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Game:	FIRETEAM ZERO
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP


Players choose a **mission** and refer to its **mission briefing** in the **Mission Briefing book**. Place the specified sector tiles into the proper configuration.


Players choose or randomly determine a player to take the **start player token**. Starting with that player and going clockwise, each player selects a **hero** and takes that hero's **reference card**. If the mission briefing specifies that a particular **role** is required for the mission, someone must select that hero. In the core set, only one leader (*Abe* or *Maxine*) can be used in a mission.

If playing solo, choose 2 heroes and play them both as if it were a 2 player game.

Take the **upgrade, action, and focus cards** matching your hero's role. Select any upgrade cards you are entitled to as specified by the mission briefing and shuffle them together with your action cards to form your **action deck**. Upgrade cards are marked with a star in the center and come in sets of 4 identical cards. When you select an upgrade, shuffle all 4 cards of that type into your deck. Select any **focus cards** you are entitled to and place them faceup in front of you. Any remaining upgrade and focus cards are returned to the box.

 Place the 12 **spawn tokens** face up in the indicated locations in any order you choose.

 Place the **exit point token** in the indicated location (if one is specified).

 If the mission features a **boss monster**, place a **power token** where indicated.

Place the **threat track** near the board, with the **threat token** on the first space. Shuffle the **twist cards** specified by the briefing and place them facedown near the track.

Take the **monster reference cards** and **objective cards** specified by the briefing and place them faceup near the board.

Shuffle the **event cards** and draw the number specified by the briefing, returning the rest to the box. Then, gather the **discovery cards** specified by the briefing and shuffle them together with the event cards to form the **recon deck**, which consists of 12 cards.

Place the **lucky coin** heads up near the board.

Take the **monster figures** which make up the **spawn pool** as specified by the briefing. Roll the **spawn die** for each, placing that monster in the location which contains the corresponding spawn token.

Some missions may specify additional monsters to be set aside in a **reserve pool**.

Place both **specialist figures** and each player's **hero figure** in the entry point location specified by the briefing.

SEQUENCE OF PLAY

1. TACTICS PHASE

Perform the following steps in order. **On the first round of the game, skip the first 2 steps.**

1. Determine Start Player

The player that currently holds the **start player token** passes it to the player to his left.

2. Play a Tactical Response

One player (only) may play a **tactical response** from his hand. The player who currently holds the start player token has the final say if there are any disputes.

A hero that is knocked down may not play a tactical response, or be affected by such a card played by another player.

[FIRETEAM] Z E R O

3. Draw Cards

Each player **who did not play a tactical response** may draw action cards from his action deck to replenish his hand size (normally **5 cards**). Anyone who played a tactical response *does not* draw any cards.

A hero that is knocked down may draw cards normally.

If your action deck becomes depleted, immediately reshuffle your discard pile to form a new deck.

You may have a number of cards equal or over your hand size if you were instructed to draw cards by a game effect (in which case you would not draw cards in this phase).

2. HERO PHASE

Starting with the player who holds the start player token and going clockwise, each player takes a turn.


On your turn, you may normally **move your hero and perform 1 action**. Both are optional, and you may perform your action either before, after, or in the middle of movement.

If your hero has been knocked down, you must choose at the start of your turn to leave him down and skip your turn, or stand him up and take your turn normally.

Specialists cannot perform actions, cannot be targeted by an attack, and can only move by accompanying a moving hero.

MOVING

A hero moves from one location to an adjacent location up to a distance equal to his **speed** (normally 2). Locations are adjacent even if they only touch diagonally.

 **Difficult terrain** cost 2 moves to enter, and both moves must be spent at the same time. Monsters are unaffected by difficult terrain.

Impassable terrain (yellow diagonal stripes) may not be entered, even by monsters.

Guarding Specialists

When you move your hero out of a location containing 1 or more **specialist figures**, you may choose to bring any or all of them with you if you wish. If yours is the only hero in that location, you *must* bring any specialists with you; this applies even if your movement is involuntary.

Fleeing

You may not normally move your hero out of a location which contains more monsters than active heroes. However any special one-off moves such as those granted by an event, a reaction, or a tactical response are not restricted by the presence of monsters.

Specialists are not considered heroes and do not count toward comparing the ratio of monsters to heroes.


ACTIONS


You may normally perform only **1 action per turn**.

The two standard actions are **attacking** and **searching**, but mission objectives and some focus cards may provide additional possibilities.

Attacking

You may **attack** a monster by playing 1 or more cards and combining them as a single **attack action**.

 All cards played must share the same **attack type**.

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

Add together the **attack strength** of each card played to determine the total **attack strength** of the attack and roll that number of **attack dice**. You may never roll more than **8 dice**.

Each hit symbol rolled which matches the attack type of the attack inflicts 1 damage on the monster. Some cards provide bonus hits, which are added to any hits rolled on your attack dice. There is no limit to the total number of bonus hits which may be added to an attack.

Any damage inflicted upon a monster is reduced by its resistance to that attack type. Some effects allow an attack to ignore a monster's resistance entirely.

After subtracting any resistance, you must inflict damage equal to or greater than the monster's **health** (the large number on its reference card) to kill it.

All damage required to kill a monster must be inflicted in a single attack; any damage insufficient to kill it is lost and has no effect after that attack is resolved.


If a monster is killed, remove it from the board and return it to the spawn pool or reserve pool as appropriate.


Boss Figures

Inflicting damage upon a **boss monster** equal to or greater than its health merely **injures** it.


When a boss monster enters play, place the indicated number of **power tokens** on its reference card (usually 1 for each hero). Whenever an attack inflicts sufficient damage to injure a boss monster, remove 1 power token from its card. When the last token is removed, the boss monster has been defeated. Remove it from the board, but do not return it to the spawn pool.

Terrain Effects

 **Any ranged attack targeting a location with cover terrain has its attack strength reduced by 1 die**, to a minimum of 0. Attacks originating in the same location are not affected. Monsters and heroes both benefit from cover terrain.

 **Any ranged attack originating in a location with elevated terrain has its attack strength increased by 1 die** if targeting a non-elevated location. Attacks targeting the same location (or any other elevated location) are not affected. Monsters and heroes both benefit from elevated terrain.

Explosives

 Any hits inflicted with a **bomb** attack type are applied to **every figure** in the target's location: active heroes, monsters *and* attacker. Specialists never take damage.

Special Attacks

If a mission or card effect requires you to attack things other than monsters, you may perform a normal attack action against your target as if it were a monster.

Any damage you inflict on another hero is resolved as if it had been inflicted by an attacking monster. When attacking something else, the effect will be explained by instructions.

Specialist: Henry

If the specialist **Henry** is in your location or any adjacent location when you perform an attack action, you may **reroll 1 of your attack dice** after rolling for your attack.

Searching

If your hero occupies a location containing a faceup spawn token and no monsters, you may use your action to **search** that location.

Turn the token facedown to indicate that it has been searched and **draw a card from the recon deck**, resolving the card's effects immediately.

Mission objectives may require that the heroes search for **discovery cards** found in the **recon deck**. When found, these cards usually instruct you to place **intel tokens** on the related objective card (either immediately, or after performing some specified task) to indicate progress toward completing that objective. Once the indicated number of tokens has been placed on an objective card, that objective is complete.

Ambush!

If a recon card indicates that you are **ambushed** by a monster, spawn that monster in your location and activate it immediately. Take that monster from the spawn pool if possible. If this is not possible because all eligible monsters are already on the board, take one of those instead, selecting the one furthest away from your location.

Reactions may not be played in response to an ambush.

Specialist: Patty

If the specialist **Patty** is in your location or any adjacent location, you may **search as a free action**. These searches are resolved in the normal manner but do not count as your action for the turn, leaving you free to perform another action as well.

2. THREAT PHASE

Perform the following steps in order:

1. Advance the Threat Token

Advance the **threat token** 1 space along the **threat track**.

If it reaches a space that indicates a new **twist card** should be drawn, draw a card from the twist deck and place it faceup on the track in the spot provided. Each twist card added to the track introduces a new rule which goes into effect immediately.


If the threat token reaches the last space on the track, it moves no further and no further twist cards are drawn.

2. Activate Monsters

Activate each **monster** in turn, beginning with any **minions** before activating any **elite** monsters, and saving the **boss** (if there is one) for last. Within each type, you may activate the individual monsters in any order you choose.

When a monster is activated, it moves and attacks in the following sequence:

1. Monster Movement

 If there is already an active hero in the monster's current location, the monster does not move. Otherwise, it moves a distance up to its **speed** toward the closest active hero, moving from one adjacent location to another in the same manner as a hero. If it must choose between equidistant heroes, it moves toward the one earliest in turn order.

2. The Activation Die

Roll the **activation die**:

Blank: No effect.



Move Symbol: The monster immediately moves 1 additional location using the normal rules for monster movement.



Special Symbol: Check the monster's reference card and resolve its special ability.

3. Monster Attacks

After moving, a monster always attacks an active hero within range of its attack if it is capable of doing so.

If it must choose between targets at different ranges, it always chooses the closest. If it must choose between targets at the same range, it always chooses the one earliest in turn order.



Roll a number of attack dice equal to the monster's attack strength.

Each hit symbol rolled which matches the monster's attack type inflicts 1 hit on the target hero. The hero must discard 1 action card of his choice for each hit. If he does not have enough cards in hand to discard the required number, he is **knocked down**.

Taking One for the Team

When a hero is targeted for an attack, any other active hero in the same location may voluntarily intercede, becoming the new target for the attack. This decision must be made before rolling for damage.

Explosives



Any hits inflicted with a **bomb** attack type are applied to every active hero in the target's location. Monster attacks do not damage other monsters in the same location as their target.

Knockdown

If a hero must discard a greater number of cards than he currently has in hand, he discards his entire hand and is **knocked down**. Tip his figure onto its side until his next turn. Each time a hero is knocked down, the **lucky coin** is flipped tails up. If the coin is already tails up, the players immediately fail the mission and lose the game.

If your hero is knocked down, he is not considered an active hero. **You may not play cards for any reason** (including as a reaction), nor may your hero be damaged by any effect. Monsters ignore a knocked down hero for the purposes of movement and attack.

Unprotected Specialists

If the last active hero in a specialist's location is knocked down, the threat token is advanced **1 additional space** along the track. If this causes a new twist card to be drawn, draw it immediately.

If your hero is the sole guard for *both* specialists, the threat token is advanced *twice* if you are knocked down.

3. Spawn Monsters

Skip this step if a boss monster is in play.

Roll the spawn die for each available monster in the spawn pool, beginning with any minions before proceeding to any elite monsters. Add each monster figure to the location which contains the spawn token corresponding to the number rolled unless it is **secured**.

Securing Spawn Points

Any location containing at least 1 active hero and no monsters is **secured** against monster spawning (place your hero figure on top of the spawn token as a reminder). If a secured location is rolled during monster spawning, roll again until an unsecured location is rolled.

Boss Fights

If the mission features a boss monster, **monsters stop spawning when the boss monster enters play**. For as long as the boss monster remains on the board, the Spawn Monsters step of the Threat phase is skipped.

If the boss monster is defeated, monsters resume spawning as normal if any objectives remain yet to be completed.

WINNING THE GAME

The heroes complete their mission and immediately win the game when they have achieved all the objectives specified and *all heroes* have reached the designated exit point. If the mission does not designate an exit point, the heroes immediately win when they complete all of their objectives.

The heroes fail the mission and lose immediately if a hero is ever knocked down while the lucky coin is tails up.

CARDS & TOKENS

Action Cards

Each of a hero's action cards features an attack section at the top of the card which is used when playing those cards as an attack action during the Hero phase. Each card also has one of two other ways it can be played: as a **tactical response** or as a **reaction**.

A player whose hero has been knocked down may not play cards for any reason, including as a tactical response or a reaction.

Reactions can be played at any time, when the triggering event specified by the card occurs. Each player may only play 1 reaction in response to a single triggering event. The target of the reaction (as specified on the card) must be within the indicated range. Reactions may not be played in response to an ambush.

Objective Cards

Each mission features a number of **objective cards**. Each card describes what must be accomplished in order to complete that objective: often that a certain number of intel tokens must be placed on them. The card itself may specify what must be done to place an intel token on it; or the heroes may have to search to find the required discovery cards which will supply those tokens.

Some objective cards indicate that the heroes may flip the lucky coin back to heads up once the objective has been completed. If it is already heads up when such an objective is completed, it remains heads up.

Intel Tokens

Intel tokens fulfill a number of functions: they are placed on objective cards to track progress toward completing an objective; on discovery cards to track progress toward resolving an encounter; and on the board to represent things with which the heroes might interact.

Use the letters on the backs of the tokens to differentiate them if you are tracking multiple things at the same time. You can place a matching token on the corresponding card if you need to keep track of which tokens go with which card.

SPAWN & RESERVE POOLS

Each mission specifies a mix of monster figures which make up the **spawn pool**. Any monsters placed on the board during setup are taken from this pool unless otherwise specified. Killed monsters are returned to the spawn pool, where they become available to return to the board during the Threat phase.

Some missions may specify additional monsters to be placed in a **reserve pool**. These may be spawned under mission-specific circumstances but are not considered part of the mission's spawn pool. Monsters in the reserve pool are spawned *only* when specifically indicated, and are returned to the reserve pool when they leave play.

If you are instructed to add a monster from the reserve pool to the spawn pool, it becomes part of the spawn pool for the remainder of the mission, spawning normally during the Threat phase and being returned to the spawn pool if killed.

[FIRETEAM]

Z E R O

SEQUENCE OF PLAY

1. TACTICS PHASE

On the first round of the game, skip the first 2 steps.

1. Determine Start Player

Pass the **start player token** to the player on your left.

2. Play a Tactical Response

One player (*only*) may play a **tactical response**.

A knocked down hero may not play a tactical response or be affected by one.

3. Draw Cards

Each player **who did not play a tactical response** may draw action cards from his action deck to replenish his hand size (normally **5 cards**). Knocked down heroes may draw cards.


2. HERO PHASE

Starting with the player who holds the start player token and going clockwise, each player takes a turn.

On your turn, you may normally **move your hero and perform 1 action**. Knocked down heroes must choose to stay down and skip their turn, or stand up and take their turn normally.

MOVING

Move a number of adjacent locations equal to your **speed** (normally 2).

 **Difficult terrain** locations cost 2 moves to enter, and both moves must be spent at the same time. Monsters are unaffected by difficult terrain.

Impassable terrain (yellow diagonal stripes) may not be entered, even by monsters.

Guarding Specialists When you move your hero out of a location containing 1 or more **specialist** figures, you may choose to bring any or all of them with you. If yours is the only hero in that location, you *must* bring any specialists with you.

Fleeing You may not normally move your hero out of a location which contains more monsters than active heroes. **Specialists are not heroes** and do not count. Special one-off moves are not restricted by the presence of monsters.

ACTIONS

You may normally perform only **1 action** per turn.

Attacking

You may **attack** a monster by playing 1 or more cards and combining them as a single **attack action**.

All cards played must share the same **attack type** and the target must be within each card's **attack range**.

Calculate the total **attack strength** and roll that number of **attack dice**. You may never roll more than **8 dice**.

Each hit symbol rolled which matches the attack type of the attack inflicts 1 damage on the monster.

Any damage inflicted upon a monster is reduced by its resistance to that attack type.

Inflict damage equal to or greater than the monster's **health** to kill it. **All damage required to kill a monster must be inflicted in a single attack.**

Inflicting damage upon a **boss monster** equal to or greater than its health **injures** it; remove 1 power token from its card. When the last token is removed, the boss has been defeated.



Any ranged attack targeting a location with cover terrain has its attack strength reduced by 1 die.



Any ranged attack originating in a location with elevated terrain has its attack strength increased by 1 die if targeting a non-elevated location.

Explosives Hits inflicted with a **bomb** attack type are applied to *every* figure in the target's location: active heroes, monsters *and* attacker. Specialists never take damage.

Specialist: Henry If *Henry* is in your location or any adjacent location, **you may reroll 1 of your attack dice.**

Searching

If your hero occupies a location containing a faceup spawn token and no monsters, you may **search** that location. Turn the token facedown and **draw and resolve a recon card.**

Ambush! If a recon card indicates that you are **ambushed** by a monster, spawn that monster in your location and activate it immediately. **Reactions may not be played in response to an ambush.**

Specialist: Patty If *Patty* is in your location or any adjacent location, you may **search as a free action.**

2. THREAT PHASE


1. Advance the Threat Token

Advance the **threat token** 1 space. If it reaches a space that indicates a new **twist card** should be drawn, draw one and place it faceup on the track.

2. Activate Monsters

Activate each **monster** in turn, beginning with any **minions** before activating any **elite** monsters, and saving any **boss** for last. An activated monster moves and attacks in the following sequence:

1. Monster Movement

 If there is already an active hero in the monster's current location, the monster does not move. Otherwise, it moves up to its **speed** toward the closest active hero. If choosing between equidistant heroes, it moves toward the one earliest in turn order.

2. The Activation Die

Roll the **activation die**:

Blank: No effect.



Move Symbol: The monster immediately moves 1 additional location using the normal rules for monster movement.



Special Symbol: Check the monster's reference card and resolve its special ability.

3. Monster Attacks

After moving, a monster always attacks the closest active hero within range of its attack if it is capable of doing so. If choosing between targets at the same range, it chooses the one earliest in turn order.



Roll a number of attack dice equal to the monster's attack strength.

Each hit symbol rolled which matches the monster's attack type inflicts 1 hit on the target hero. The hero must discard 1 action card of his choice for each hit. If he does not have enough cards, he is **knocked down**.

Taking One for the Team When a hero is targeted for an attack, any other active hero in the same location may voluntarily intercede and become the new target.

Explosives Any hits inflicted with a **bomb** attack type are applied to every active hero in the target's location. Monster attacks do not damage other monsters in the same location as their target.

Knockdown If a hero is **knocked down**, tip his figure onto its side. Each time a hero is knocked down, the **lucky coin** is flipped tails up. If the coin is already tails up, the players immediately fail the mission and lose the game.

A knocked down hero is not considered an active hero. **You may not play cards for any reason** (including as a reaction), nor may your hero be damaged by any effect. Monsters ignore a knocked down hero for the purposes of movement and attack.

Unprotected Specialists If the last active hero in a specialist's location is knocked down, the threat token is advanced **1 additional space** along the track.

If your hero is the sole guard for *both* specialists, the threat token is advanced *twice* if you are knocked down.

3. Spawn Monsters

Skip this step if a boss monster is in play.

Roll the spawn die for each available monster in the spawn pool, beginning with any minions before proceeding to any elite monsters. Add each monster figure to the location which contains the spawn token corresponding to the number rolled unless it is **secured**.

Securing Spawn Points Any location containing at least 1 active hero and no monsters is **secured** against monster spawning (place your hero figure on top of the spawn token as a reminder). If a secured location is rolled during monster spawning, roll again until an unsecured location is rolled.

Boss Fights If the mission features a boss monster, **monsters stop spawning while the boss monster is in play**. If the boss monster is defeated, monsters resume spawning.

WINNING THE GAME

The heroes complete their mission and immediately win the game when they have achieved all the objectives specified and *all* heroes have reached the designated exit point.

If the mission does not designate an exit point, the heroes immediately win when they complete all of their objectives.

The heroes fail the mission and lose immediately if a hero is ever knocked down while the lucky coin is tails up.

ACTION CARDS

A player whose hero has been knocked down may not play cards for any reason, including as a tactical response or a reaction.

Reactions can be played at any time, when the specified triggering event occurs. Each player may only play 1 reaction in response to a single triggering event. The target of the reaction must be within the range. Reactions may not be played in response to an ambush.

[FIRETEAM] ZERO

EXPANSIONS

GEAR CARDS

If desired, shuffle the 30 **gear cards** from the **Africa Cycle** expansion into your event cards deck.

When you draw a gear card, place it in front of your hero. They provide an ongoing game effect for as long as they remain in play, and may not be discarded or given to other players unless indicated.

SPECIALIST CARDS

If desired, separately shuffle the 2 **specialist card** decks from the **Europe Cycle** expansion and draw 2 cards from each deck.

Select one of each type of card to keep and place them faceup near the board. Return all unused specialist cards to the box.

If a specialist card indicates a token cost, place the specified number of **specialist tokens** on the card.

Each specialist card grants the corresponding specialist a new ability. Some are always active, while others require spending specialist tokens.

If a card does not indicate a token cost, it may be used freely by any hero under the specified circumstances.

If a card does indicate a token cost, a hero wishing to activate it must meet these conditions:

- they must be in the corresponding specialist's location or adjacent to it.
- there must be at least 1 specialist token remaining on the card.
- the threat token must not yet have reached the last space on the threat track.

If so, activate the card's ability by removing a specialist token from the card and **advancing the threat token one space along the threat track**. If this causes a twist card to be drawn, resolve the specialist card effects first.