CAPTAIN CARD

1. Captain's name
2. Durability—how much AP you must roll on a strike action to shut the captain down
3. Security detail—outlines which level of security units to place on which hallway security posts, and whether they have keys on them. Each row corresponds to the floor level, and each column dictates the hallway security post that the unit is placed on
4. Burncycle action—the effect triggered when the captain action chip comes up in the burncycle
5. Abilities—only active if the captain is in play
6. Patrol—how the captain moves if its priority is to patrol

Not shown: some captains have additional movement and facing rules outlined on their cards

•Captain Unit Chip

The physical representation of the captain on the floor. Has the same stats and information as other security unit chips.

•Captain Action Chip

An action chip that provides an effect detailed on the captain card. Effect immediately activates during the action step of a player's turn when the burncycle tracker moves to the captain

action chip. The effect will still trigger even if the player decides to pass on its action. A degraded captain action chip has no effect. Players can replace a non-degraded captain action chip with another action chip of their choice, but doing so raises threat by 2. The chip functions the same as a general action chip during the network step of the player's turn and in all other regards.

» Some expansion captains, such as iBoss from the BioDefend expansion, have effects that are persistent for the entire time that the captain action chip is active in the burncycle, rather than triggering when the burncycle tracker moves onto it.

GUARDS

Security units that do not include the captain. Guards are deployed on hallway security posts during floor setup as detailed on the captain card and on any present mandatory security posts within rooms. Guards will also deploy on other security posts in rooms if rolled on the surveillance die. For mandatory and room posts, the guard will be drawn from the guard level stack that corresponds to the current floor. Guards will move during security activation. If a guard deploys with a key as dictated by the security detail, the key moves with the guard. If the guard is ever stunned or shut down from a strike action, the bot taking the strike action gains the key.

» Guards are drawn at random from the required guard level stack in the supply. If the supply for a specific level is depleted, shuffle the chips in the discard to use as the new supply. If the supply and discard are depleted (because all guards of a level are in play), draw from the next level lower (if you are out of level 3 guards, draw a level 2).

SECURITY ACTIVATION

During the first step of the corporation's turn, security units are activated. All security units will move, starting with units that are pursuing, then investigating, and finally patrolling. Security units will always choose the shortest route to their destination, meaning the route that allows them to move the fewest number of spaces. If multiple equidistant routes exist, players choose the specific path. Security units will move up to as many spaces as their movement stat allows. Security units will always turn to face the direction in which they are moving. If they are moving towards a bot, they will attempt to get adjacent to the bot, and if they do so will turn to face the bot. If they are moving towards an awareness chip, they will attempt to move onto the chip, and if they do so they will maintain the facing they had for their final movement. If they do not reach their destination or are patrolling they will face the direction in which they would move next if they were to continue to move (player's choose if there are multiple options). Security units will not move through walls but can move through doors, even if the doors are locked. If a security unit moves onto a space occupied by another security unit, they will swap spaces. Security units cannot move through bots, but they will still count through them when determining the shortest route for their movement. If the security unit tries to move onto a space that is occupied by a bot, it ends its movement and the bot becomes detected (if it was not already detected).

All security units of the current priority level must move and attack, if possible, before proceeding to the next priority level. This means all pursuing security units move before security units that will be investigating, and patrolling security units activate last. After an individual security unit moves, it attacks all detected bots it is adjacent to, including through doors. Guard attacks cause bots to lose power equal to the guard's level, and a bot attacked by the captain loses 3 power. After a security unit has taken its movement and attacked, flip its chip over to indicate that it has already activated this turn, ensuring the unit's facing remains the same. At the end of security activation, flip all flipped security unit chips back over to their active side (unless another game effect requires them to remain stunned). Flip all facedown awareness chips back to their standard side as well.

•Priority 1: Pursue

The first group of security units that move during security activation are those that are pursuing. A security unit pursues if it has a detected bot in its awareness range. Multiple security units can pursue the same bot. Players select which security unit that has a detected bot within its awareness to activate first. After moving, a security unit will attack all detected bots it is adjacent to. Once a security unit has pursued, flip it over to indicate that it has taken its movement, ensuring that its facing remains in the same direction. Additionally, once all pursuing units have moved, flip over the awareness chips of any bots that were pursued, as they will not be factored in during investigation.

•Priority 2: Investigate

The second group of security units that activate are those that are investigating. After pursuit, any awareness chips still in play that have not been flipped must be investigated by a security unit, if possible. Players select an awareness chip they wish to have investigated first. The closest security unit to that awareness chip (that has not yet moved) will be the one that investigates it. If multiple security units are equidistant from the awareness chip, the team chooses which security unit investigates it. It does not matter whether the security unit is in the same or a different area as the awareness chip it is investigating. Each awareness chip is only investigated by one security unit. Once a security unit has investigated, it will attack all detected bots it is adjacent to. Then flip it over to indicate that it has activated. Additionally, flip over the awareness chip that was investigated to indicate that it has been investigated. If an awareness chip isn't on top of a bot, the investigating unit will attempt to move onto it, removing it from the board. Once a security unit has investigated, players will pick the next awareness chip to be investigated. Players will continue this process until all awareness chips have been investigated, or when there are no more guards available to investigate.

» If multiple awareness chips share the same space, each one will be investigated individually by different security units (unless cleared before they can be investigated).

» A bot can be detected while not being within a security unit's awareness range. In this case, the awareness chip

is investigated instead of the bot being pursued. Since the security unit cannot move onto a bot's space, its goal is to get adjacent to the bot.

•Priority 3: Patrol

The final group of security units that activate will patrol. Security units only patrol if there are no more awareness chips to pursue or investigate. Players will choose the order in which patrolling security units move. Each security unit has a defined patrol route, which is listed on their unit chip. Captains will enter different areas to carry out their patrol, but guards will only patrol within their current area. Guards that are occupying rooms will not patrol (unless they have an ability that says otherwise).

The different patrol routes are outlined on page 42 of the How to Play, as well as on the Reference Cards.

» Once a security unit determines its route and priority, it will not be changed that turn. A security unit that detects a new bot after its activation has started will still follow its previously determined route. The only time a route will change during movement is if an investigating unit's target awareness chip changes location. This would occur if it detects the bot whose awareness chip it is investigating. In this case its route may change, but it continues moving towards the same target awareness chip as before.

SHUT DOWNS

All units can be shut down. How a unit is shut down and what happens when this occurs differs depending on if the unit is a bot or a security unit.

SHUT DOWN BOTS

Occurs when a bot's power level is reduced to 0. If the command module is shut down, the game is lost. If an agent is shut down, threat advances by 3, their bot chip is flipped over, and their awareness is cleared. If their agent is shut down during a player's turn, their turn will immediately end. Players with shut down agents will still take subsequent turns and generate advanced and elite dice for their dice pool but can only use the command module to take actions. Shut down agents must skip the network step of their turn. Players are unable to advance to the next floor or complete the mission to win the game if an agent is shut down. Shut down agents need to gain power again in order to be reactivated and flipped back to their active side. The most common way for this to happen is for another bot to use the repair ability to route 1 or more power to them. Shut down agents can also gain power if an objective that grants group power is completed (assuming the objective does not require their participation), which would also bring them back into play. Agents are then able to continue taking turns as normal.

Shut down agents do not trigger awareness and will never be pursued or investigated by security units. Security units will automatically swap with them if moving through them. Other bots may only swap with a shut down agent if they have activated their swap ability. Shut down agents cannot be traded with nor can they benefit from any game effects other than those that grant power.

» A player with a shut down agent still counts towards player count.

SHUT DOWN SECURITY UNITS

Security units can be shut down if a bot makes a successful strike action against them. Other game effects may result in a security unit being shut down as well. When a security unit is shut down by a strike action, the bot who took the strike action is granted 1 power regardless of the level of the unit that is shut down. The bot becomes detected, and the security unit chip is discarded.

See Also: Strike Actions, page 5

SPACES

A space refers to any single square on the floor mat and room mats. Units cannot share a space, but units can share spaces with terminal, cache, and destroyed wall chips, as well as objective beads.

For any ability or game effect that requires the counting of spaces, spaces are counted in the same way movement would be determined. Spaces are counted orthogonally and cannot be counted through walls. Spaces can be counted around corners and through unlocked doors and destroyed walls. If the ability or effect applies to a bot, spaces cannot be counted through locked doors. If it applies to a security unit, spaces can be counted through locked doors.

STUNNED

Security units can be stunned, which temporarily makes them inactive. This most commonly occurs as the result of strike actions taken against them, but other game effects can cause a security unit to be the stunned as well.

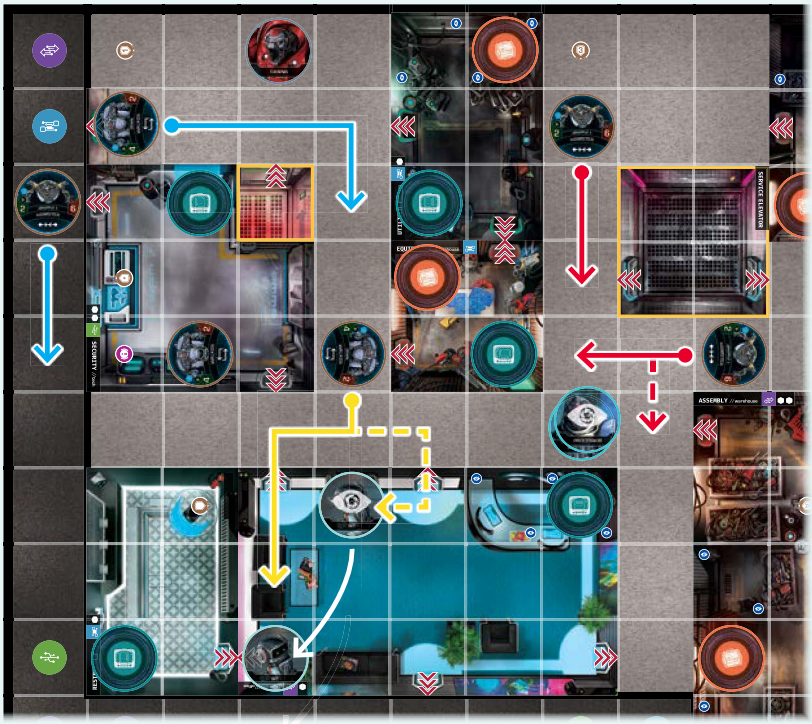
When stunned, security units will not get an activation during the corporation's turn. Their abilities are ignored and they do not detect bots. Other security units will swap places with stunned security units when moving through them as normal. Bots cannot move through stunned units but can use the push ability on them if they have it activated.

When a security unit is stunned, it is flipped so its back is face up to represent this. It is important when flipping the unit to maintain its facing, so that it faces the same direction as it previously did when it becomes active again.

In general, stunned security units become activated again at the end of the corporation's turn. They will flip back to their active sides when all other security units that flipped from activation are flipped back over. However, some game effects will dictate different timing for how long the unit is stunned.

See Also: Strike Actions, page 5

PRIORITY EXAMPLES



Priority 1: Pursue

The first group of security units to activate are those that have a detected bot within their awareness.

- Both of the Hamsters in the hallway have Processor within their awareness, and he is detected.
- In the order of the players' choosing, the Hamsters will move 2 spaces towards Processor as indicated by the red arrows. The dotted arrow shows that one of the Hamsters has two possible routes, and players choose which it takes.
- The Hamster now adjacent to Processor, attacks, causing him to lose 1 power because it is a level 1 guard.
- Both of these Hamsters are then flipped, indicating they have activated this turn. Processor also flips his awareness chip, indicating that the chip has been pursued.

Priority 2: Investigate

The second group of security units to activate are those that are closest to each remaining awareness chip in play.

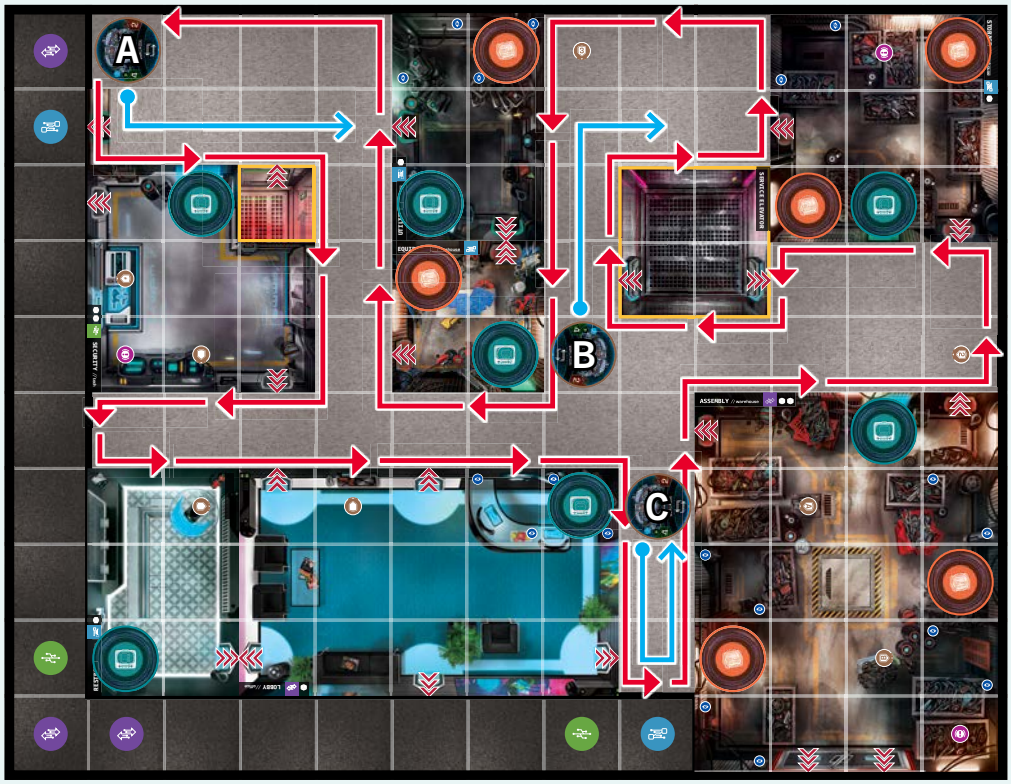
- The only remaining active awareness chip is Bit's.
- There are 2 Walkers that are the same distance away, so the players choose which of the two will investigate. They choose the Walker in the hallway.
- The hallway Walker moves 4 spaces, following the yellow arrow. As it enters the lobby, it detects Bit, causing her awareness chip to move onto her chip. Since Bit's awareness was its target, the Walker will have to change its route to continue to move towards it.
- The Walker ends its movement adjacent to Bit and attacks her, causing 1 power loss.
- The Walker is flipped over, as is Bit's awareness chip.
- If the players chose to have the Hamster follow the dotted arrow, it would have reached Bit's awareness chip without detecting her. Bit's awareness chip would then be cleared.

Priority 3: Patrol

The final group of security units to activate will be all of the security units that haven't activated yet, excluding guards in rooms.

- The Walker in the security room will not patrol, since it's in a room.
- The Hamster on the outdoor spaces will patrol. It has the pace patrol route, so it moves 2 spaces in the direction it faces following the blue arrow. Then, flip its chip.
- The final Walker in the hallway will also patrol, and with a movement stat of 4 and the perimeter patrol, it moves 3 spaces right and 1 down. After its second movement, it detects Casing because he is within its awareness. Casing's awareness chip is added to his space, but the Walker does not change its route.
- Now that all security unit activation is complete, all flipped chips are flipped back to their standard side.

PERIMETER PATROL EXAMPLE



It is easiest to understand how the perimeter patrol works by visualizing arrows on the board similar to what is shown above. A walker that is patrolling will follow the red arrows which mark the path counterclockwise around the outer perimeter of the hallway.

A security unit with the perimeter patrol will move the direction it is facing if it follows the red arrows (representing the perimeter). If the direction it is facing does not follow the arrows, it will turn right until it is again facing a direction the arrows point.

Walker A: This walker is not facing in a way that allows it to follow the perimeter of the hallway counterclockwise. It will turn right, at which point it is facing down which allows it to follow the perimeter. It moves down one space and since it is now facing a wall, then it turns right 3 times until it is facing the only direction that allows it to continue around the perimeter counter clockwise: to the right. After moving 3 more spaces, it again finds itself facing a wall. Though it has used all of its movement, it turns right to face the direction it would be moving next, which is down.

Walker B: This walker is facing a wall. It turns to its right so it faces up. It will now follow the perimeter that wraps around the Service Elevator, since its space is on the corner. It moves 3 spaces up. It then turns to its right again and moves 1 space right.

Walker C: This walker could not have gotten into this position by patrolling, but it's possible for a walker to get into a position and facing like this through abilities such as push. Since it is not facing a direction that allows it to follow the perimeter, the Walker turns to its right. Now facing down, it moves 2 spaces in that direction until it hits the wall. It must then turn right twice until it is facing up, and moves 2 more spaces in that direction. The end result is that it finishes its movement on the same space it started on, but facing up.

SURVEILLANCE

Surveilling can only happen in rooms with a surveillance bead present. When you surveil a room, remove the surveillance bead from the room, roll a number of surveillance dice as depicted in the infobar of the room, and resolve all results. Surveilling a room happens the first time a bot enters an unsurveilled room, but there are also other ways a room can be surveilled. If a bot enters an unsurveilled room, it will stop on the first space in the room. The bot must roll the surveillance die and resolve its effect before continuing its movement turn.

» Any room with a surveillance bead in it is considered to be unsurveilled.

SURVEILLANCE BEAD

These beads are placed at the start of floor setup in all rooms that have one or more surveillance die icons listed in the infobar of the room. If floor setup calls for a specific room to start surveilled, do not place a bead there and do not roll a surveillance die when a bot first enters it. Rooms that do not have a surveillance bead cannot be chosen for any effect that surveils a room.

SURVEILLANCE DIE

Immediately rolled when a room is surveilled. All rolled results must be resolved, but the rolling player chooses the order in which they are resolved.

Die Icon Key:

Guard: If this room has a security post, draw a guard with a level matching the floor number and place it on the room's security post. If the room has multiple security posts, use A before B. If you are instructed to place a guard on a space that is already occupied, place the guard on the closest unoccupied space of your choice. If there is no security post in this room, this result has no effect.

Mainframe Terminal: Flip a terminal in this room to its mainframe side. If there is more than one terminal in the room, you choose which one to flip. If there are no terminals in the room, this result has no effect.

Powercell: The bot that surveilled this room gains 1 power.

Autolock: All doors to this room are immediately locked; remove any door pegs from doors to this room. Has no effect on destroyed walls.

Imperative: The agent that surveilled this room draws 1 imperative card, unless they already have one. Has no effect if the command module is the bot surveilling the room.

TERMINALS

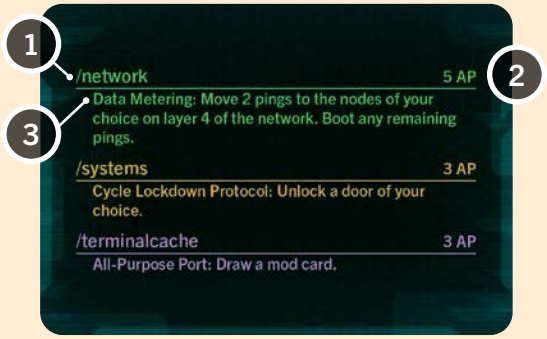
Represented by the front side of the terminal chip. Terminals are placed on all terminal spaces during floor setup. Terminals do not obstruct movement and can be moved on and through by all units. If a bot shares a space with a terminal, they may take a terminal action. When a bot completes a terminal action, the chip is discarded even if the action is unsuccessful. Bots cannot take a terminal action on a terminal space without a terminal chip, but the space is still considered a terminal space for game effects.

See Also: Terminal Actions, page 5

MAINFRAME TERMINALS

When a terminal is upgraded to a mainframe terminal, the terminal chip is flipped to its back side. This usually occurs due to the surveillance die, but other effects and abilities may allow for mainframe terminal upgrades. Taking a terminal action on a mainframe terminal reduces the AP cost of all options on the card to 0 AP.

ANATOMY OF A TERMINAL CARD



1. Option category—also indicated by the color of the option
2. Option AP cost
3. Option name and effect

THREAT

Threat represents how alerted the corporation is to the team's presence. Threat is tracked using the threat tracker bead on the threat card, which is unique to each corporation. Each threat card has a standard and a simplified side. As threat advances, threat events and escalation points will trigger once the tracker bead lands on or past a corresponding threat level. If a threat advancement would trigger multiple events and escalations, first move the tracker bead for the full amount of threat increase. Then, resolve each event and escalation in the order they were

triggered. The second threat tracker bead can be used to track the highest event or escalation that threat has reached so far. This is important for remembering which threat events have already been reached, as they cannot trigger a second time even if threat is reduced and then advances to the same event again. Once threat reaches 26, the game is lost.

Threat can be advanced or reduced from a number of in-game effects, but here are the most consistent ways it changes:

- Hitting a hub on the 2nd layer of the network: -1 threat
- Hitting the core of the network: -1 threat
- End of round: +threat equal to player count
- Burncycle reboots: +threat equal to player count
- Ping die (threat result): +1 threat
- Taking a strike action against a security unit: +1 threat
- Replacing an undegraded captain chip in the burncycle: +2 threat
- Agent shut down: +3 threat
- Awareness chip coming into play: +1 (only on seasoned difficulty)

» If a mission starts at a specific threat level, do not trigger any of the passed threat events, even if threat is reduced and then advances past them. Escalation points that are exceeded by starting threat, however, are active as long as threat remains higher than them.

THREAT ADVANCEMENT (AS PART OF CORPORATION'S TURN)

As the last step of the corporation's turn, threat advances by the number of players in the game. Make sure to trigger any threat events hit or passed for the first time, and activate any escalation points hit or passed as well.

UNITS

There are several types of units in the game.

- Bots collectively make up the players' team. Bots include agents, which are the bots assigned to each player, and the command module, which is a bot that does not belong to any specific player and is instead collectively controlled by all players.
- Security units make up the corporation's team. They oppose the bots and act on the corporation's turn. Security units include guards, which come in 3 levels: Level 1 guards (blue), level 2 guards (yellow), and level 3 guards (red). The captain is also a security unit.
- Text that refers to bots includes all agents and the command module. Text that refers to agents does not include the command module.

ANATOMY OF A THREAT CARD

1. Corporation name and location
2. Threat level—marked with the threat tracker bead
3. Threat event—game effects that take place the first time threat reaches the corresponding level
4. Threat escalation—ongoing game effects that are active if threat is at or higher than the corresponding level
5. Mission failed—the bots lose if threat ever reaches 26
6. Difficulty level—the standard side is as shown, while the simplified side has no threat events

- Text that refers to security units includes all guards and the captain. Text that refers to guards does not include the captain.

See Also: Bots, page 11; Security Units, page 32

UNIVERSAL ABILITIES

All bots, including the command module, have 3 universal abilities that they can gain as upgrades: swap, push, and repair. Each of these upgrades cost 1 power each.

SWAP

Once activated, bots are able to use this ability during a move action. The bot taking the move action is able to enter a space occupied by an adjacent bot. That bot will then move its own chip to the space previously occupied by the bot taking the move action. This does not interrupt the move action of the moving bot. Both bots are moved at the same time.

REPAIR

Once activated, repair allows bots to use a general action to give some of their power to another bot anywhere on the board.

See Also: Repair Actions, page 7

PUSH

Once activated, bots may use the push ability during a move action. The bot taking the action is able to spend 1 additional AP from its movement to enter a space occupied by a security unit. This 1 AP is in addition to the 1 AP needed to move. The security unit is then moved to an unoccupied space adjacent to it, not including the one the bot previously occupied. If the bot was previously undetected, using push will cause it to be detected. Push cannot be used if there are no valid spaces to move the security unit to, or if the bot doesn't have the additional 1 AP to spend. Push may be used multiple times during the same move action, though does still require the additional 1 AP for each use. Both the bot and security unit are moved at the same time, so their adjacency in relation to each other is maintained. This means that abilities that trigger when units become or stop being adjacent to each other will not be triggered, such as the drain and grapple # abilities.

UPGRADES

Upgrades serve as ways for the bots to enhance their stats and gain access to new abilities to better navigate the corporations and complete the objectives. All upgrades require power to be routed to them in order to be activated. When an upgrade is activated, that bot places one of its bot pegs in the corresponding hole. The cost of each upgrade will be listed on either the mat itself or the bot card.

AGENT UPGRADES

Can only be activated through the agent's power bank. Each agent will have 3 unique upgrades, with abilities and cost listed on their bot card. All agents also have access to 3 reserve upgrades, which each cost 2 power. In addition, agents have universal upgrades that are the same for all bots:

- Push: 1 power
- Repair: 1 power
- Swap: 1 power
- Advanced action die: 2 power
- Elite action die: 4 power OR 2 power and -1 to advanced action dice

Note that while advanced and elite action dice cost and function the same for all agents, each agent will have a unique limit to the maximum number they can activate. These limits will be listed on the bot card.

See Also: Agents, page 11; Universal Abilities, page 41

COMMAND MODULE UPGRADES

Can be activated by the command module's power bank, or with power contributions from other bots. During a player's turn, if a non-active player would like to contribute to a command module upgrade, at least 1 power must first be routed by the command module themselves or the active player's agent. The unique upgrades that can be activated on the command module are new slots in the burncycle. Green slots start active at the beginning of the game, while orange slots must be activated by routing power to them. The power cost for each slot is listed on the bot card. If a starting slot becomes inactive, the listed cost is the amount required to re-activate it. Players can only activate the furthest left inactive slot each time they choose to activate a new slot. All command modules also have universal upgrades that are the same for all bots:

- Push: 1 power
- Repair: 1 power
- Swap: 1 power

See Also: Command Module, page 12; Universal Abilities, page 41

WALLS

Walls separate different areas from each other. The outside perimeter of the corporation mat is considered a wall, as well as the black lines separating the outside spaces from the hallway spaces. The outside perimeter of all rooms are considered walls, as are the yellow lines outlining safe zones.

Walls block movement, awareness, and adjacency. They cannot be counted through for any effects that work "# of spaces away."

When a bot is adjacent to a wall, they can perform a strike action to try to destroy it.

» Doors are not walls and cannot be destroyed with a strike action.

» The entrance tile only creates a new door. It does not have any walls on it.

See Also: Area, page 9

DESTROYED WALLS

A wall is destroyed when a bot takes a strike action on the wall while adjacent to it and rolls AP equal to or above its durability of 10. A destroyed wall is marked with a destroyed wall chip, which is placed on either side of the destroyed wall with the door arrow icon pointing at the destroyed wall. Destroyed wall chips are a limited resource which are replenished at the start of each new floor. This means that bots cannot destroy more than 3 walls in total per floor. A destroyed wall will function the same as an unlocked door for movement and awareness. Destroyed walls are not included for any effects that relate to unlocked doors, such as the unlocked door security patrol and the cautious ability on some security units.

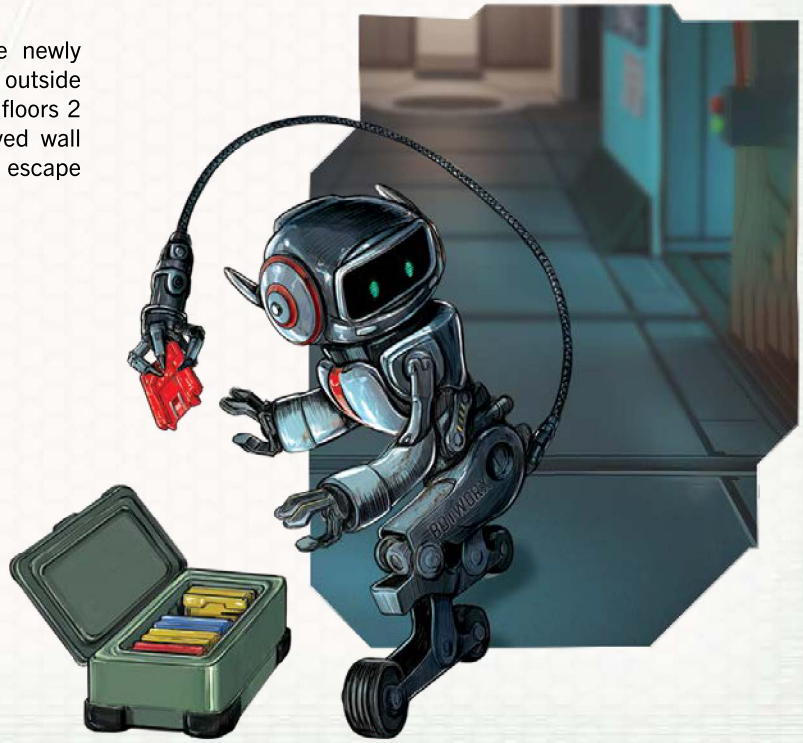
» Destroyed walls are not considered to be walls. They are instead considered to be unlocked doors.

See Also: Strike Actions, page 5

EXTERIOR WALLS

An exterior wall is any wall that separates the building from the outside. This includes the thick black line separating the hallways from the outdoor spaces, as well as any wall separating the indoor spaces with the edge of the playable space.

» Exterior walls can be destroyed. However, if the newly destroyed wall leads to a non-playable space (either outside the borders of the mat, or to an outdoor space on floors 2 and 3), a unit may not pass through the destroyed wall unless specified by a game effect (for example, the escape conditions on the Pillar of Panic mission card).



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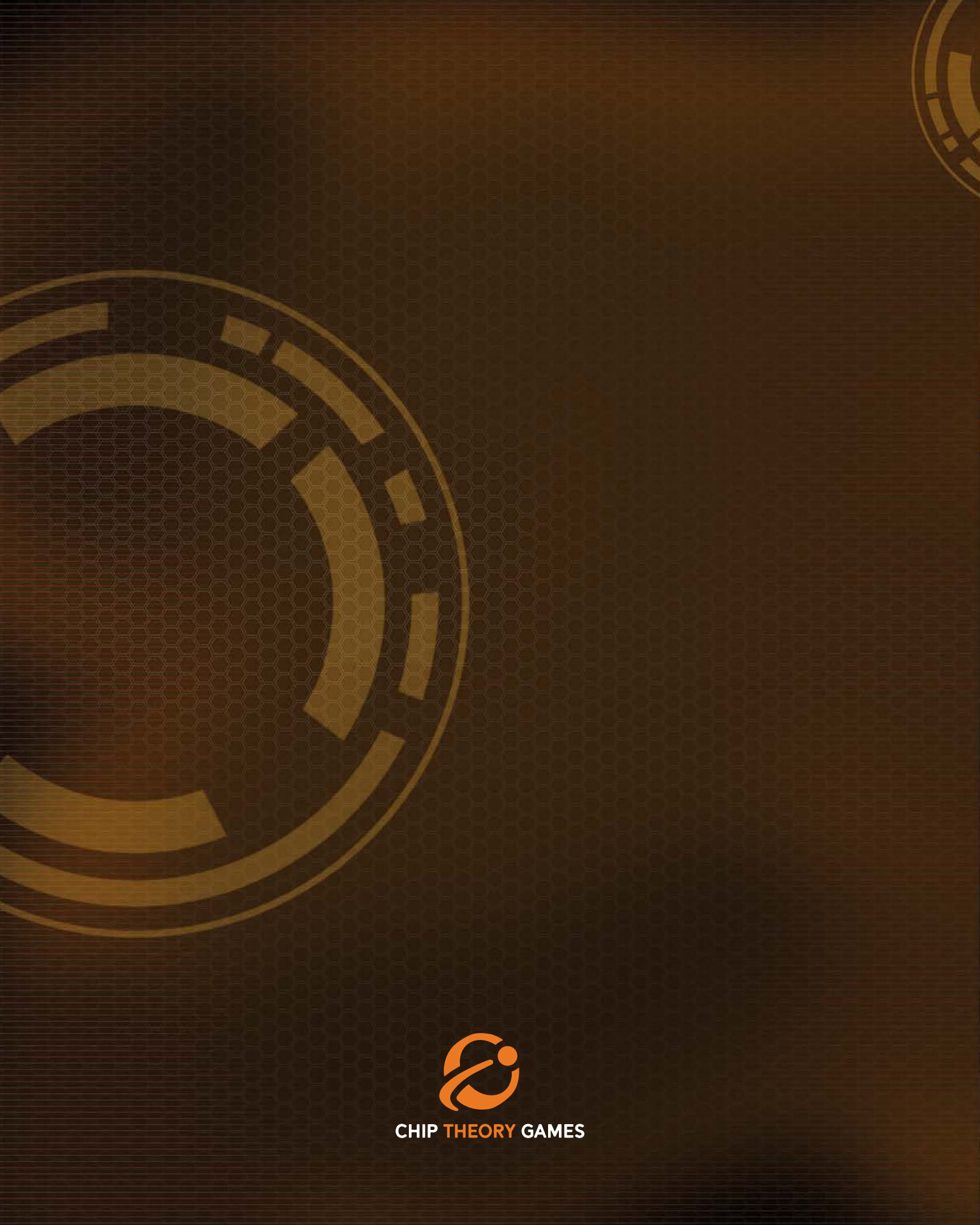
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