A PLAY AREA LAYOUT

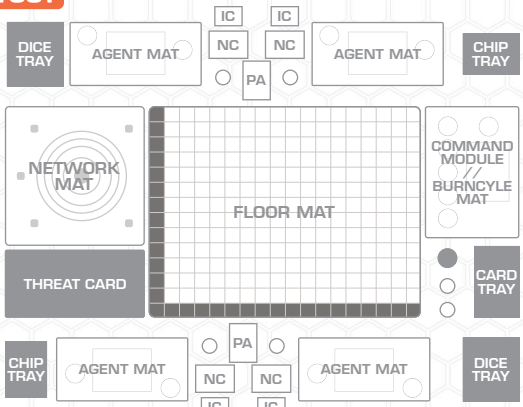
Recommended layout for the play area.

Feel free to rearrange things to suit player count and table size !

IC: Imperative card

NC: Network card

PA: Player aid card



1 FIRST PLAYER

Randomly determine a **first player.**

Give the **corporation marker** to the player to the right of the first player.

2 MISSION & DIFFICULTY

Select a **mission card** and **difficulty level.**

Read the story, flip the mission card over and check details.

3 CORPORATION

Place the **corporation's CEO chip** in the center of the **network mat.**

Place the **threat card** to the left and add **two red beads** at the top.

4 NETWORK

Place the **red CEO network level die**, set to 1, in the slot at the top of the network and add **4 red ping pegs** in the holes.

Place the **players' network level dice**, set to 1, beginning at the top right corner and add a **matching IP peg** in the hole.

5 CAPTAIN

Draw a **captain chip** and get its card.

6 FLOORPLAN

See mission card for the **floor to set up** and open the **Floorplan booklet.**

Locate and **place the indicated rooms**, terminals, caches and surveillance beads.

7 SECURITY

Draw and place **security units on the hallway** security posts (check facing) according to the **security details on the captain card** (add a key chip if shown).

Draw a **room guard** (level matching the current floor number) for **every mandatory security post** in the book.

8 AGENTS

Players **choose a bot card** and take the matching bot and awareness chips.

Check for possible setup instructions on the bot card (in the white box).

9 COMMAND MODULE

Choose a **command module bot** card and take the matching bot and awareness chips.

Place **pegs in burncycle slots** that line up with a green icon.

Place a **peg on the starting power level**.

10 RESERVE ALLOTMENT

Each agent gets its **reserve allotment action chip** and following upgrades:

- **1p game:** all **3** allotment upgrades.
- **2p game: 1** allotment upgrade of your choice each.
- **3-4p game: no** starting allotment upgrades.

11 ROUTE POWER

All agents put **a peg on 10 starting power** and may now **spend power to gain upgrades** until at or below their bot power bank limit.

12 BURNCYCLE

Place the **captain action chip + general action chips** in the draw bag so that the total **number of chips matches the number of active burncycle slots**.

Draw chips and fill burncycle slots from left to right (degraded side face down).

Place **a red bead** as burncycle tracker.

13 STARTING SPACES

Players place their **agent chip on the outdoor** (dark grey) space of their choice.

Also place the **command module chip** on the desired starting space.

14 THE TEAM'S RESERVE

For each outdoor space a bot occupies **with an action icon**, add a matching action chip **in the team's reserve**.

15 AGENT RESERVES

Each player takes the **action chips matching their reserve allotment**.

16 IMPERATIVES

Each player draws **1 imperative card**.

1 ROUTE POWER

You may route (or spend) power to activate **dice upgrades**, **abilities** and **reserve allotment on your agent** or activate **universal abilities** and **burncycle slots for the command module**.

2 BUILD YOUR DICE POOL

1 basic 1 **die** for each power in your power bank + **1 advanced** 2 **/ elite** 3 **die** for each matching unlocked upgrade.

3 TAKE ACTIONS

Take 1 action (or pass) for each active chip in the burncycle (skip any degraded chips) and move the tracker bead to the next active chip.

If the current active chip is the **captain action chip**, carry out the text in the Burncycle Action section of the captain's card.

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

Physical Actions

Move: Roll an **AP check** (+2 AP if optimized) and **move agent** or **command module 1 space per AP**. APs can be split. Bots can collect caches, Push and Swap (if activated) during movement.

Strike Wall: Roll an **AP check** (+2 AP if optimized). **If AP ≥ 10:** place a **destroyed wall chip** + **1 free move** + bot is **detected**.

Strike Security Unit: Roll an **AP check** (+2 AP if optimized). Regardless of success, **advance threat by 1** + bot is **detected.**

If **AP ≥ unit durability:** security unit is **shut down** (discard chip) + bot **gains 1** and unit key (if applicable).

If **AP ≥ (unit durability - 5)**: security unit is **stunned** until the end of the round (flip its chip over) + bot gains unit key (if applicable).

Security units durability is based on unit level: 1 / 2 / 3 / captain = 10 / 15 / 20 / card.

Utility Actions

Keypad (unlock door): Draw a **keypad card** and place it next to the door. **Resolve all inputs** for the floor level (ignore one if optimized) or brute force (if not JAM) by rolling an AP check ≥ durability shown.

If successful: discard the keypad card + place a **door peg** + the bot **may take a free move** to the other side of the door.

Tech Actions

Terminal: if bot is on a **space with terminal** chip, draw a **terminal card** and choose **1 option** (2 if optimized) then roll an **AP check** (if mainframe terminal: required AP = 0 for all options).

If successful: carry out chosen options effects and **discard** terminal chip and card.

Network Card: draw **1 network card** (discard down to 3 if you have more).

If optimized: take **any unoptimized action**.

General Actions

Repair: if ability activated, **transfer any amount** of ⚙ to any other bot.

Missions & abilities grant additional general actions that you can take on your turn.

Free Actions

Trade: **Transfer** keys, equipment cards and uninstalled mods to an adjacent bot.

Alter the burncycle: **Replace any action chip** in the burncycle with an action chip from the team's reserve or your own's.

If replacing the active captain chip: advance threat by 2.

4 NETWORK

Place the tracker bead under the **leftmost active action chip** in the burncycle. For each active chip in the burncycle, **move your agent's IP or pass**.

Agents' IPs move clockwise (ignoring/jumping over other IPs) and can **transfer** inwards/outwards **1 time per action chip**.

Moving your IP

If on a general action or captain chip in the burncycle, **your agent's IP moves 1 node**.

If on a physical, tech, or utility action chip, your agent's IP **moves until it reaches one of the following**:

- A node **occupied by a ping**.
- A **hub** (red nodes).
- A node **matching the action type** of the chip in the burncycle.

Resolving your node

Landing on a Ping: **Compare your network level with the CEO's network level** then the higher level boots the lower (if tied at 1-5 your IP is booted, at 6 the ping is booted).

If your IP is booted: return your IP to your access point, decrease CEOs network level by 1 and your agent becomes detected.

If the ping is booted: remove the ping from the network, place your agent's IP on the former ping´s node, decrease your agent's network level by 1 and resolve the node your IP is on now.

Landing on a Hub: Gain the benefit of the hub you're on.

Landing on an Action Node: If you have network cards matching the action node your agent's IP landed on gain the benefit on the corresponding cards (in the order of your choosing) and discard the resolved network cards.

At the end of the Network step, discard any leftover network cards.

5 ROUTE POWER

Works the same as at the beginning of your turn but **your agent loses** ⚙ **in excess of its power bank limit.**

6 DEGRADE THE BURNCYCLE

Roll the burncycle die and **degrade the active chip** in the corresponding slot (if inactive/degraded cycle to the next slot).

If 🔑 rolled, degrade any active chip.

1 SECURITY UNIT ACTIVATION

Security units move **as many spaces as their movement stat** allows unless: reaching target space, moving onto a bot or having no route to their target space.

Security units **can not move through bots or walls**, but **can move through unlocked and locked doors**. If a security unit has to move onto another, they **swap spaces**.

When attacked by security units, **bots lose power equal to the security unit level** (captain = 3).

Priority 1: Pursue

Security units pursue detected bots (with awareness chip on them).

Choose a **security unit with a detected bot within their awareness** and move it towards the bot. After moving, **attack all adjacent detected bots**.

Flip security unit chip then **repeat for each security unit** with detected bot within their awareness (multiple security units may pursue the same detected bot).

When no security units with detected bots within their awareness, **flip over the awareness chips of all pursued bots**.

Priority 2: Investigate

Security units investigate all remaining awareness chips in play.

Choose an **unflipped bot's awareness chip** in play and find the **closest security unit**: move it **towards the awareness chip** (onto it, if possible). After moving, **attack all adjacent detected bots**.

Flip security unit and awareness chip then **repeat for each unflipped awareness chips** in play.

Priority 3: Patrol

Remaining security units that aren't in rooms will carry out their patrol.

Choose any **security unit not activated and not in a room** and move it according to its patrol icon on their chip. After moving, **attack all adjacent detected bots**.

Flip security unit's chip and **repeat for each unflipped security unit** in play.

Flip all security units and awareness chips back to their active side (including stunned security units).

2 PING ACTIVATION

Pings on the network will activate (outward layers first). If multiple pings on the same layer, first is the ping that has the most space between it and the next ping clockwise.

Move each ping clockwise until: **lands on an IP**, **would land on another ping** (stop before), **lands on a hub** or has **moved 3 nodes**. If no pings are on the network, CEO adds a ping.

Roll ping die equal to the # of hubs occupied by pings then **resolve each roll**.

If no pings were on hubs, **all pings that can transfer outwards do so**.

Banned from the network: if a ping moves **onto or past the node that connects to an empty IP access point, this IP is banned**. Remove IP peg and network level die from the network. Agents with banned IPs skip the network step.

3 ADVANCE THREAT

Advance threat by the number of players.

REBOOTING THE BURNCYCLE

Before the start of any players turn, you may reboot the burncycle:

- **Return all action chips** from the **burncycle** and **all reserves** to supply.
- **Create the burncycle as in setup**.
- **Each player** takes the chips from their **reserve allotment to make their reserve**.
- For **each room that contains at least 1 bot** (excluding safe zones), place **room's reserve allotment in team's reserve**. If a bot is on an **outdoor space with an action icon**, also **add a matching chip**.
- **Advance threat by player number.**
- Return **banned IPs' pegs and network level die** (set to 1) to an **available access point**.

KEYPAD INPUTS

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

Discard a matching action chip from your reserve or the team's reserve or move the burncycle tracker to a matching action chip to the right of the tracker's current position.

Alarm: The bot taking the keypad action becomes detected.

Ping: The CEO adds 1 ping to the core (if possible).

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

SURVEILLANCE DIE

Place a guard matching the floor level onto a guard post in this room.

Turn a terminal in this room into a mainframe terminal.

Lock all doors in this room.

Draw an imperative (if you don't already have one).

Gain 1 power.

NETWORK HUBS

(1): Increase your network level by 1.

(2): Reduce threat by 1.

(3): Gain 1 power.

(4): All of the above benefits. Agent's IP is booted to its access point.

PING DIE

Advance threat by 1.

Advance threat by 1; then, pings transfer.

Increase CEO's network level by 1.

Increase CEO's network level by 1; then, pings transfer.

The CEO adds a ping to the core.

The CEO adds a ping to the core; then, pings transfer.

SECURITY ABILITIES

Cautious: If this unit ends its activation **adjacent to an unlocked door, the door is locked**.

Demerit: When this unit attacks a bot, **instead of the bot losing power, threat advances by 1**.

Drain: When this unit **becomes adjacent to a bot, the bot must discard a chip** from its reserve.

Grapple #: During move actions, **bots must use # extra AP when moving from a space adjacent** to this security unit to a nonadjacent space.

Shift: This unit **can move through walls**. It **patrols even when in a room** and is **not constrained to its current area** when patrolling.

STRIKE / DURABILITY

Destroy wall: 10 AP.
Max. 3 destroyed walls per floor.

Security units

Attacking: bot loses 1 .
Stunned: 5 AP. **Shut down:** 10 AP.

Attacking: bot loses 2 .
Stunned: 10 AP. **Shut down:** 15 AP.

Attacking: bot loses 3 .
Stunned: 15 AP. **Shut down:** 20 AP.

Attacking: bot loses 3 .
Stunned: card durability value - 5 AP.
Shut down: see card value.

SECURITY PATROLS

Stationary: Does not move.

Pace: Moves in a straight line in the direction it faces. If it cannot move, it turns to face the opposite direction and continues its movement.

Perimeter: Follows the outer perimeter of its area, moving counter-clockwise.

Unlocked Doors: Moves towards a hallway space adjacent to the closest unlocked door.

Closest Bot: Moves towards a space adjacent to the closest bot that is not in a hiding spot.

Command Module: Moves towards a space adjacent to the command module (unless in a hiding spot).

Post: Moves towards its post.

Terminals: Moves towards the closest terminal.

UNIVERSAL ABILITIES

- **Swap:** Swap space with another bot.
- **Push:** Spend 1 additional AP to move on a space with a security unit, pushing unit to an adjacent space + become detected.
- **Repair:** Transfer power to another bot.

DETECTING BOTS

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**.
- **Taking a strike action against a security unit**, even if unsuccessful.
- **Destroying a wall**.
- **Being booted by a ping** on the network.
- **Resolving an alarm input** on a keypad.
- Other game effects and abilities...

GAINING POWER

Power is a very important resource in burncycle. It represents a bot's health, acts as a currency (for bot upgrades) and determines how many basic action dice agents can roll on their turn. Here are a few ways to gain variable amounts of power:

- **Completing your agent's imperative**.
- **Surveillance die:** Powercell result.
- **Discarding an uninstalled mod**.
- **Shutting down a security unit**.
- **Hitting a hub on the 3rd or 4th layer** (core) of the network.
- **Getting repaired** by another bot.
- **Completing floor objectives** (only agents gain power).
- Other game effects found on terminal or networks cards and abilities...

MANAGING THREAT

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 or 4th layer** (core) of the network: **-1 threat**.
- **End of the corporation's turn: +threat** equal to the number of players.
- **Rebooting the burncycle: +threat** equal to the number of players.
- **Ping die** (threat result): **+1 threat**.
- **Taking a strike action** against a security unit: **+1 threat**.
- **Replacing the undegraded captain chip** in the burncycle: **+2 threat**.
- **Agent shut down**: **+3 threat**.
- **Awareness chip coming into play**: **+1 threat** (only on seasoned difficulty).

ENDING A FLOOR

At the end of a player's turn, if the floor's objectives are completed and all bots are in safe zones, the floor is now completed.

- Corporation marker goes to the player who just finished his turn.
- Take note of unlocked safe zone doors and which safe zone each bots and security units are in.
- Set up the next floor as during setup.
- Add bots, security units and door pegs back to the safe zones in the same position they were on the previous floor.
- Any bot that does not have an imperative card draws an imperative card.