



# ENDURE™

THE STARS

RULEBOOK

# ENDURE

## THE STARS

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# CREDITS

<b>Story &amp; original concept</b>	Adam Smith
<b>Game design &amp; development</b>	Adam Smith
<b>Producers</b>	Adam Smith & Mike Brown
<b>Business development</b>	Mike Brown
<b>Art</b>	Brian Coughlan
<b>Graphic design</b>	Scott Nicely
<b>Sculpting</b>	Big Child Creatives
<b>Playtesting:</b>	
Adam Smith, Mike Brown, Joe Beechey, Simon Oliver, Lewis Smith, Harry McCarthy, Chris Callahan.	

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# ENDURE THE STARS

## OBJECT OF THE GAME



Endure the Stars is a co-operative action survival game for 1-6 players. Set aboard the planet-colonising ship the N.W.E. Hikari, players take on the roles of the last surviving members of the crew, who were almost completely wiped out when the GEPs, genetically engineered creatures designed to aid in the colonisation of the destination planet, escaped their confinement and massacred anything in their path. Now they search the ship for fellow survivors, vital supplies and anything else that can help them to survive another day.

Players choose between a variety of character classes each with their own strengths, weaknesses and special abilities that can turn the tide during missions.

Searching the derelict and abandoned areas of the ship is a vital part of gameplay, and players must always be aware of the noise they are making. Many dangers await anyone brave enough to Endure the Stars...

# ENDURE THE STARS

## GAME CONTENTS



This rulebook



12 Game tiles



1 Refuge tile



6 Survivor miniatures



30 Swarmer



20 Jaeger



20 Icarus



10 Solomon



1 Titan



1 C.H.O.  
Exo Loader



6 D6 dice

1 Damage die  
1 Directional die



6 Survivor dashboards



6 Ability tokens



1 Titan dashboard



80  
Item



30  
Event



20  
Resolve



18  
Accomplishment



20  
Titan



18  
Refuge Event



10  
Objective



2 Exit door  
16 Door



7  
Health



7  
Resolve



19  
Injury



13  
Noise



17  
Radar



6  
Crisis



1 x First Player



1 x Start

# ENDURE THE STARS

## COMPONENT BREAKDOWN

### Game tiles

The Hikari is a massive ship and these game tiles represent its many levels, sections and areas. Use these to create the many different missions and scenarios of Endure the Stars.

### Refuge tile

A haven for all who survived the event that has become known as 'The Fall', The Refuge is a place that survivors may choose to visit in between missions to rest, recuperate and trade any items they've manage to collect.

### Survivor dashboards

Each survivor comes with a dashboard that keeps track of their Health and Resolve, as well as the items they are carrying.

### Titan dashboard

Much like the survivors, The Titan has a dashboard to keep track of its health, mood and attacks.

### Event cards

These cards represent the unstable nature of the ship and are drawn in the Resolution Phase, read aloud and put into play immediately.

### Item cards

Scattered around the ship are items that may prove useful to your fellow survivors. These come in the form of armour, helmets, weapons and items.

### Resolve cards

Resolve cards represent each survivor's anxieties and fears. Each player is dealt three of these cards at the start of a mission/campaign.

### Accomplishment cards

Each survivor receives an Accomplishment card at the start of each mission that represents a sub-objective specific to that survivor. Completing these can grant powerful, single-use bonuses.

### Titan Boss cards

The deadliest of the GEPs is known as The Titan and it fights in its own unique way. This deck represents its deadly arsenal of attacks. Cards are drawn from here to determine how the creature acts during combat.

### Refuge Event cards

The Refuge is the safest place on the ship for survivors, but that doesn't mean that it's safe. These cards are drawn at the end of each round that a survivor spends at The Refuge and can both help and hinder their progress.

### Ability tokens

These tokens list the abilities available to each survivor and are placed on the survivor dashboard.

### Objective tokens

These tokens are used to mark the location of any mission objectives.

### Exit token

This shows the exit that the players must leave by.

### Radar tokens

These tokens represent the unknown enemies that wander the map.

### Noise tokens

When a character makes a noise, whether accidental or on purpose, these tokens are used to mark the location and level of the noise.

### Door tokens

These tokens represent open and closed doors.

### Health tokens

These tokens keep track of the amount of Health each player has left.

### Resolve tokens

These tokens keep track of the amount of Resolve each player has left.

### Injury tokens

These tokens are placed on the head, body and leg dashboard locations when a character suffers an injury.

### Crisis tokens

Each survivor is given a crisis token to represent that their crisis ability has not yet been used. The token is discarded once the ability has been used.



# ENDURE THE STARS

## SETUP

Before playing the game, players must do the following:

### 1 Sort the pieces

Sort all card decks by their type and shuffle each one respectively. Separate all tokens and markers and place them into separate piles.

### 2 Choose a map

At the rear of this rulebook you will find the "Missions and Campaigns" section. Players must pick one, lay out the map tiles and place any doors, objectives, exits and radar tokens according to the mission guidelines.

### 3 Choose your survivors

Once you've selected a mission or campaign you must decide who you wish to play as. Most maps will specify the minimum amount of survivors that may be used, or in some cases specific survivor classes that must be present on the mission. Bear in mind that each survivor has its own unique set of talents and abilities that excel in different situations, so choose wisely.

### 4 Claim character dashboards and arm yourself

Now that each player has chosen their survivor, all players take their corresponding survivor dashboard and ability token. From the item deck take 1 x pistol, 1 x plasma cutter and enough Swarmer legs so that each survivor starts with a weapon. Shuffle these cards together and deal one to each survivor. Finally, place your characters in the starting zone indicated by the map.

### 5 Deal Resolve and Accomplishment cards

Deal three Resolve cards and one Accomplishment card to each survivor. Without reading them, tuck the Resolve cards under the survivor dashboard with just the number at the bottom showing.

## Game overview

Each game round consists of three phases, played out in the following order:

### Survivor Phase

The player with the first player token takes their turn performing actions such as moving, attacking and searching the ship. Once they have finished the next survivor takes their turn and so forth, moving in a clockwise fashion around the board until all survivors have had their turn. Then The Enemy Phase begins.

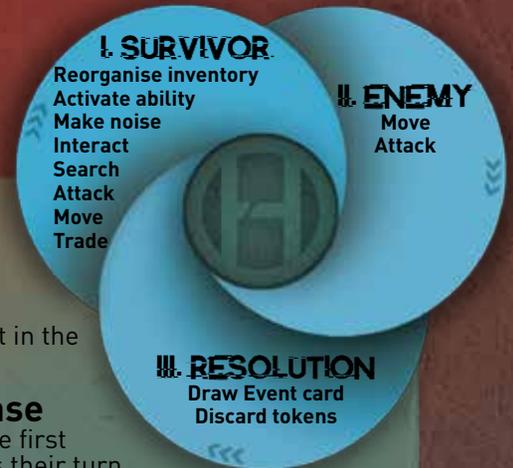
### Enemy Phase

Next is the Enemy Phase. Enemies are represented on the board by either radar tokens or by miniatures. Radar tokens are revealed and become miniatures if the token enters a survivor's field of view or a special ability/condition reveals it. Players may take turns to resolve the enemy's actions or may elect one person to do so for the entire game.

There are two states the enemies exist in, Passive and Active. If a radar token/miniature has not been alerted by a noise or seen a survivor, they will wander the map in a random direction. Players roll the directional die for each token/miniature and move it one zone in that direction. Enemies must always move if able to. Once something has got the attention of the enemy, they enter an active state and head towards whatever their target is at a rate dependent on the enemy type (some move faster than others).

### Resolution Phase

Lastly is the Resolution phase. Remove any expired Event cards and noise tokens and draw one new Event card, to be put into play immediately. Pass the first player token clockwise around the table so that a new survivor acts first during the next round.



# ENDURE THE STARS

## PLAYING THE GAME - THE BASICS

### Winning and losing

To win the game, players must complete all mission objectives that are detailed on the mission page. Endure the Stars is a co-operative game, so work as a team if you want to survive!

The game is lost if all survivors die before completing their objectives.

### Line of sight

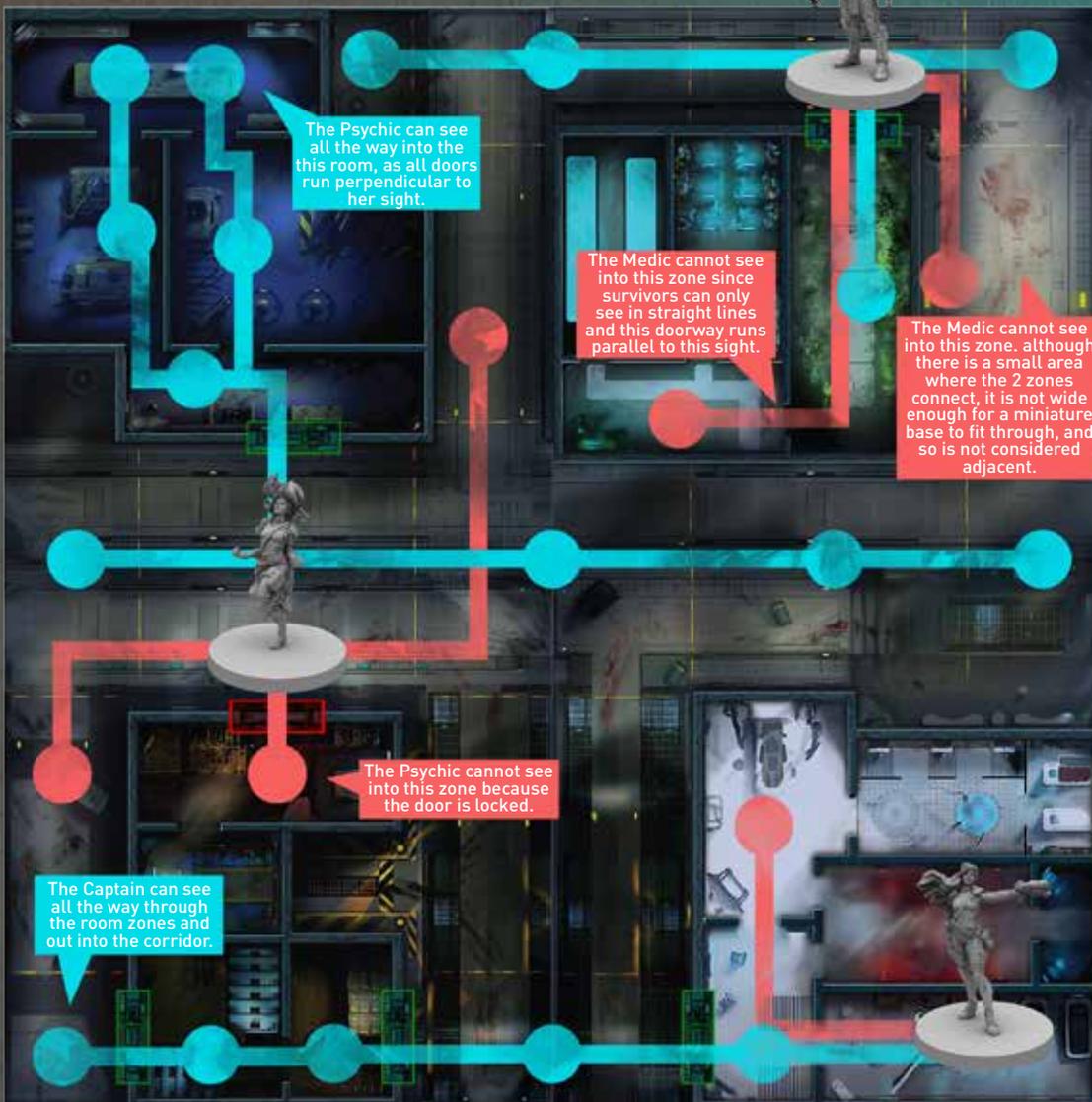
To reveal radar tokens or to initiate an attack, you must first be able to see your intended target. The line of sight for all miniatures is straight lines that run parallel with the edges of the board, no matter the distance (unless abilities dictate otherwise). Miniatures cannot see diagonally. If you can see into part of a zone, it is assumed you can see into the whole zone. Walls and locked doors are the only things that interrupt line of sight.

### In Rooms

Survivors see into all zones that share a door opening with their current zone, and any connecting doorways that run perpendicular to the survivor. The placement of doorways between zones is arbitrary, if there is a doorway on a wall between zones then its location could be considered to be anywhere on that wall for line of sight purposes.

### Seeing through doorways

Line of sight extends through doorways that run perpendicular to the viewer. Doorways that run parallel to the viewer cannot be seen through.



# PLAYING THE GAME - THE BASICS

## Doors

Doors exist in two states; open or locked. Open doors can be passed through by any miniature and line of sight is not obstructed by them. Locked doors block line of sight and may not be passed through, unless a specific ability or effect allows this.

## Adjacent zone clarifications

Several corridor zones, such as those on the Life Support tile, contain areas that do not perfectly line up and leave room for interpretation. As a rule, if the smallest survivor's base cannot fit through the area in question, then the zones are not considered to be adjacent and there is no line of sight.

## Movement

Characters may move between zones on the board, so long as the way is clear for them. Doors that are locked or solid walls may not be passed through (unless an item or ability permits this).

## Leaving an occupied zone

If a survivor wishes to leave a zone that is occupied by enemies, they must first make a Resolve check (see "Resolve checks").

## Noise

Noise plays a key role in Endure the Stars and can be generated in a variety of ways, including, but not limited to:

- Weapons and items;
- Voluntarily making noise; and
- Story triggered events.

Once a noise has been made, place a Noise token with the corresponding value in the zone in which it originates. The number on the Noise token indicates how many zones the noise travels. Noise tokens are removed from the board at the end of the Resolution Phase, before the next round begins. If an enemy/radar token is within the radius of the noise, they will head towards that zone as fast as they can. Attracting the attention of enemies can be very dangerous, so pay attention to how much noise you're making!

### Key points to remember about noise are:

- 1) Only the loudest noise in a zone counts – Once noise has been made in a zone, any quieter noises also made in the same zone do not count

or add to the total noise value.

- 2) Multiple noises - If an enemy is caught within the radius of two or more noises originating from different areas, it will be drawn towards the loudest noise. If an enemy can be drawn by two noises of equal volume, roll the directional die to determine which noise the enemy heads towards.

## Noise token removal

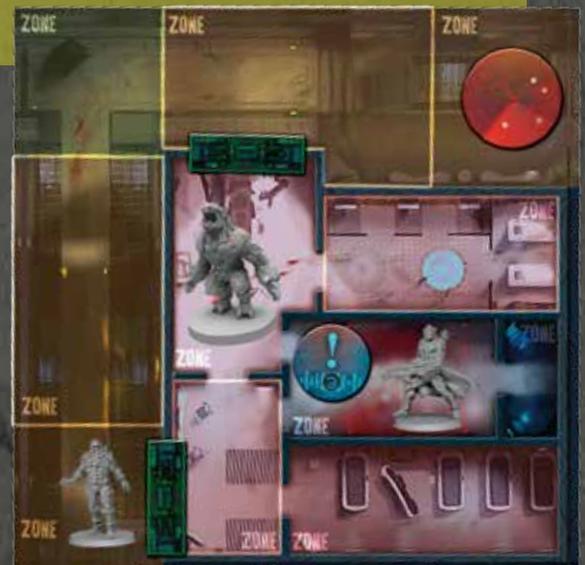
If a noise token that an enemy is heading towards is removed during The Resolution Phase, the enemy will revert back to a Passive state when it next activates, if there is nothing else to attract its attention.

## Noise in the Resolution Phase

Although rare, sometimes noise is generated during the Resolution Phase. These noises are not removed from the board at the end of the current Resolution Phase and persist until the following Resolution Phase.

## Noise example

The Marine has attacked the Jaeger in the adjacent zone with his shotgun, which has a noise rating of three. A level 3 noise token is now placed in the Marine's zone. Everything within a three zone radius is now drawn towards this zone, which means the radar token north of the Marine will now head there! Zone radius is calculated by counting zones that share at least one connecting edge, so all red areas in the image below are one zone away from the noise's origin, orange areas are two zones away and the yellow are three zones away. Had the Marine moved into the Jaeger's zone and used the Swarmer Leg, he would not have attracted the attention of the radar token as it has a noise rating of only 1.



# PLAYING THE GAME - THE BASICS

## Survivor abilities

All survivors in Endure the Stars have three class-specific abilities at their disposal:

**Passive ability** - Remains in constant effect and does not require activation.

**Active ability** - Survivors may use one action to utilise this ability.

**Crisis ability** - An incredibly powerful ability that may only be used once per mission and requires one action to activate.



## Abilities example

The Engineer's three unique abilities are listed on the Abilities card which should be placed on the right hand side of the dashboard. The first is the Passive ability, Juggernaut, which allows the Engineer to move one zone for free as part of his melee attacks. Next is the Active ability, Weapon Mods, which allows him to increase the amount of dice he may roll when attacking, at the cost of lowering his chance of success. Last of all is his Crisis ability, Improvised Exit, which allows the Engineer to create a doorway on any wall of his current zone, creating a handy shortcut or a quick escape.

# ENDURE THE STARS

## PLAYING THE GAME - THE BASICS

### Inventory

Each survivor's inventory consists of five spaces for equipment; two of which may only hold specific types of equipment. There are three types of equipment: armour, weapons and items.

#### Armour and helmets

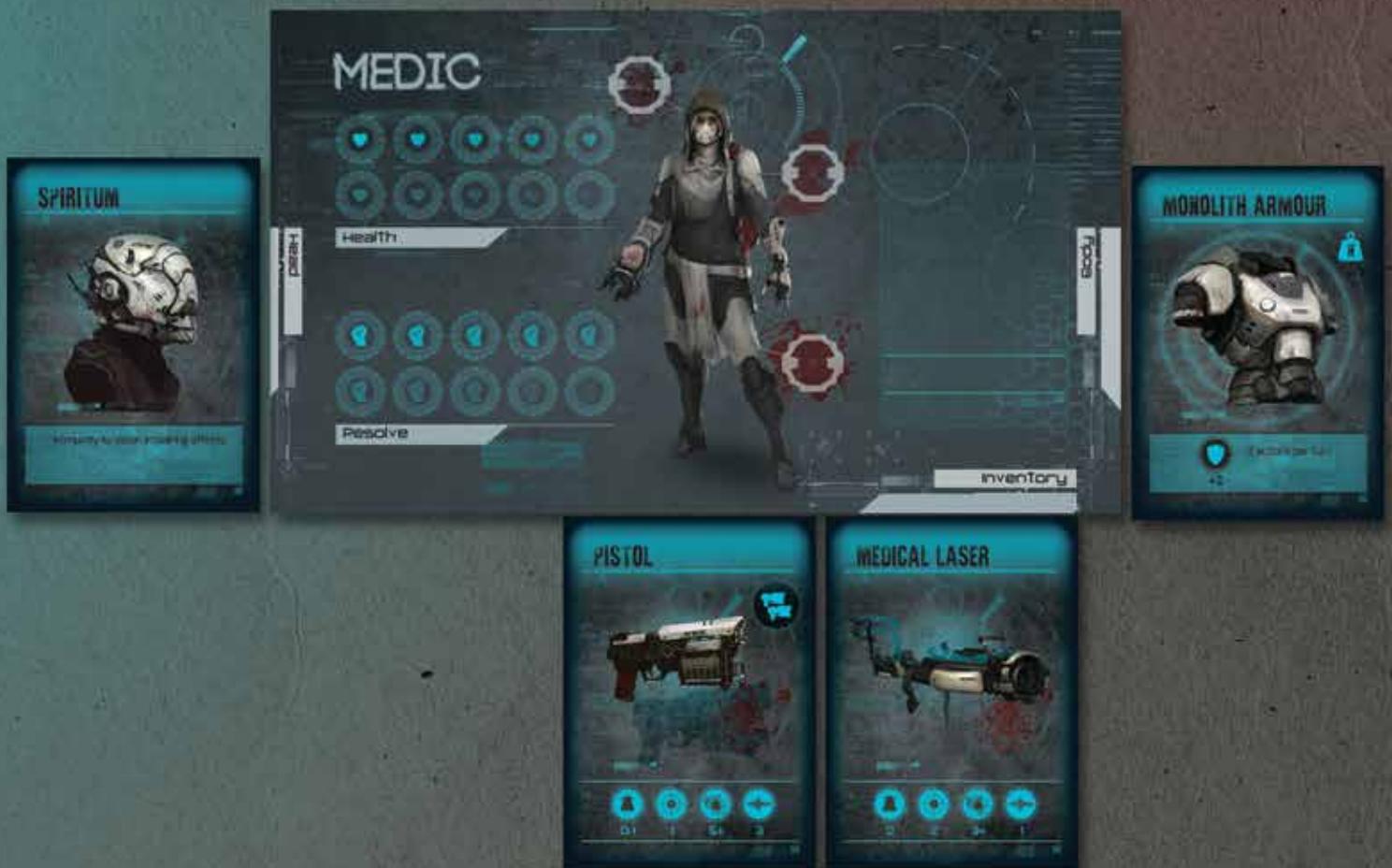
Armour, and only armour, may be equipped to the body slot. The same is true for helmets in the head slot. Survivors may carry several different armours and helmets in their inventory, but only receive the bonuses of the equipped pieces. Any negative effects of armour (such as movement restriction) are applied no matter its location in the inventory.

#### Weapons

Weapons are placed in the general inventory and can be used at any time.

#### Items

Items also are placed in the general inventory and can be used at any time. Most items are described as "single use" which means that they must be discarded once used. Using an item requires 1 action, except for Power Cells, which do not require actions to use.



# ENDURE THE STARS

## PLAYING THE GAME - THE BASICS

### Resolve

The events of 'The Fall' has left many of the survivors on the brink of sanity and the Resolve track represents their current mental status. Certain events or actions that the survivors witness will force them to test their Resolve.

You must take a Resolve test when the following occurs:

- Each time a radar token is revealed in your line of sight;
- Any time a different type of enemy enters your line of sight;
- An Event/Boss card tells you to.

Each survivor begins the game with 10 Resolve. To test your Resolve, roll 2 dice. If the combined total on the dice is equal to or higher than your current Resolve, then you fail the test and lose 1 Resolve.

Survivors do not take an individual Resolve test for each enemy that enters their view, just each type of enemy that does. If enemies leave and re-enter a survivor's line of sight, a new Resolve test is triggered. If enemies of the same type that are currently in view continue to enter a survivor's line of sight then no new Resolve tests are triggered. A survivor dying causes an automatic loss of 2 Resolve to all survivors in their line of sight.

### Resolve Test example

A radar token has moved into the Psychic's line of sight, which is revealed to be two Jaegers. The Psychic must now take a Resolve test. She rolls two dice and the result is 12, which is higher than her current Resolve of 10. This is a fail and her Resolve is reduced to 9.



## PLAYING THE GAME - THE BASICS

### Resolve cards

Each survivor is dealt three Resolve cards face down during the setup of a mission. These are placed underneath their survivor dashboard so that only the number at the bottom of the card is showing. When a survivor's Resolve is equal to the value on any of their Resolve cards, that card activates and any instructions on the card are played out immediately.

### Running out of Resolve

If a survivor's Resolve reaches 0, their fragile mind is so close to breaking point that it begins to affect them physically. Each time a survivor would test their Resolve, they instead lose 1 Health.

### Resolve checks

If a survivor wishes to leave a zone that is occupied by enemies, then they must perform a Resolve check. Resolve checks are just like Resolve tests, the only difference being that a failure does not cause a loss of Resolve. If the check fails, then the survivor is unable to leave their current zone of their own volition for the rest of the round. They can still be forced to leave the zone as a result of an enemy attack or Resolve card effect. Making a Resolve check does not consume any actions.



### Accomplishment cards

Each survivor receives an Accomplishment card during the setup of the mission. This represents a sub objective personal to each survivor. Successfully completing the objective described on the card will unlock the card's reward. Each survivor may only have 1 Accomplishment card at a time, and once a reward has been spent a new Accomplishment card is dealt to that survivor. Rewards are either:

- A** A single use bonus that executes a single action, such as moving a fellow survivor;
- OR
- B** A positive effect that lasts until the end of your turn, such as your attacks not generating noise.

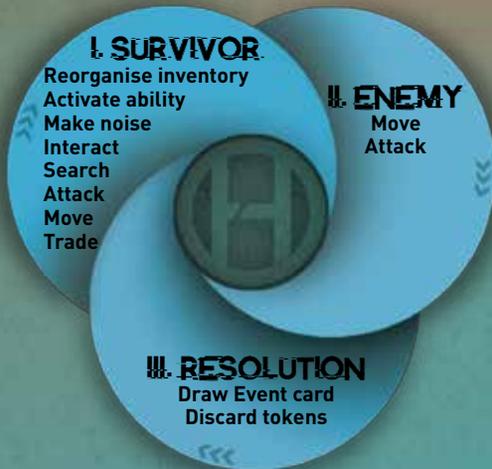
*These bonuses may be activated at any time during your turn.*



# ENDURE THE STARS

## THE SURVIVOR PHASE

Endure the Stars is played in rounds, with each round consisting of 3 different phases:



1. Survivor phase
2. Enemy phase
3. Resolution phase

In the Survivor phase, each survivor can perform three actions per turn. They may use these actions to do a combination of any of the following things:

### Move

The survivor may move across the board one zone at a time, unless an event or ability dictates otherwise. Traversing 1 zone uses 1 action. Survivors may not cross through solid walls or doors that are locked, unless an ability or item dictates otherwise. If there are enemies in a zone a survivor is trying to exit, then the survivor must perform a Resolve check. Failing a Resolve check does not cause a loss of Resolve, it simply means they may not move out of the zone this turn. No actions are consumed by performing this check.

### Attack

The survivor may attack enemies using weapons and items in their inventory (see Combat).

### Search

Survivors may search the ship for useful items that were left behind during 'The Fall'. There are two types of zones; rooms and corridors. Rooms are defined as the interior spaces on the tiles. Each individual room is considered its own zone regardless of size. In corridors, a zone is an area

between the yellow floor markings. When map tiles are pushed together, a single zone in a corridor can be formed over multiple tiles. You may search any room that is not occupied by an enemy at the cost of one action. Corridors may not be searched. A single survivor may not search the same room multiple times during their turn; however multiple searches may still be carried out in a single turn by moving into and searching a different room. Draw one card from the Item deck per search action. You may discard items from your own inventory to make room for others at any time, for free. Discarded or dropped items are removed from play. You may also immediately use any single use items that you draw but have no room in your inventory for, at the normal cost of 1 action.

### Noise in the Item deck

Mixed into the item deck are noise cards. Should one of these be drawn when searching for items, immediately place a corresponding noise token into the zone that was searched.

### Interact

Survivors may interact with switches, event triggers and mission objectives. Doing so consumes one action.

### Activate ability

Survivors may choose to use one of their actions to trigger their active or crisis abilities. Active abilities may only be triggered once per turn and crisis abilities once per mission. It is possible to trigger both on the same turn if the player wishes.

### Reorganise inventory

A survivor may reorganise their inventory at the cost of one action.

### Trade

A survivor may spend an action to trade weapons, items and mission objectives with another survivor in the same zone. Survivors may exchange any number of cards with one other survivor during this one action, and both survivors may also reorganise their inventory for free. Survivors may not trade if there are enemies present in their zone.

### Use items

A survivor may spend an action to use the various items found around the ship. Items may only be used on the survivor carrying it in their inventory,

# THE ENEMY PHASE

if another survivor wishes to use it then the item must be traded to them.

## Make noise

Survivors may choose to generate a noise in the hopes of distracting enemies. The number of actions you spend in doing this dictates the noise level i.e. 2 actions = level 2 noise token.

Players can take turn to resolve the Enemy Phase or may elect one person to do so for the entire game. There are two states the enemies exist in, Passive and Active. Before moving any enemies, players must first establish whether that enemy is in an Active or Passive state. This is done at the beginning of the Enemy Phase, and once established enemies may not change from one state to another during their turn.

## The Enemy Phase

### Enemy actions

Each enemy has a unique number of actions, which can be used to move around the map and attack survivors (see p55). Every standard enemy (not bosses) may only use a maximum of 1 of its actions as an attack action during its turn. An enemy does not have to use all of its actions during its turn. For example, if an enemy begins its turn in a zone occupied by a survivor and uses 1 action to attack, then it has no use for the remaining action(s) and does nothing else that round.

### Passive movement

If a radar token or enemy miniature has not been alerted by a noise or seen a survivor, it will wander the map in a random direction. Players roll the directional die for each token/miniature and move it 1 zone in that direction. If the directional die does not point in a direction an enemy can move in, rotate the die clockwise until a viable direction is found. Enemies must always move if able to.

### Active movement

If something has drawn the attention of an enemy/radar token then it will move towards whatever has caught its attention at a speed dependent upon the enemy type. Active radar tokens always move 2 zones. Enemies have a priority list that denotes what draws their attention, from most to least important:

1. Distracting items;
2. Seeing a survivor; and

## 3. Hearing a noise.

### Radar tokens

Enemies in Endure the Stars are represented by radar tokens until they have entered into a survivor's line of sight. When a radar token enters a survivor's line of sight, flip over the token to reveal the number and type of enemy and place the corresponding number of miniatures into the zone. You should always finish the full movement of an Active radar token before revealing it.

### Being seen by an enemy

Should a survivor both enter into and leave an enemy's line of sight during their turn, then they are considered to have been seen by that enemy and will be pursued by them in an Active state at the beginning of the Enemy Phase.

### Radar token spawning

Many Event cards will require you to spawn new radar tokens during missions. When setting up any mission, all radar tokens of the enemy type used for the mission (GEPs, Robotic Sentries or Redeemers) that were not used during setup should be placed face down in a pile. Boss tokens should be excluded from the spawn pool, unless directed by the selected mission. When directed to spawn a radar token, select a radar token at random from the pile and place it in the corresponding room. Almost all rooms have more than one possible zone in which to spawn, so to decide which zone the enemy spawns in, assign a number to each zone and roll a die. The enemy will spawn in the zone that matches the die result. If there is more than one of the same game tile used in the mission, assign a number or numbers to each tile, roll a die and resolve in the same way. Enemies spawned from Event cards cannot spawn in corridors, only rooms.

### Moving multiple passive enemies

When moving multiple passive enemy miniatures of the same type occupying the same zone, it is assumed that the enemy moves as a herd. The directional die is not rolled for each individual enemy in the same zone.

### Multiple path options

If there is two or more possible routes of equal length that an enemy may travel, roll the directional die to decide which way the enemy will head.



## THE ENEMY PHASE

### Enemy Resolution Order

When attempting to resolve situations where several types of enemies in a zone are attempting to act, resolve them in the following order:

1. Bosses
2. Icarus
3. Jaeger, Sip or Zealot
4. Swarmer, Artemis or Fanatic
5. Solomon

### Enemy movement example

A passive group of Swarmer is within range of a noise which came from another room, the origin of which they cannot see. The Swarmer head towards the zone, but see a survivor before they reach the origin of the noise. The Swarmer begin to pursue their new target but cannot reach the survivor this turn.



## THE ENEMY PHASE

### Taking damage & injuries

When an enemy deals damage to a survivor, the survivor must reduce their health by the amount of damage taken and roll the injury die for each attack that the survivor receives (not each point of damage). Damage from all standard enemies (not bosses) is automatic, requires no dice rolls and can only be prevented with armour saves. There are four possible results of rolling the injury die:



= Nothing happens.



= Combat range is reduced by 1 zone (cannot fall below 0).



= At the beginning of survivor turn roll a die:  
**1-3: Lose 1 health.**  
**4-6: Nothing happens.**



= Maximum movement range restricted to 2 zones per turn (doubled during an Artificial Gravity Failure).

If you receive an injury, place an injury token in the correct spot on your character dashboard and suffer any penalties as a result. Injuries persist until they are healed by a Medic or Med Kit. If the result of an Injury roll is an Injury that you are already suffering from, then the die result is ignored. If a zone is attacked that multiple survivors occupy, then all survivors affected roll a die and the survivor with the lowest result takes the damage. This is done for each attack, not each point of damage. For example, if a Jaeger was to attack a zone that multiple survivors occupy, then each survivor would need to roll just once to see who takes the hit, despite the fact that a Jaeger deals 2 damage per attack. The survivor with the lowest score takes 2 damage.

### Taking damage example

The Medic is attacked by a Swarmer. He's wearing the Bastion Armour, which has an armour rating of 3+. This means that he needs a score of three or more to deflect the blow. He rolls to see if he can deflect the attack and scores a 2. The armour save was unsuccessful and now he has to roll the injury die. The result is a leg injury, so he takes 1 damage from the Swarmer attack and now has a leg injury, which means his maximum movement is reduced by 1..



## THE RESOLUTION PHASE

Lastly is the Resolution Phase. Players remove any expired or non-relevant tokens and cards and draw one card from the Event deck. Without a crew to maintain the Hikari, the ship has begun to fall to ruin. The Event deck represents the unstable nature of the ship. The card is put into play immediately and its effects last until the next Resolution Phase when a new event card is drawn. Event cards can cause a variety of problems such as blackouts, lockdowns and power failures. The end of the Resolution Phase marks the end of a game round. The first player token is passed to the next player and a new round begins.

### Event cards in detail

Players must draw one event card every Resolution Phase and put it into play immediately. Any expired events are discarded and the next game round begins.

### Radar token spawn Event card

A radar token spawn Event card indicates that a new enemy has been detected on the map. Select a radar token at random and place it in the corresponding room (see "Radar token spawning"). If the Event card indicates that you should spawn onto a map tile that is not used in the mission, then the card is ignored and it is assumed that no event is triggered this round.

### Lockdown Event card

A lockdown Event card means that all doors and exits on the ship are now locked until the next Event card is drawn. Certain items and abilities will allow survivors to freely move around, even during a lockdown.

### Blackout Event card

The Blackout Event card causes all line of sights to be broken for all survivors and enemies. This means that enemies that are not in a zone that a survivor occupies are now considered out of sight and will trigger new Resolve tests if in the survivor's line of sight when the event expires. In addition, all enemies' line of sight is also broken and enemies that are not in a zone occupied by a survivor revert to a passive state.

### Life support failure Event card

In the event of a life support failure, all biological life forms lose one Health. In the case of enemies that only have one Health, such as Swarmers and Fanatics, reduce the amount of these enemies in each zone by 50% (rounded up).

### Artificial gravity failure Event card

Should the artificial gravity fail, a number of interesting things happen. First, movement for all survivors and enemies is now doubled e.g. survivors and passive radar tokens travel two zones per movement action, etc. Secondly, ranged attacks cause both the attacker and target of the attack (if a single result is successful) to move back in the opposite direction of the zone they fired upon or were attacked from until a wall or locked door obstructs their path. If the survivor/enemy is firing into the zone they occupy, roll the directional die to determine the direction that the attack sends them in.



## COMBAT

When a character decides to enter combat the player must first choose the weapon they wish to attack with and announce the zone that they wish to target.

### All weapon cards have four statistics:

- The weapon's range;
- The number of dice that you roll per attack made with the weapon;
- The score you need to roll to land a successful hit; and
- The level of noise that the weapon generates when used.



- 1 Weapon name
- 2 Dual wield symbol
- 3 Range
- 4 Dice rolled
- 5 Dice roll needed to hit
- 6 Noise



When using a weapon, roll the amount of dice under the and if the die roll is equal to or higher than the number under the , then the attack is a success and target takes one damage for each die with a successful score. Players may divide damage from a single attack amongst as many enemies as they wish, however if the damage dealt by the attack fails to kill the target, then it is assumed that the attack was not deadly and the enemy remains unharmed.

### Dual-wielding

Any weapons that have this symbol can be dual wielded. Dual-wielding allows survivors to attack with both weapons in the same attack action. It also means that you can roll twice as many dice. Dual-wielding does not increase weapon range, improve your chance to hit the target or increase the amount of noise made. Dual-wielded weapons are placed on top of each other and only take up one space in the survivor's inventory. You may only dual wield identical weapons

### Weapons card example

The Scout has an Assault Rifle which can attack up to two zones from her location. Each time the weapon is fired 4 dice are rolled and a result of 4 or more is needed to hit the target. She wishes to attack a zone within the weapon's range that contains two Jaegers and two Swarms, so she rolls 4 dice and scores 3, 4, 4 and 5. The 3 is a miss, but the rest of the results are a success so she uses two of the dice to kill one of the Jaegers. She doesn't have enough dice to kill the second Jaeger, so she uses the remaining point to kill one of the Swarms. Lastly, each die is considered a separate shot and the results do not stack up, so 2 results of a 2 and 3 do not add up to a result of 5.



## COMBAT

### Ranged weapons

Ranged weapons are defined as weapons with a range greater than 0. When using ranged weapons, survivors may fire into zones within the weapon's range, so long as there is a clear line of sight to the target. Survivors may not fire through zones containing enemies in an attempt to target enemies in zones beyond. The closest zone must be cleared first before the further away zones may be targeted.

If a survivor occupies a zone that another survivor is firing into, then any dice results that fail or miss strike the survivor! These attacks are treated exactly the same as attacks from enemies, so armour and injury rolls are also made if applicable. If there is more than one survivor in the zone, then all survivors in the target zone roll a die and the survivor with the lowest score suffers the hit. Perform this for each missed attack action, not each individual dice result.

### Weapon Jams

The weapons you find lying around when searching the ship may be your greatest chance of survival... if they work. When making an attack action with a ranged weapon that requires more than 1 die, there is a chance that the weapon will become Jammed. This occurs when the dice results of the ranged attack action are all the same. The entire attack action is now considered a failure, regardless of how many results were successful, and the weapon may not be used for the rest of the round.

### Ranged weapons example

The Captain wants to eliminate the Swarmsers 2 zones away, but there's a Jaeger blocking her line of sight. Once the Jaeger has been eliminated she'll be able to attack the zones beyond, but be careful! Her failed shots would hurt the Psychic, because she's directly in the path of the attack.



### Melee weapons

Melee weapons are defined as weapons with a range of 0. Survivors equipped with melee weapons carry out attacks in the exact same way, except that failed dice results do not hit other survivors in the zone.

### Armour

Players may equip themselves with armour found when searching the ship, which gives the opportunity to deflect attacks. To determine whether the armour deflects an attack, roll 1 die for each incoming attack. In the event that the result equals or exceeds the armour value displayed on the card, the armour absorbs the damage and the survivor ignores the attack.

When defending against Boss attacks each Attack card is considered a single attack, requiring a single armour save roll, no matter how many dice are rolled when attacking.

### Stunning

Both survivors and enemies may become stunned in various ways, such as grenades, boss attacks and mission events. Lay a miniature on its side to indicate it is stunned. Stunning works slightly differently depending on whether it's a survivor or enemy.

### Survivor stunned

If a survivor is stunned during the Survivor Phase, it loses any remaining actions it may have taken this game round. Stunned survivors may not act in any way and the stun persists until their next turn. If a survivor is stunned during the Enemy or Resolution Phases, such as from a Boss attack, then the survivor may perform 1 less action on their next turn.

### Enemy stunned

If an enemy is stunned during the Survivor Phase, then they are incapacitated for the rest of the game round and may not act in any way until they activate during the following game round's Enemy Phase.



# ADVANCED RULES

## Spawning Solomon GEPs

Solomon GEPs are a rare sight and do not behave like other GEPs, and as such spawn in a different way to other enemies. Whenever radar tokens containing GEPs are revealed, roll 2 dice:

- 3 survivors:** Solomon spawn on rolls of 2-3
- 4 survivors:** Solomon spawn on rolls of 2-4
- 5+ survivors:** Solomon spawn on rolls of 2-5

Solomons spawn in addition to the enemies revealed by the radar token.

## Running out of room in a zone

### Spawning into a full zone

If enemies are attempting to spawn into a zone that is currently full, instead distribute the enemies evenly between all connecting zones. Roll the directional die to decide which zone to spawn the first enemy and then work clockwise until all enemies have spawned.

### Moving into a full zone

If a zone ever becomes so full that another miniature will not fit into it, then the zone is considered impassable to all miniatures until more room is available.

### Trapped

If survivors ever find themselves in a situation where their zone is completely full and no other miniatures may enter, then they are considered to be Trapped. Any survivor that occupies a Trapped zone at the end of a game round suffers 1 damage and loses 1 Resolve.

### Impenetrable zones

Should a Shield Bubble item be used, then the current zone becomes impenetrable. No miniatures may enter or leave the zone and no ranged attacks may be made out of or into the zone. Ranged attacks within the zone are still allowed, and the Shield Bubble does not affect line of sight.

## Running out of tokens

In the event that a token should spawn but no tokens are left, all radar tokens on the map move one zone towards the closest survivor to them.

## The Exo Loader

On certain missions Exo Loaders may be found and piloted by the survivors.

### Piloting the Loader

Exo Loaders may be piloted by any survivor and requires power cells to function. A single power cell will provide power to the Loader for two turns. To enter the Loader, a survivor must have at least 1 action left to take this turn. Entering the Loader consumes all of the survivors remaining actions. If unable to power the Loader, a survivor may exit it at the cost of one action.

### Powering the Loader

When a survivor begins their turn in an Exo Loader, the survivor must turn a power cell card in their inventory 90 degrees. This shows that the power cell has used one of its two charges. Turn the card a further 90 degrees, so the card is now upside down, when using its second charge. Dispose of the card at the end of the game round when the second charge is used. Using a power cell does not consume an action.

### Exo Loader actions & combat

A survivor piloting a Loader gets 4 actions per turn. When entering into combat whilst piloting a Loader, the survivor may not use any of his weapons. Instead they fight with the following stats:



The Loader also offers the pilot a large amount of protection and gives the survivor an armour save roll of 2+ when being attacked. This armour save is not in effect if the Loader has no power.

## ADVANCED RULES

### Special rules and limited actions

- A survivor piloting a Loader may not perform search actions or trade with other survivors;
- A survivor may not use any of their items from their inventory whilst in a Loader (except for Power Cells);
- A survivor may not use their Active or Crisis abilities whilst in a Loader. Passive abilities remain active;
- Helmet bonuses are still in effect whilst in a Loader; and
- Resolve checks are not taken when a survivor attempts to leave a zone containing enemies whilst piloting a Loader;
- Once a survivor begins their turn in a powered Loader, they may not exit it.

### Leaving an occupied zone

If a survivor wishes to leave a zone that is occupied by enemies, then they must perform a Resolve check. Resolve checks are just like Resolve tests, the only difference being that a failure does not cause a loss of Resolve. If the check fails, then the survivor is unable to leave their current zone. Making a Resolve check does not consume any actions.

### Boss movement & combat

Bosses are incredibly dangerous and powerful enemies that are unlike anything the survivors have previously faced. Attacking a boss is no different from combat with any other enemy aboard the Hikari, however it's the way in which a boss moves and attacks the survivors which makes them so dangerous.

When a boss is revealed, any survivors within its line of sight lose 1 Resolve.

### Boss cards

Each boss has their own card deck. These cards dictate how the boss behaves in combat and come in two varieties:

#### Boss Attack cards

These cards explain the details of the attack the boss is attempting to make.



- 1 Boss name
- 2 Attack name
- 3 Special conditions
- 4 Range
- 5 Dice rolled
- 6 Dice roll needed to hit

#### Boss Mood/Protocol/Rhetoric cards

Part of what makes bosses so dangerous is their unpredictability. Mood, Protocol and Rhetoric cards modify a boss's stats such as attack power, attack range and movement speed. Drawing a new Mood/Protocol/Rhetoric card from the Boss deck overrides the effect of the card currently in play. A boss may only have one of these cards in play at a time.

If an attack card has the 🌊 symbol then the attack is Radial. This means that its effects travel through walls in the exact same way that noise does.



## ADVANCED RULES

### Boss's turn in detail

A boss in a passive state behaves in the exact same way as every other enemy does. However, its behaviour differs greatly when in an active state and performs these actions in the following order:

#### 1. Draw a card from the Boss deck

This will show what attack the boss is going to attempt. If a mood/protocol/rhetoric card is drawn, this is put into play immediately by placing it in the corresponding slot next to the boss's dashboard. Then another card is drawn so that the boss may attack. At least one Boss card must be drawn on the boss's turn.

#### 2. Attack or move

If there is a target within range of the boss's attack then the attack is made immediately. If this is not the case, the boss will now attempt to use its actions to move within range of a target. Attacks made by bosses do not cost any actions and are triggered automatically once they enter into range of a survivor.



### Boss combat example

It's The Titan's turn to activate, so a card is drawn from The Titan deck. The attack "Execution" is drawn, which has a range of 0, so The Titan will now need to move within range of a survivor. There's a survivor in an adjacent zone, so the Titan uses 1 action to move and attacks! This attack also has a special condition that reads "Attacks the survivor with the highest health" so if there were multiple survivors within attack range, the Titan would attack the survivor with the most health.



## MISSIONS AND CAMPAIGNS

The following pages contain the missions and campaigns of Endure the Stars. All missions can be played as individual experiences or certain missions can be played in sequence as multiple mission campaigns.

These missions are just the beginning of Endure the Stars! Head over to [www.grimlordgames.com](http://www.grimlordgames.com) where you'll continually find new, free to download missions. Feel like creating your own? Download the Endure the Stars map editor and create your own scenarios! Better yet, share them with the community or send them to us and we'll upload them to the Grimlord Games website!

### Playing individual missions

Setting up missions is fast and easy. All you need to do is:

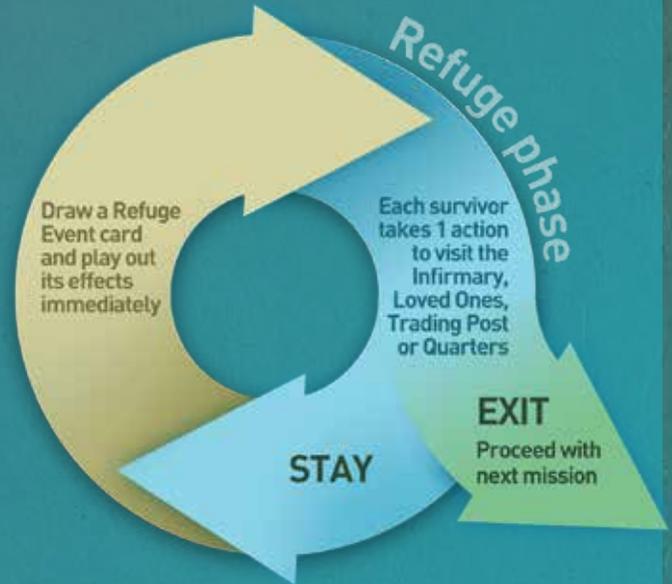
1. Select and layout the map tiles.
2. Collect the relevant radar, door, exit and objective tokens. Place all tokens according to the map setup. When placing radar tokens, shuffle the tokens together and place them wherever the map dictates.
3. Select your survivor and place them in the starting zone.

Be sure to read the 'win conditions' and 'special conditions' carefully as many missions have objectives that need to be completed in a certain order or events that can trigger once certain objectives have been collected.

### Playing a campaign

Campaigns are a series of missions chained together to form an overarching story. Campaigns differ from individual missions in the following ways:

- Health, Resolve and Injuries carry over from mission to mission;
- Campaigns have multiple paths which involve different missions depending on which path you take;
- Your actions on previous missions may have consequences in future missions;
- You may visit The Refuge in between missions;
- Survivors who die stay dead for the entire campaign. Players may choose another survivor to join their team once back at The Refuge, but cannot choose survivors who have died. That survivor's abilities also die with them and cannot be used by another survivor of the same class.



### The Refuge

As more and more survivors found each other and banded together, the need to settle in one place became apparent, and after much searching The Refuge was founded. Hidden away in one of the Hikari's many cargo holds, The Refuge is a haven away from the madness. Survivors may visit The Refuge in between missions and attempt to heal their wounds, restore their sanity and even trade with others for valuable items. However, danger is never too far away and long periods of time spent at the refuge can lead to unexpected and potentially dangerous events occurring.

### How it works

At the end of each mission during a campaign, players may choose to visit The Refuge. When arriving at The Refuge, survivors perform the following:

1. Any survivors that died during the previous mission may now re-spawn as another survivor. Players may not choose from survivors or Ability tokens that have already been used in the current campaign, that specific survivor and their knowledge is lost to you. However, players may re-spawn as gender variants of the same class with a different set of abilities.

# ENDURE THE STARS

## MISSIONS AND CAMPAIGNS

- Any Resolve cards revealed during the previous mission are discarded and new cards are drawn, so that each survivor has three Resolve cards. If a survivor has drawn new Resolve cards that are of a greater value than their current Resolve, do not activate these cards. Instead, these cards remain hidden and are only activated when the survivor fails their first Resolve test during the next mission.
- Any Accomplishment cards with rewards that were not unlocked during the previous mission are discarded and a new card is drawn. Any Accomplishment cards with rewards that were unlocked but not used are held onto.
- Each survivor now has one action in which to visit one of the four places in The Refuge. Survivors may do this in any order.
- Players must then decide whether to stay at The Refuge for another round or head out onto the next mission. If they decide to stay:
  - Draw a Refuge Event card and play out its effects;
  - Reduce The Refuge track by 1; and
  - Repeat step 4.

When the Refuge track reaches 0, players must leave the Refuge and begin the next mission. Survivors may not use their abilities whilst at the Refuge, and the effects of Injuries and Resolve cards are not in effect until the next mission begins.

There are four different places to visit at The Refuge; The Infirmary, Loved Ones, the Trading Post and Quarters.

### The Infirmary

Survivors may visit the infirmary to patch up their wounds. To regain Health, roll 2 dice and match the result with the outcome on the Infirmary table.

### Loved Ones

Visiting loved ones can restore the sanity of survivors and remind them what they're fighting for. To regain Resolve, roll 2 dice and match the result with the outcome on the Loved Ones table.

### Trading Post

Small shops have begun to spring up around The Refuge, trading invaluable items that survivors have brought back from their expeditions. At the end of a campaign mission, take the top three cards from the Item deck and place them face up in the Trading Post slots. Any Noise cards drawn are discarded and another item drawn until there are three items available for trade. Survivors may use their action to trade two of their items for one of the items available at the Trading Post. The Trading Post's stock is not replenished when survivors purchase items.

### Quarters

If survivors do not want to run the risk of potentially losing Health or Resolve they may instead return to their Quarters and get some rest. Staying at your Quarters restores either one Health or two Resolve.



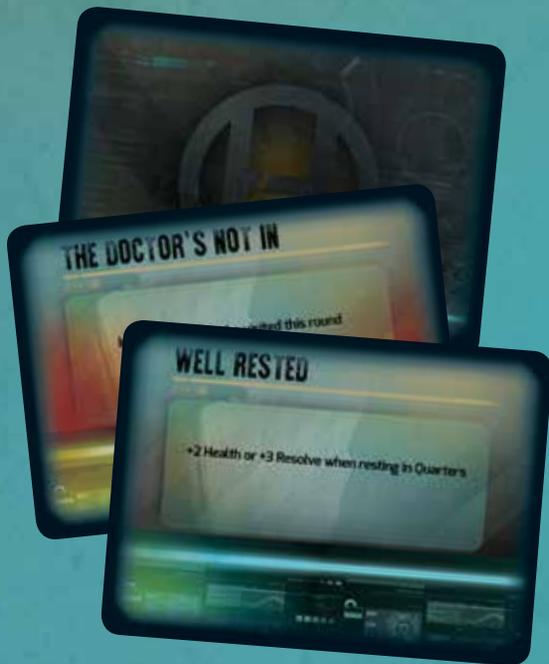
GRIMLORD  
GAMES

## MISSIONS AND CAMPAIGNS

### Refuge event deck

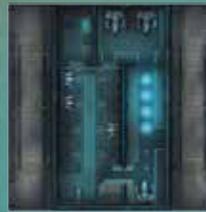
No one is ever truly safe aboard the Hikari, even in the makeshift home amongst the storage containers that the survivors have made their own. If players decide to stay at the Refuge after each survivor has taken an action, a Refuge Event card is drawn and its effects are played out immediately. Refuge events can have both positive and negative consequences, so choosing to stay longer in The Refuge carries risks.

It is possible to die in The Refuge. Whether through poor health or unfortunate Refuge events, survivors whose Health is reduced to 0 whilst visiting The Refuge die in the exact same way as if they were on a mission. All items they are holding are discarded and removed from play. If a player wishes to continue with the campaign, they will have to re-spawn as another, as yet unused, survivor.



### The map tiles

There are 12 map tiles that make up the vast, sprawling expanse of the Hikari. The map tiles are referred to by name when setting up missions.



Robotics Bay



Security



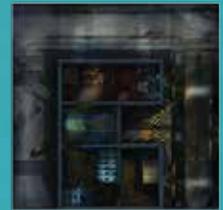
Life Support



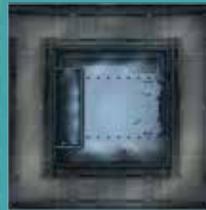
Redeemer Shrine



Crew Quarters



Armoury



Primus Cell



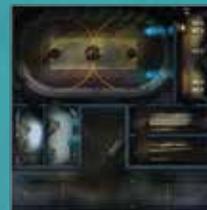
Medical Bay



Navigation



Laboratory



Rec Room



Engineering Bay



 **15** MINUTES

# ENDURE

## THE STARS

**DIFFICULTY – EASY**

### #CG00 - Tutorial Mission – Noisy Neighbours

**Story** - Seems as though some GEPs have managed to lock themselves in a nearby laboratory. Ordinarily you'd just leave them to starve, but whatever is in there is making one hell of a racket and we don't want to draw too much attention this close to the Refuge. Be sure to keep your wits about you, the noise may have drawn other creatures. Use your motion trackers to pinpoint any movement and above all work together!

#### Objective

Kill the GEPs in the laboratory.

#### Tokens (3)

**3 survivors** 4 Swarmer, 3 Jaeger, 3 Icarus

**4 survivors** 5 Swarmer, 4 Jaeger, 4 Icarus

**5+ survivors** 6 Swarmer, 5 Jaeger, 5 Icarus

#### Special conditions

- **Open sesame** - The green objective is the switch that unlocks the laboratory door.

- **Not very eventful** - Remove the "Radar spawn" Event cards for any game tiles not used from the Event deck.



#### Mission complete (When all enemies are dead)

The noise had attracted a number of stray GEPs, but it was nothing that your party couldn't handle. You'll need to remain vigilant of these encroaches, the peace you've managed to forge in all this chaos sits on a knife edge.



Radar



Start



Objective



Open Door



Locked Door

 **70** MINUTES

# ENDURE

## THE STARS

**DIFFICULTY – MEDIUM**

### #CG01 - Close the Door Behind You

**Story** - We've got a situation over in H29. GEPs are pouring into the sector at an alarming rate and we just don't know where they're all coming from. We do, however, know that they're entering the sector through the service hatches in the Primus cells. We must act swiftly and the only option available to us is to destroy the entrances to the cells, cutting off their point of entry. Fortunately there's an Exo Loader nearby; use its strength to seal those doors and clear up any stragglers roaming the area.

#### Objective

Close the doors to the Primus cells and kill any remaining enemies.

#### Tokens (4)

<b>3 survivors</b>	4 Swarmer (x2), 3 Jaeger, 3 Icarus
<b>4 survivors</b>	5 Swarmer (x2), 4 Jaeger, 4 Icarus
<b>5+ survivors</b>	6 Swarmer (x2), 5 Jaeger, 5 Icarus

#### Special conditions

- **Loader SMASH!** - The Loader must be used to seal the doors to the Primus cells. To seal the doors, they must be attacked whilst in the Loader. The doors have 3 health.
- **Throw away the key** - Once a door has been sealed, remove the door and objective token from the map. Any enemies/radar tokens still in the room are considered trapped and removed from the game.
- **Power up** - The blue objectives are power cells that can be collected. During mission setup, remove 2 Power Cell cards from the Item Deck and place them face up to one side. Collecting a blue objective awards you with one of these cards.
- **The Hive** - At the end of the Enemy Phase, roll a die:
  - 1-3: Spawn a radar token from one of the green objectives.**
  - 4-6: Nothing happens.**

If both objectives are active, roll the directional die on the crew quarters tile to determine which Primus cell the radar token spawns from. Draw Event deck cards as usual.



#### Mission complete

(when the doors are sealed and all enemies are dead)

With the breaches sealed shut it should be peaceful, but you can still hear clawing, scratching and screaming coming from within the Primus cells. The creatures within almost seem angry that you've impeded their efforts, which is just as well considering how many it sounds like there are trapped within.



Radar



Start



Open Door



Objective

## #CG02 - The Brain By Richard Sherwood

**Story** - On our last run to the Labs we found a databank that suggests a lone scientist was well on their way to developing a new stage of the Solomon GEP. It's unclear exactly how far they progressed, but the mystery scientist seemed to have cracked the aggression problem that Solomons cause amongst GEPs in their vicinity. If there is a chance that this could lead to controlling the GEPs, then its recovery is worth the risk.

The laboratory in question still appears to be in lockdown, but one of our scouts has found a way in through the narrow service tunnels. If you manage to retrieve the specimen, returning through these tunnels may not be viable so you'll have to take the area out of lockdown.

### Objective

Retrieve the experimental GEP specimen, disable the security lockdown & reach the exit.

### Tokens (6)

<b>3 survivors</b>	4 Swarmer, 3 Jaeger, 4 Jaeger (x2), 3 Icarus, 4 Icarus
<b>4 survivors</b>	5 Swarmer, 4 Jaeger (x3), 4 Icarus (x2)
<b>5+ survivors</b>	6 Swarmer, 4 Jaeger (x2), 5 Jaeger, 4 Icarus, 5 Icarus

### Special conditions

- **Get those doors open!** – The blue objective represents the security console. Interacting with it unlocks the exit.

- **What...the...hell** - Once you collect the green objective, read the following aloud: *"No wonder the journals never mentioned anything besides the brain. In the middle of the laboratory you find an exceptionally large mass of grey matter suspended in a translucent liquid. Multiple probes protrude from the brain and as you approach it begins to twitch and pulse. As you lay your hand on the tank, you feel an explosion of pain behind your eyes!"* The survivor who collected the objective immediately loses 1 Health and 1 Resolve.

- **I knew this thing was trouble** - The survivor carrying the green objective must roll a die every round at the start of their turn:

**1-3: Other than a few pulsing lights and the odd twitch 'The Brain' remains dormant.**

**4: Immediately take a Resolve test and lose 1 action this turn.**

**5: Do not roll the directional die for Passive movement during the next Enemy phase; instead move all radar tokens/miniatures 1 zone towards the survivor carrying the objective.**

**6: Lose 1 health.**

- **Hot potato** - The survivors may trade the green objective amongst one another.

- **A handful** - You may not dual wield when carrying the green objective.

- **Lock & Load** - Remove 1 Shotgun and 1 Assault Rifle from the item deck and place them to one side. Interacting with the red objective in the Armoury allows a survivor to collect one of these cards. If there is more than one survivor in the zone when the objective is collected, another survivor may be given the other weapon.

- **Dropped the ball** - If the survivor carrying the objective dies, the tank drops to the floor, smashes and the mission is failed.

### Mission complete (when all survivors have exited the map)

During the return journey, you find your party plagued by nightmarish visions and painful headaches. The specimen has been deemed too dangerous to keep at the Refuge, so it was decided that it should be kept in a laboratory in a nearby sector. A lone scientist has been making regular trips to the site to study the creature...but now that I think about it I can't remember the last time I saw her...



## #CG03 - Gravity of the Situation By James Charlick

**Story** -So far we've managed to scavenge the majority of our supplies from the relatively uninhabited and functional parts of the ship, but it's been months since The Fall, and with new survivors being found every day the population of the Refuge is ever growing. There's an area on O18 that should be packed with food and medicine, but the whole floor is without gravity; you'll need to repair the generator so that we can begin to clear out the area.

### Objective

Fix the gravity generator in engineering, recover all supplies and reach the exit.

### Tokens (7)

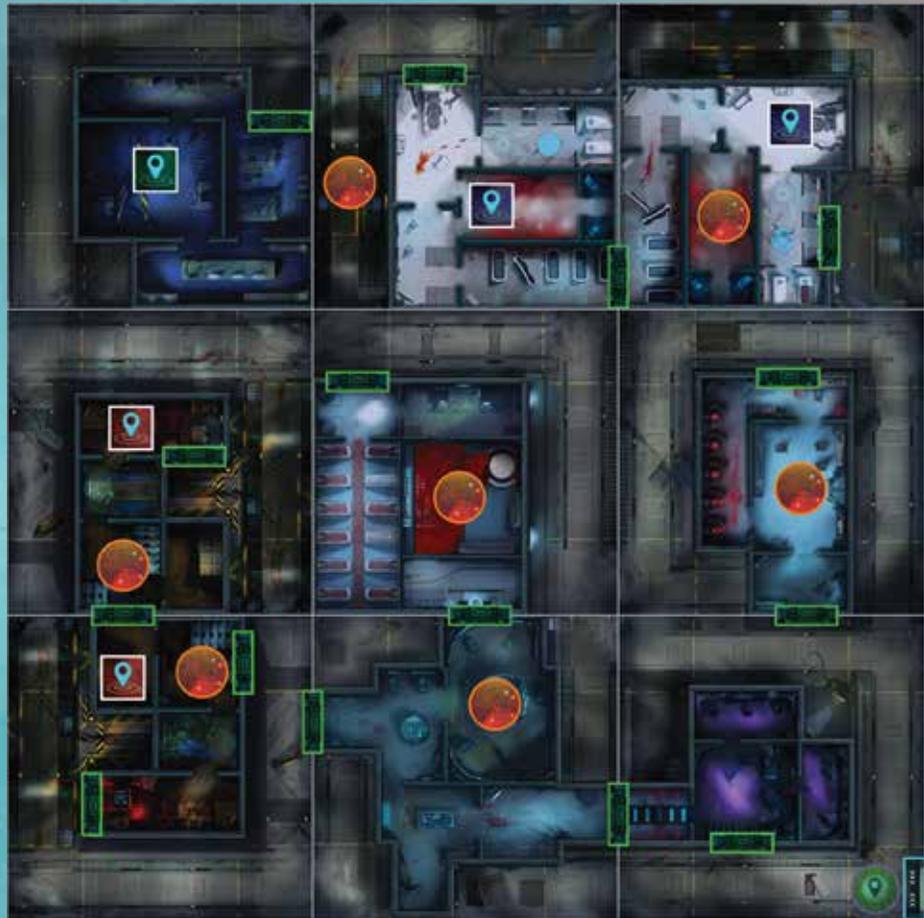
- 3 survivors** 4 Swarmer (x2), 5 Swarmer, 3 Jaeger, 4 Jaeger, 3 Icarus, Titan health: 9
- 4 survivors** 5 Swarmer (x2), 6 Swarmer, 4 Jaeger, 4 Icarus (x2), Titan health: 12
- 5+ survivors** 5 Swarmer, 6 Swarmer (x2), 5 Jaeger, 4 Icarus, 5 Icarus, Titan health: 15

### Special conditions

- **You're up, genius** - An Engineer must be present on this mission.
- **Have you lost weight?** - Remove all Artificial Gravity Failure Event cards from the Event deck and place one face up next to the Event deck. This remains active until the objective is complete. Draw other Event cards during the Resolution phase as you would do normally.
- **Grounded** - The Artificial Gravity Failure Event is in effect until the generator is fixed in Engineering (green objective).
- **I can fix this** - Only an Engineer can repair the artificial gravity malfunction and requires 2 actions to do so.
- **Hidden treasure** - Remove 1 Assault Rifle, 1 Safeguard Armour and 2 Med Kits +3 from the Item deck and place them to one side. When collecting the red objectives from the Armoury, collect the Assault Rifle and the Safeguard Armour (1 per objective). When collecting the blue objectives, collect the Med Kits (1 per objective).

### Mission complete (when all survivors have exited the map)

The area seems abundant with the supplies you're looking for, and with the gravity back on we'll soon be able to dispatch some scavenging parties to plunder this newly accessible cache. The Titan sighting in the area needs to be taken very seriously; we have no idea how many of those things were created and just one can cause untold havoc.



**Radar**



**Start**



**Objective**



**Open Door**



**Exit**

# ENDURE

THE STARS

## CAMPAIGN - Best of a Terrible Situation

Survivors needed - Medic

*\*When Prescription Pickup is complete you may choose Bug Hunt or Signs of Life for your next mission.*

Prescription Pickup

Bug Hunt



Signs of Life

Ever at our Heels



 **50** MINUTES

# ENDURE

## THE STARS

**DIFFICULTY – MEDIUM**

### #CG04 – Prescription Pickup

**Story** -Medical supplies have been running low for some time now, but we've always managed to get by. That was until yesterday, when a viral infection began to sweep through the Refuge. It's not life threatening, but it's leaving us vulnerable and it's something that's easy to treat with the right medication. The cache needs restocking and E04 has the closest nearby medical facility that we haven't searched yet. You'll need to take a Medic with you, as no one else knows what they're looking for.

#### Objective

Collect the medical supplies from the Med Bay then leave the map from any exit.

#### Tokens (5)

<b>3 survivors</b>	4 Swarmer (x2), 5 Swarmer, 3 Jaeger, 4 Jaeger
<b>4 survivors</b>	5 Swarmer (x2), 6 Swarmer, 4 Jaeger, 5 Jaeger
<b>5+ survivors</b>	5 Swarmer (x2), 6 Swarmer, 4 Jaeger, 5 Jaeger

#### Special conditions

- **Medic!** - A Medic must be present on this mission.
- **Know what you're looking for** - Only the Medic can collect the objective.
- **Bad atmosphere** - Life Support Failure Event cards deal 2 damage instead of 1.

#### Mission complete (when all survivors leave the map from the same exit)

With the proper medication safe in hand, treating the infection should be easy. That Med Bay was well stocked; it would be worth revisiting to collect the rest of the supplies. Finding such a bounty gives you hope that you may just survive this yet.



Radar



Start



Objective



Open Door



Exit

## #CG05 – Signs of Life

**Story** -We thought that this part of the ship was abandoned, but that's the unmistakable noise of someone sobbing. We have to look for survivors; this area is crawling with GEPs and if just one person is alive down here then they won't last much longer.

### Objective

Escort the 3 crew members to the exit.

### Tokens (6)

<b>3 survivors</b>	4 Swarmer (x2), 3 Jaeger, 4 Jaeger, 3 Icarus, 4 Icarus
<b>4 survivors</b>	5 Swarmer (x2), 4 Jaeger, 5 Jaeger, 4 Icarus, 5 Icarus
<b>5+ survivors</b>	6 Swarmer (x2), 5 Jaeger, 4 Icarus (x2), 5 Icarus

### Special conditions

- **Rescue the crew!** – The objective tokens represent surviving crew members in need of rescue.
- **Lean on me** – The crew will need escorting to the exit. Any Survivor that collects an objective can only move a maximum of 2 zones per turn whilst carrying the objective. Survivors may only carry 1 objective at a time.
- **A real handful** – Survivors carrying crew members may not dual wield.
- **You're safe now** – Upon reaching an exit with an objective token, the crew member is now safe and the token may be removed from the survivor carrying it.
- **Calming influence** – Delivering an objective token to the exit gives +1 Resolve to the survivor who delivered them.



### Mission complete (when all 3 crew have been rescued)

The crew members can barely believe their luck; had you not stumbled across them when you did there's no way that they'd be alive. As you depart for the Refuge, one of the people you saved explains that he used to work maintenance for this section of the ship, "The life support systems up ahead are malfunctioning, but I know how to get them back online." He hands you a bundle of notes and wishes you luck.



## #CG06 – Bug Hunt

**Story** -There's an awful lot of GEP activity down here and we're a little too close for comfort to the Refuge. We best thin out their numbers; otherwise the GEPs might start making house calls.

### Objective

Kill all GEPs.

### Tokens (7)

- 3 survivors** 5 Swarmer (x2), 6 Swarmer, 3 Jaeger, 4 Jaeger, 4 Icarus (x2)
- 4 survivors** 5 Swarmer, 6 Swarmer, 4 Jaeger (x2), 5 Jaeger, 4 Icarus, 5 Icarus
- 5+ survivors** 6 Swarmer (x2), 4 Jaeger (x2), 5 Jaeger, 4 Icarus, 5 Icarus

### Special conditions

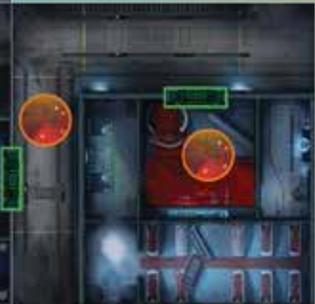
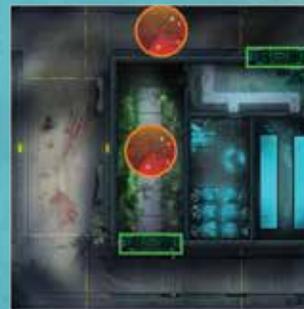
- **I think that's enough** – Remove all “radar token spawn” cards from the event deck.
- **A little help** – The red objective represents a stash of weapons in the Armoury. When setting up the game remove 1 Shotgun, 1 Assault Rifle and 1 Pistol from the Item deck and place them face down to one side. When collecting the red objective in the Armoury, select 1 of these cards at random.



### Mission complete

(when all enemies have been eliminated)

Surviving in a ship filled with GEPs is one thing but actively hunting them felt like a suicide mission when it was first suggested, but as the final creature falls lifeless to the floor a feeling of hope washes over you. Today's mission was a success; and if it can be done once, it can be done again.



**Radar**



**Start**



**Objective**



**Open Door**

## #CG07 – Ever at Our Heels

**Story** -This is not good. The radar is picking up a LOT of signals. We need to get out of here fast.

### Objective

Reach the exit.

### Tokens (9)

**3 survivors** 4 Swarmer (x2), 5 Swarmer, 3 Jaeger, 4 Jaeger, 3 Icarus, 4 Icarus (x2), Titan health: 5

**4 survivors** 5 Swarmer (x2), 6 Swarmer, 3 Jaeger, 4 Jaeger, 4 Icarus (x3), Titan health: 7

**5+ survivors** 6 Swarmer (x2), 4 Jaeger (x2), 5 Jaeger, 4 Icarus (x2), 5 Icarus, Titan health: 10

### Special conditions

- **It's been a long road** - One of you is badly hurt. They're holding together for now, but you can't stop the bleeding until you get back to the Refuge. Choose a player at random and place an objective token on their chest icon. This chest Injury cannot be healed and persists for the duration of the mission.

- **Picking up the scent** – If at the start of the Enemy phase any survivor has suffered damage as the result of a chest injury this round, the directional die is not rolled for passive enemies/tokens. Instead, all enemies move 1 zone towards the injured survivor.

### • Campaign consequence

*If your previous mission was Bug Hunt* - It seems that you've managed to thin their numbers by a noticeable amount. Remove the radar tokens marked 1 & 2 from the map.

*If your previous mission was Signs of Life* - Whilst escorting the rescued crew back to the Refuge, one of them explains to you that they used to work maintenance in this sector. They give you a handful of notes along with a hand drawn map; "The life support systems up ahead are on the fritz, but if you can reach this terminal you should be able to stabilise them temporarily." Place the red objective token on the map, which represents the terminal. If you interact with the objective, remove all Life Support Failure Event cards from the Event deck and then reshuffle the deck.



### Mission complete

(when all remaining survivors exit map)

It's a difficult journey back to the Refuge, but you manage to avoid attracting the attention of anything hostile. Anyone else would be elated to have survived such an ordeal, but sleep doesn't come easy, and when it does all you can see when you close your eyes is gnashing teeth and savage claws. You always knew there were a lot of GEPs roaming the ship, but actually seeing them in such great numbers has brought just how dire your situation is into sharp focus.



Radar



Start



Objective



Open Door



Exit

# ENDURE

THE STARS

## CAMPAIGN - Into the Fire

Survivors needed - **Engineer**  
(if starting with Bagging a Trophy)

*\*When starting Into the Fire you may choose either Bagging a Trophy or Left at the Office as your first mission.*



Bagging a Trophy

Left at the Office

Gotta Catch 'em All

Break Stuff



## #CG08 - Bagging a Trophy

**Story** - A geneticist that worked on the G.E.P.E.C program has set up a rudimentary lab at the Refuge. She claims that before The Fall, she was on the verge of solving the problem of hyper aggression that the Solomons cause in nearby GEPs. "A live subject is the key. I believe solving this problem could have some very practical real world applications. Why fight the GEPs, when we could pacify them entirely?" After asking around the camp for some time, eventually you discover that a fellow survivor locked a Solomon in a Med Bay over in A19 just a short while ago. After gathering some capture nets and salvaging a functioning exo suit with the strength to pull the creature, you're as ready as you'll ever be.

### Objective

Capture the Solomon GEP and bring it to the exit.

### Tokens (6)

**3 survivors** 4 Swarmer, 5 Swarmer, 3 Jaeger, 4 Jaeger, 3 Icarus, 4 Icarus

**4 survivors** 5 Swarmer (x2), 4 Jaeger (x2), 4 Icarus (x2)

**5+ survivors** 6 Swarmer (x2), 4 Jaeger, 5 Jaeger, 4 Icarus, 5 Icarus

### Special conditions

- **You're up, genius** - An Engineer must be present on this mission.

- **A rare breed** - Solomons do not spawn on this mission.

- **No touching** - Only an Engineer may interact with the Solomon. An Engineer must spend 1 action to prepare the Solomon for transportation. The Solomon now moves with the Engineer transporting it.

- **Pulling power** - The Solomon's innate drive to wander means that you'll need to expend extra effort to drag the creature. Once the Solomon has been collected, the Engineer pulling the Solomon must roll a die at the beginning of each of their turns to determine how many actions they have this turn;

1-2: 1 action.

3-4: 2 actions.

5-6: 3 actions.

- **Cry for help** - The Solomon doesn't want to go quietly and begins to cry for help as soon as you have collected it. Place a level 5 noise token in same zone as the Engineer transporting the Solomon. This noise token is permanent and must stay in the same zone as the Solomon for the rest of the mission.

- **They just keep coming** - If at any point there are no enemies or radar tokens on the map, a radar token must be spawned at the beginning of the Enemy phase and it activates immediately. Roll a die to determine where the radar token spawns:

1-Med Bay

4-Security

2-Life Support

5-Rec Room

3-Armoury

6-Crew Quarters



**Mission complete**  
(when the Engineer transporting the Solomon leaves the map)

As you approach the doors of the Refuge, you can see the geneticist eagerly awaiting your return, "you actually did it... marvellous. This may not mean a lot to you, but what you've achieved here today could save more lives than you realise!"



## #CG09 - Left at the Office

**Story** - A geneticist at the Refuge has requested that you retrieve her unfinished work from her lab in C50, specifically her DNA samples of Jaeger GEPS. She tells you that her work was focused on GEP countermeasures on a molecular level. She won't explain exactly what it is she was doing but she's confident that, if allowed to continue her work, she'll be able to produce some very interesting and beneficial results.

### Objective

Retrieve the GEP DNA samples and exit the map.

### Tokens (7)

<b>3 survivors</b>	4 Swarmer (x2), 3 Jaeger, 4 Jaeger (x2), 4 Icarus (x2)
<b>4 survivors</b>	5 Swarmer (x2), 4 Jaeger, 5 Jaeger, 4 Icarus (x3)
<b>5+ survivors</b>	6 Swarmer (x2), 4 Jaeger, 5 Jaeger, 4 Icarus (x2), 5 Icarus

### Special conditions

- **Careful with those** - The objective tokens are the GEP DNA that must be collected.
- **Not enough hands** - A survivor may not carry more than 1 objective.
- **Catch!** - If a survivor carrying an objective dies, then the objective automatically transfers to any other survivor in the same zone. If there are no other survivors in the zone, the vial of DNA falls to the floor, smashes and the mission is failed.



### Mission complete (when all survivors and objectives have exited the map)

"Brilliant! I thought that I would have to start all over again, but retrieving these samples will greatly accelerate my research! Come and visit me before you next leave the Refuge, I may have something of great use to you."



## #CG10 - Break Stuff

**Story** -The geneticist at the Refuge has proposed a bold plan; capture a live Titan. "I know it seems risky, but with the right equipment you should be able to best the creature." You're going to need to retrieve a working Exo Loader if you really want to go through with this and you remember seeing one in an Engineering Bay on E04, but it's locked down tight and you'll need to destroy several key terminals to trip the door locks.

### Objective

Destroy the terminals to gain access to the Exo Loader.

### Tokens (6)

**3 survivors** 4 Swarmer (x2), 4 Jaeger (x2),  
4 Icarus (x2)

**4 survivors** 5 Swarmer (x2), 5 Jaeger,  
4 Icarus (x3)

**5+ survivors** 6 Swarmer (x2), 5 Jaeger,  
4 Icarus (x2), 5 Icarus

### Special conditions

- **Let's get this open** - All red objectives must be destroyed to open the door to the Engineering Bay. To destroy the terminals, attack them as you would an enemy. Terminals have 2 health.
- **Is the coast clear?** - Survivors cannot complete the mission until there are no enemies within 1 zone of the Loader.
- **Campaign consequence**

*If your previous mission was Bagging a Trophy-* "That live subject did wonders for my research! It's very rudimentary, but I've managed to create a jammer of sorts that interferes with the Solomon's ability to communicate. Have I tested it? Well no, but that's where I was hoping you would come in." The effects of Solomons are cancelled out for the duration of the mission.

*If your previous mission was Left at the Office-* "I'm not quite sure whether this will work, but after studying the DNA you brought me I think I've found a way to mask your presence from the GEPs, albeit temporarily. Before you head out, just spray yourself with this and they shouldn't be able to detect you" Each time that a survivor enters into the line of sight of a zone containing passive enemies, roll a die:

**1-4: Nothing happens.**

**5-6: All enemies within the zone fail to notice you.**

Making noise can cancel out this effect.



### Mission complete (when all survivors reach the Exo Loader)

As the door slides open and you enter the room, you quickly dash to the Loader and begin to inspect it. It appears to be in excellent condition, and it dawns on you that this bay must have been sealed shut since before The Fall. Seeing such a pristine place devoid of the scars of recent tragedies floods you with peaceful memories of a time before all of this misery. After giving the Loader a quick test drive, you feel much more confident about your chances.

## #CG11 – Gotta Catch ‘em All

**Story** -You’ve been helping a geneticist at the Refuge by bringing her live GEPs and pieces of her research found scattered across the ship. So far her results have proved most helpful and her latest plan is by far the most ambitious to date; she’s requested that you use a recently scavenged Exo Loader to capture a live Titan. “All the preparations have been made for its arrival; just bring it to containment cell I’ve set up in the Loading Bay and I can take it from there.”

### Objective

Subdue and capture the Titan GEP.

### Tokens (6)

**3 survivors** 5 Swarmer (x2), 4 Jaeger (x2),  
3 Icarus, Titan health: 20

**4 survivors** 5 Swarmer, 4 Jaeger (x2),  
4 Icarus (x2), Titan health: 25

**5+ survivors** 6 Swarmer, 4 Jaeger, 5 Jaeger,  
4 Icarus, 5 Icarus, Titan health: 30

### Special conditions

- **Lock and Loader** - One survivor starts the mission in the Exo Loader (players may decide amongst themselves who this is).

- **Power up** - The green objectives are power cells, needed for the Loader to function. When setting up the mission, remove the 5 Power Cell cards from the item deck, place 4 in a separate pile face up and place 1 in the inventory of the survivor piloting the Exo Loader.

- **It’s here...I think** - The Titan is somewhere in the area but you’re not sure of its exact location. When shuffling the radar tokens, first select the Titan token and 2 others at random. Shuffle these 3 together, then place them in the specified zones on the Laboratory, Life Support and Security tiles.

- **Win by pin** – To subdue the Titan:
  - 1.The survivor piloting the Exo Loader must finish the game round in the same zone as the Titan.
  - 2.The Titan must have less than 50% of their starting health.
  - 3.The Exo Loader must have a pilot and power.

- **Erm...a little help?** – Once the Titan’s health has dropped below 50%, place a level 5 noise token in the Titan’s zone. This noise token is permanent and must stay in the same zone as the Titan for the rest of the mission.

- **Campaign consequence** – If playing a campaign, the mission specific bonus you received in the previous mission “Break Stuff” carries over into this mission.

### Mission complete (when the Titan has been subdued)

The Titan howls and cries as you wrestle it to the floor, and before long you find yourself alone, with not a sound to be heard but the labored breathing of the fallen beast. The journey home feels long, but as you approach the Loading Bay you see that every last resident of the Refuge has turned out to see you return. You hear gasps of awe escape from the crowd, and before long a deafening roar of applause and cheering envelopes you. To these people, who have all but lost hope, seeing with their own eyes what you’ve managed to achieve means everything.



# ENDURE

THE STARS

**CAMPAIGN** - Fight of the Sentry  
Survivors Needed - Technician

The Big Prize

Turning it Off and  
on Again

Time for Walkies

Spares, Change



## #CG/C012 – Turning It Off and On Again

**Story** -The Refuge you've built is nothing short of a marvel, but the ever present feeling of vulnerability to the horrors roaming the ship continually drives you to look for greater ways to protect this haven amongst the madness. It's recently become common knowledge that the Hikari was once equipped with an automated defence system that was decommissioned due to irreconcilable problems. As you ask around to gather more knowledge on the subject, you eventually get chatting to a maintenance engineer who actually worked on the Sentries; "They were a good idea in theory, but the damn things never quite worked properly, so the whole program was canned. I suppose that if you could get a few units back here, I could take a look at them and see if I can work out the bugs." She marks on your map a Robotics Bay on H41 and explains the best way to bring the Sentries back to the Refuge. "Be careful though" she says, "the electrical interference from the planet used to cause Sentries to spontaneously come online. We had a proximity based kill switch so they could never wander too far, but who knows how many may have woken up since it all went to hell."

### Objective

Get to the Robotics Bay and engage the kill switch.

### Tokens (4)

**3 survivors** 2 Artemis (x2), 2 Sip (x2)

**4 survivors** 3 Artemis (x2), 2 Sip (x2)

**5+ survivors** 3 Artemis (x2), 3 Sip (x2)

### Special conditions

- **Engage the kill switch** – The blue objective represents the kill switch that will shut down all nearby Sentries.

- **A little rusty** - The Sentries haven't been serviced in some time and are prone to malfunction. At the beginning of each Enemy phase, roll a die for each token/Sentry. **A result of 1 means the Sentry shuts down and does not activate this round. Place the Sentry on its side as though it was stunned until the beginning of the next round.**

### Mission complete

(when the kill switch is activated)

As you enter the Robotics Bay, you almost immediately notice a faint glow emanating from a large, shielded button with the word "SHUTDOWN" written directly under it. Within moments you engage the kill switch and breathe a sigh of relief as the sound of Sentry units tumbling to the floor echoes through the halls.



Radar



Start



Objective



Open Door

## #CG/C013 – Time for Walkies

**Story** -A mechanic that worked on the Sentry program is confident that she can repurpose the Sentries to aid in the protection of our small but growing band of survivors, but she needs them in good condition if she is to have a chance at making this work. You'll need to carefully shutdown any hostile Sentries to allow for the Technician to perform a system reboot and program them to return to the Refuge.

### Objective

Escort 4 Robotic Sentries to the exit and leave the map.

### Tokens (6)

**3 survivors** 2 Artemis (x2), 3 Artemis, 2 Sip (x2), remove token from Engineering Bay

**4 survivors** 2 Artemis (x2), 3 Artemis, 2 Sip (x2), 3 Sip

**5+ survivors** 2 Artemis, 3 Artemis (x2), 2 Sip, 3 Sip (x2)

### Special conditions

- **Tech support** - A Technician must be present on this mission.
- **Hard reset** - You'll need to temporarily disable the Sentries to reprogram them. To shut down a Sentry, it must be defeated using melee attacks only. Shut down Sentries are laid on their side and are treated as if they are stunned. If a ranged weapon is used against a Sentry then it is considered to be damaged beyond repair and removed from the board once defeated. Stunned Sentries recover at the end of the round as usual.

- **Here for the reboot?** – Once a Sentry has been stunned, a Technician may then use 1 action to interface with the Sentry and safely bring it back online. The Sentry is then stood up and an objective token is placed under its base indicating that it is under your control. Once a Sentry is reactivated, it has the following attributes:

	ARTEMIS	SIP
<b>HEALTH</b>	1	2
<b>MOVEMENT</b>	1 zone towards exit per turn. Must move if able to.	
<b>ACTIONS</b>	2	2
<b>ATTACK</b>	1 die, 3+ to hit	2 die, 4+ to hit

- **Traitor!** – Reactivated Sentries are treated as though they are survivors. Sentries always act first at the beginning of the survivor phase. They are also treated as a survivor when rolling to see who takes damage from attacks.
- **Under control** – A maximum of 5 Sentries may be reactivated at any given time. Survivors may not choose to deactivate Sentries already under their control to activate new ones.
- **Calibrating** - A friendly Sentry may not move or act on the same turn on which it was reactivated.
- **Get a move on!** – If there are no enemies on the map then reactivated Sentries move +1 zone per turn.
- **All is lost** – The mission is failed if there are not enough Sentries left to fulfil the objective.



### Mission complete (when 4 robotic Sentries and all survivors have exited the map)

The mechanic at the Refuge doesn't even acknowledge you as you enter her workshop; she's far too excited by what you've brought her, "I never thought I'd see these again... spectacular! I'll need to run some tests to see if they're fit for purpose, but the fact that they walked back here is a pretty good sign already."



## #CG/C014 – Spares, Change

**Story** -More and more robotic Sentries have been sighted actively roaming the ship. You managed to bring some of these Sentries back to the Refuge at the request of a mechanic who serviced them before the Fall and now she has another request for you, "I can definitely get these bots working, but they've been roughed up pretty good, so unless you get me the parts on this list the only thing they'll be good for is hanging my coat on."

### Objective

Collect 4 Sentry spare parts and exit the map.

### Tokens (6)

- 3 survivors** 2 Artemis (x2), 3 Artemis (x2), 2 Sip (x2)
- 4 survivors** 2 Artemis, 3 Artemis (x2), 2 Sip, 3 Sip (x2)
- 5+ survivors** 3 Artemis (x2), 2 Sip (x2), 3 Sip (x2)

### Special conditions

- **Hold this, will ya?** - The objectives are the Sentry spare parts. Survivors may carry more than 1 objective.

- **Trust me, I'm an Engineer** - An Engineer may spend actions to attempt to salvage parts from robots that are temporarily disabled by stunning. Multiple actions may be spent on a single attempt to salvage, which reduces the score needed for a success. An Engineer must announce how many actions they wish to dedicate to the attempt before rolling and to make the salvage attempt they must roll a die and score equal to or higher than the number listed below:
  - 1 action: 5+**
  - 2 actions: 4+**
  - 3 actions: 3+**

If successful, the Sentry is considered defeated, removed from the game board and an objective token is placed in the Engineer's inventory.

- **A little rusty** - The Sentries haven't been serviced in some time and are prone to malfunction. At the beginning of each Enemy phase, roll a die for each token/Sentry. **A result of 1 means the Sentry shuts down and does not activate this round. Place the Sentry on its side as though it was stunned until the beginning of the next round.**

### Mission complete (when all survivors have exited the map with at least 4 objectives)

"This is all you found? I suppose I can make it work.....did you punch these parts straight out of the robots or something?!" At first the mechanic doesn't seem particularly grateful, "Sorry...I know it's not easy out there. Give me a few days; I should be able to get the Sentries fully functional by then." If she can do what she says she can, this could be a turning point in protecting the Refuge.



**Radar**



**Start**



**Objective**



**Open Door**



**Exit**

## #CG/C015 – The Big Prize

**Story** -A mechanic at the Refuge has finally managed to get some Sentries you salvaged patrolling the camp, “They work like a beaut! I even managed to put in a couple of modifications of my own.” She pauses for a moment, looking you up and down with a sceptical glance, “I wasn’t sure this would work, so I hesitated to tell you this....but there was another Sentry prototype that I haven’t mentioned. This thing was HUGE, designed to take down the biggest monsters that the G.E.P.E.C program could churn out. I haven’t a clue what happened to it, but I last saw it in a Robotics Bay on E deck. If I could do to that what I did with the smaller Sentries, we’d have a truly powerful weapon in our arsenal.....if you do decide to go looking, you better just hope that it hasn’t woken up.”

### Objective

Find and activate the Olympian Sentry.

### Tokens (4)

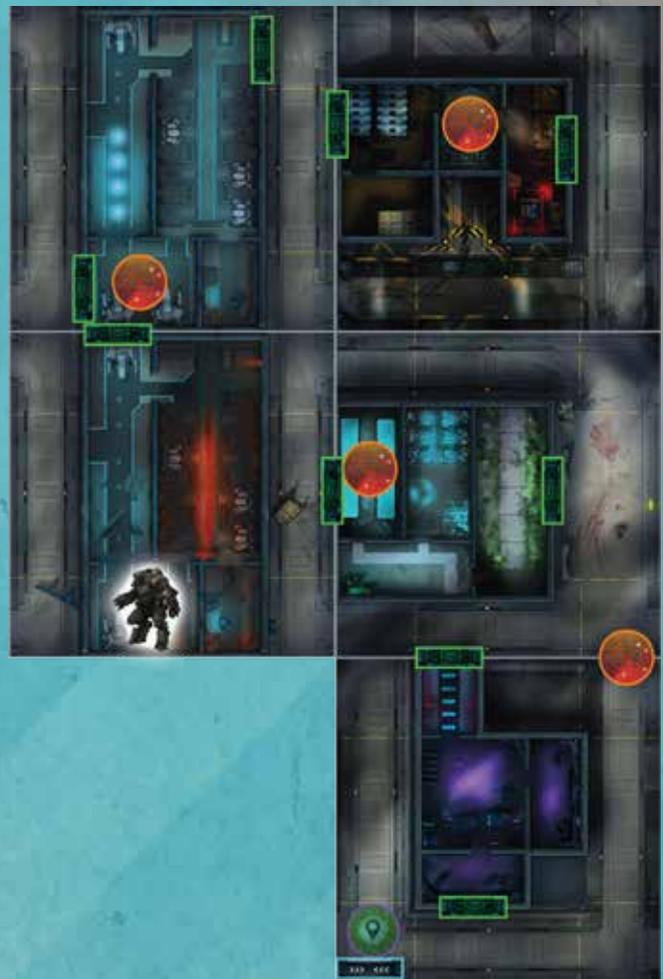
<b>3 survivors</b>	2 Artemis (x2), 2 Sip (x2), Olympian health:20
<b>4 survivors</b>	2 Artemis, 3 Artemis, 2 Sip, 3 Sip, Olympian health: 25
<b>5+ survivors</b>	3 Artemis (x2), 3 Sip (x2), Olympian health: 30

### Mission complete (when the Olympian Sentry is destroyed or all survivors have exited the map)

It seems that this trip was for nothing. The Olympian proved too powerful to be subdued and you’ll carry the scars to remind you of that till your dying day. When you explain this to the mechanic, she doesn’t seem fazed, “I suppose that it was always a risk, but there must be more Olympian’s scattered around the ship. We’ll get our chance eventually, for now just continue to bring back what you can of the smaller Sentries. Every single one that we get patrolling our home improves the chances of us waking up tomorrow.”

### Special conditions

- **Sleeping giant** - The Olympian Sentry is currently offline; a survivor must interact with it to reactivate it.
- **Premature activation** – If 8 or more Sentries are destroyed or a level 4 noise token has been generated before reaching the Olympian then two things must happen immediately:
  1. **All survivors lose 2 Resolve.**
  2. **Search the boss deck for the “Overdrive” protocol and place it on the Olympian’s dashboard. The Olympian is still considered offline and may not be attacked until activated, but will activate with this protocol already in play.**
- **We’ve made a huge mistake** – When the Olympian is reactivated, it instantly becomes clear that it is extremely powerful and you have two options; fight for your lives or run for your lives! Your new objective is to either destroy the Olympian Sentry or escape from it.



Radar



Start



Open Door



Exit

# ENDURE

THE STARS

## CAMPAIGN - A House Divided

Survivors Needed - Medic



## #CG/ROP16 – Lone Survivor

**Story** -Whilst exploring a remote part of the ship thought long abandoned, the faint sound of footsteps catches your attention. Suddenly, as if from nowhere, a woman sprints around the corner and almost sends you flying! Before you get the chance to talk, she springs to her feet and runs off. She seems pretty shaken up, so you decide to try to catch up with her and see if you can help.

### Objective

Chase down and sedate the hysterical woman, then get her to the exit.

### Tokens (5)

- 3 survivors** 2 Fanatic (x2), 2 Zealot (x2), 3 Zealot
- 4 survivors** 2 Fanatic (x2), 2 Zealot, 3 Zealot (x2)
- 5+ survivors** 2 Fanatic, 3 Fanatic (x2), 3 Zealot (x2)

### Special conditions

- **Medic!** - A Medic must be present on this mission.
- **Nervous energy** - The objective token represents the frightened woman, and she won't calm down. At the beginning of the Survivor phase, roll the directional die and move the objective 1 zone in that direction.

- **It's just a sedative** - The woman is hysterical and requires a sedative, which can be found in any Med Kit. Only the Medic may attempt to sedate the woman. To attempt to sedate the woman the Medic must be in the same zone as the objective, spend 1 action to roll a die and score 5+ to be successful. Attempting to sedate the woman consumes the Med Kit, whether successful or not.
- **Hold her down!** - The other survivors may help by attempting to restrain the woman. For each survivor in the zone when the test is made (not including the Medic), reduce the score needed for success by 1 e.g. 4+ with 1 survivor in the zone, 3+ with 2 survivors, etc.
- **Dead weight** - Once the woman has been sedated, place the objective token on the Medic's dashboard. The objective may be passed between survivors, but the survivor carrying the objective suffers from -1 action during their turn and may not dual wield weapons.
- **She's not waking up anytime soon** - If the survivor carrying the objective dies, place the objective in the zone. It may be collected by any other survivor.

### Mission complete

(when all 4 terminals have been destroyed and all survivors have exited the map)

You manage to sedate the woman safely and decide to bring her back to the Refuge. Sometime later when the woman regains consciousness, she explains to you that she was running from those crazed people that you fought earlier. "They believe that this whole mess is our fault somehow, and that by killing us they can put it right. How does that even make sense?!" Without knowing how many of them are out there it's impossible to tell how much of a threat they pose, but you need to discover more about this new enemy.



## #CG/ROP17 – Drinking the Kool-Aid

**Story** -Whilst scavenging for supplies, you found a lone survivor wandering the halls of the ship, panic-stricken and running from something. You managed to sedate her and bring her back to the Refuge, and after some rest she's ready to talk. When you ask her what she was running from, the colour drains from her face and she says, "There's a group of survivors calling themselves the Redeemers of Purpose. They kept telling me it was all my fault; all of what's happened....how does that even make sense?! I managed to get away, but they're imprisoning anyone they find...I think they're going to kill them. I can show you where they are, but the way is blocked by a security door that's in lockdown. You'll have to find a way through that door if you want to save the others."

### Objective

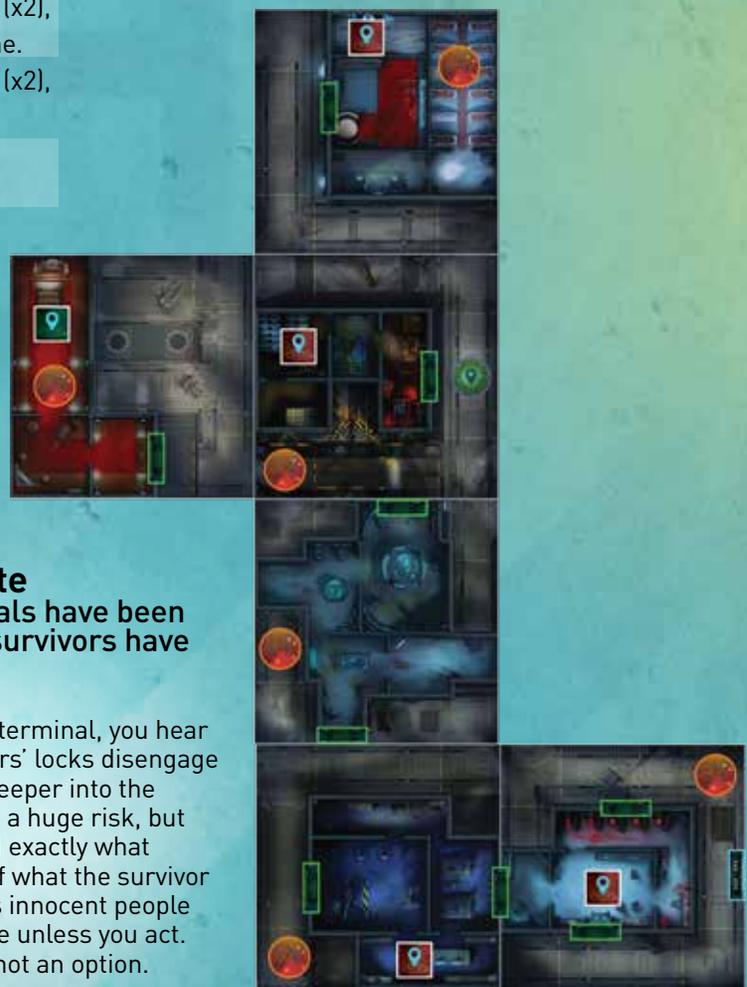
Destroy the 4 terminals and exit the map.

### Tokens (6)

- 3 survivors** 2 Fanatic (x2), 3 Fanatic, 2 Zealot (x2), remove token in Redeemer Shrine.
- 4 survivors** 2 Fanatic (x2), 3 Fanatic, 2 Zealot (x2), 3 Zealot
- 5+ survivors** 3 Fanatic (x2), 2 Zealot (x2), 3 Zealot (x2)

### Special conditions

- **Time to smash!** – The red objectives represent the terminals you need to destroy. To destroy the terminals, attack them as you would an enemy. Terminals have 2 health.
- **Bang!** – If an objective is destroyed by a melee attack, roll a die:
  - 1-3: Every survivor in the zone takes 2 damage.**
  - 4-6: Nothing happens.**
- **Just begging to be taken (optional)** – If the green objective in the Redeemer Shrine is collected, read the following aloud: "As you enter the dimly lit room you notice what appears to be a shrine at the far end. You approach the shrine and find what looks to be offerings scattered at its base." Each survivor in the zone when the objective is collected is dealt 2 cards from the top of the item deck. They may choose 1 and discard the other. If you draw a noise card, ignore it and draw another card.



**Mission complete**  
(when all 4 terminals have been destroyed and all survivors have exited the map)

As you smash the last terminal, you hear in the distance the doors' locks disengage and retract. Heading deeper into the Redeemers territory is a huge risk, but we need to understand exactly what we're up against, and if what the survivor told you is true, there's innocent people imprisoned that will die unless you act. Ignoring this threat is not an option.

## #CG/ROP18 – It’s a Trap!

**Story** -A security door to a previously inaccessible part of the ship has been opened, which is home to a group calling themselves the Redeemers of Purpose. At first nothing appears out of the ordinary, but as you head deeper into the area you begin to notice strange symbols and writings etched on the walls. You pause for a moment to study these markings, but as if from nowhere cultists appear from all sides! It’s an ambush!

### Objective

Free the prisoners.

### Tokens (4)

<b>3 survivors</b>	2 Fanatic (x2), 2 Zealot (x2)
<b>4 survivors</b>	2 Fanatic, 3 Fanatic, 2 Zealot, 3 Zealot
<b>5+ survivors</b>	3 Fanatic (x2), 3 Zealot (x2)

### Special conditions

- **Surrounded** - You’ve been ambushed! Place 4 Zealots and 2 Fanatics on the board at the designated locations.

- **Open Sesame** - The green objective is a terminal that controls the door to the room that the prisoners are held in. Interacting with this objective will unlock the door.

- **Jailer** - A survivor you rescued earlier had escaped from this area and said that one of the cultists might be carrying a key card. Each time you kill a Zealot or Fanatic, roll a die:

**1-4: Nothing happens.**

**5-6: You find a key card on their body and can now unlock the door without needing to reach the terminal (take the green objective and give it to the survivor who found the key card to remind you).**

- **Lock and Load** - If you are not playing a campaign, replace the Pistol with the Shotgun when selecting the starting items.



### Mission complete (when all survivors reach the red objective)

You find a number of people in the cell and all of them look in bad shape. They retreat to the back of the cell as soon as you enter, but after explaining that you’re here to help they seem to relax somewhat. “You’ve come to free us? But...I thought this was the end...” They’ve clearly been through some awful trauma, so you decide not to question them too hard and escort them back to the Refuge.



## #CG/ROP19 – The Head of the Snake

**Story** -After freeing a group of people being held captive by the Redeemers of Purpose, they explain to you that the leader of the group is a man clad in golden armour. “This won’t stop until they’re dead. ALL of them.” You decide the safest thing for everyone is to kill this Preacher and put a stop to this madness for good.

### Objective

Kill the Preacher.

### Tokens (5)

<b>3 survivors</b>	2 Fanatic (x2), 2 Zealot (x2), 3 Zealot, Preacher health: 20
<b>4 survivors</b>	2 Fanatic (x2), 2 Zealot, 3 Zealot (x2), Preacher health: 25
<b>5+ survivors</b>	2 Fanatic, 3 Fanatic (x2), 3 Zealot (x2), Preacher health: 30

### Special conditions

- **Hammer time** – If not playing a campaign, replace the Plasma Cutter with the Persuader when dealing starting items.

- **Hide & Seek** - The Preacher is located in one of the Redeemer shrines....you’re just not sure which one. When you enter the first shrine you reach, roll a die:

**1-3: The Preacher is not here and is hiding at the other shrine.**

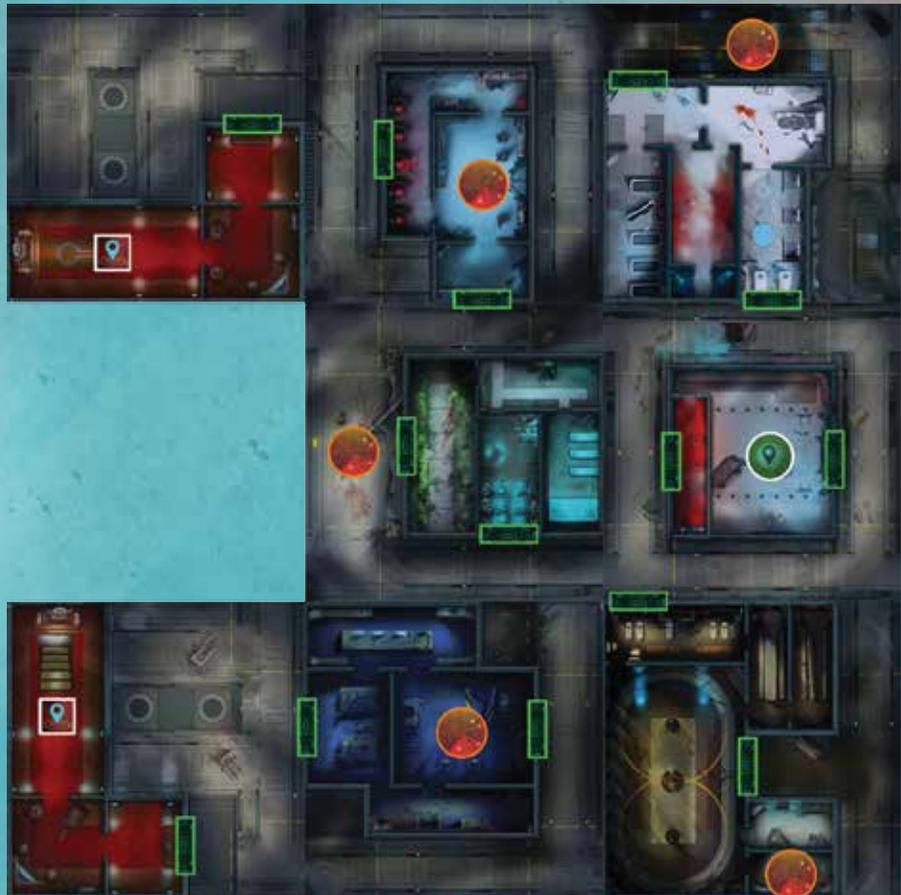
**4-6: The Preacher is here!**

Wherever you find the Preacher, he is ready for you! When you enter into the line of sight of the objective, immediately place the Preacher on the board and draw the first card in his attack deck (this can interrupt a survivor’s turn).

- **Coward** - The Preacher hasn’t stayed alive this long by putting himself in the line of fire. When the Preacher spawns, he does so with 2 Zealots. If there are any Zealots or Fanatics in his zone, they must be killed before the Preacher may be targeted.

### Mission complete (when the Preacher is dead)

As the Preacher lies dying in a pool of his own blood, his last words are as twisted as ever, “I may die here, but there are many more of us who believe. You shall never know peace, not until each and every one of you has been struck down. The abominations you’ve created have brought such misery upon us all....and we will not rest until you suffer for your sins.” Since that day, not a single Redeemer has been seen, which leads you to believe that you really did wipe them out...but those last words. The ship is a big place...could there really be more of those lunatics out there?



Radar



Start



Objective



Open Door

## #CG/P20 – Messing with the Bull

**Story** -The story of the G.E.P.E.C programs’ origins is beginning to become clear. It seems that the entire program started with just one GEP that was born on Earth. Its body acted as a living databank, containing all of the genetic information they would ever need to create creatures suited to almost any environment. The fate of this “Primus” GEP was unknown up until now, but a team of survivors recently stumbled upon the research facility that should contain the creature. You’ve been sent to explore the facility and it’s not long before you discover what you’ve been searching for. A huge creature floats suspended in a vast tank in the middle of a room that appears to be ever so slowly flooding, and upon closer inspection you realise that the tank has cracked and is slowly leaking. Suddenly the creature begins to stir from its long hibernation, and the mere sight of you angers it beyond comprehension. It takes just a few colossal blows for the creature to free itself! This foe seems beyond you, your only choice now is to run!

### Objective

RUN! (reach the exit)

### Tokens (5)

- 3 survivors** 4 Swarmer (x2) 3 Jaeger, 4 Jaeger, 3 Icarus, Primus health: 15
- 4 survivors** 5 Swarmer (x2), 4 Jaeger (x2), 4 Icarus, Primus health: 20
- 5+ survivors** 6 Swarmer (x2), 5 Jaeger, 4 Icarus (x2), Primus health: 25

### Special conditions

- **Locked and Loaded** – Replace the usual starting items with 1 Assault Rifle, 1 Medical Laser and enough Medical Blades so that each survivor has a weapon.
- **Got the scent** – The Primus is always in an Active state and is aware of the location of all survivors at all times.
- **Immortal** – The Primus cannot be killed! Whenever the Primus’ health is reduced to 0, it is instead stunned for the rest of the current game round. At the beginning of the following round, the stun wears off and the Primus’ regains 50% of its total health, rounded up.
- **Fired up** – Each time the Primus activates, roll a die to determine how many actions it has this turn:
  - 1-3: 2 actions.**
  - 4-6: 3 actions.**
- **Stock up** – Remove 1 Stun Grenade and 1 Shield Bubble from the Item deck and place them to one side. Interacting with the red objective in the Armory claims both of these items.

### Mission complete

(when all survivors reach the exit)

As you sprint through the exit and heavy door locks engage, the full weight of the Primus slams against the other side, the sheer force of impact taking everyone off their feet. It continues to pound and thrash against the door, but it manages not to buckle under the tremendous might assailing it. The creature will need dealing with, but just how exactly remains a complete mystery. You threw everything you had against it, and each time it arose with renewed purpose to end your life. Such power, such anger...the Primus could well be the single most dangerous foe to your survival.



Radar



Start



Objective



Open Door



Exit

# THE WORLD OF ENDURE THE STARS

## THE SURVIVORS

With a crew of nearly 4000 people, the Hikari was home to a myriad of different people. Since the GEPs escaped in an event that has widely become known as “The Fall”, the remnants of the crew have banded together into small groups of survivors, fighting to stay alive...

## CAPTAIN

Successful expeditions throughout history have always had strong and inspiring captains to lead their people and space exploration was no different. Candidates for captancy were put through some of the most rigorous testing of all crew members, but the chosen few who passed were the absolute best.



## MARINE

On the face of things, the Marines were brought on the expedition as a peace-keeping force in case of civil unrest. Their actual primary function was as a containment team should any of the experiments escape containment, but the G.E.P.E.C program was highly classified and before The Fall the vast majority of the crew were completely unaware of its existence.

# THE WORLD OF ENDURE THE STARS

## PSYCHIC

Humans do indeed have a degree of latent psychic ability, and those among us that showed promise at a young age were drafted into programs to maximise their potential. Psychics are able to read the emotional states of living creatures

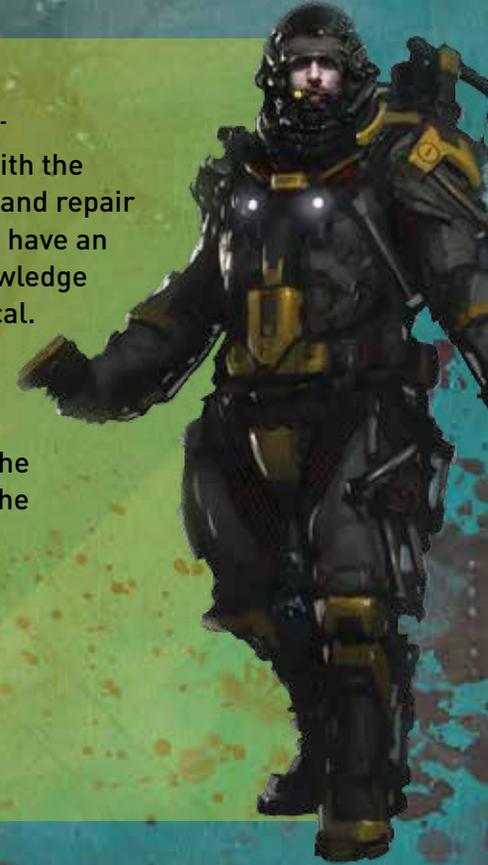
exceptionally well, and so were recruited as consultants on the G.E.P.E.C. program.

Most Psychics also possess a degree of telekinetic abilities, some even able to generate enough force to move large objects.



## ENGINEER

Having been tasked with the general maintenance and repair of the ship, Engineers have an intricate working knowledge of all things mechanical. With the ship in such a state of disrepair, Engineers are proving to be vital to the continual survival of the crew.



## MEDIC

Medical science has advanced enormously, but for the most part there is still something to be said for a good old fashioned bedside manner. Doctors and nurses are still sent out on expeditions to carry out patient treatment and as a precautionary measure in case technology fails.



# THE WORLD OF ENDURE THE STARS

## SCOUT

A person of no particular interest before The Fall, Scouts have learned to thrive in the new harsh environment they find themselves in. An expert in stealth, the Scout's ability to move around the ship with an incredible amount of discretion has proven invaluable time and time again.



## TECHNICIAN++

An artificial intelligence considered to possess a level of sentience on par with humanity, the Technician is considered a valuable member of any space faring crew. Given the recent unpredictable nature of the ship, their ability to communicate with the ship's systems on an advanced and incredibly efficient level is an invaluable resource that has saved many lives.

## GEPs

### THE GEPs

The products of months of genetic experimentation, the G.E.P.E.C.s (Genetically Engineered Planetary Explorer Candidates, or GEPs for short) were bred to aid in the mass exploration, study and eventual colonisation of the planet below. There are currently six known types of GEPs.

### SWARMER

Originally designed for the mass excavation and tunnelling of the planet's surface, Swarmers are individually weak, but due to their nature are almost always seen in large numbers. The fastest of the GEPs, these creatures should be exterminated as quickly as possible or you risk being rapidly overrun.

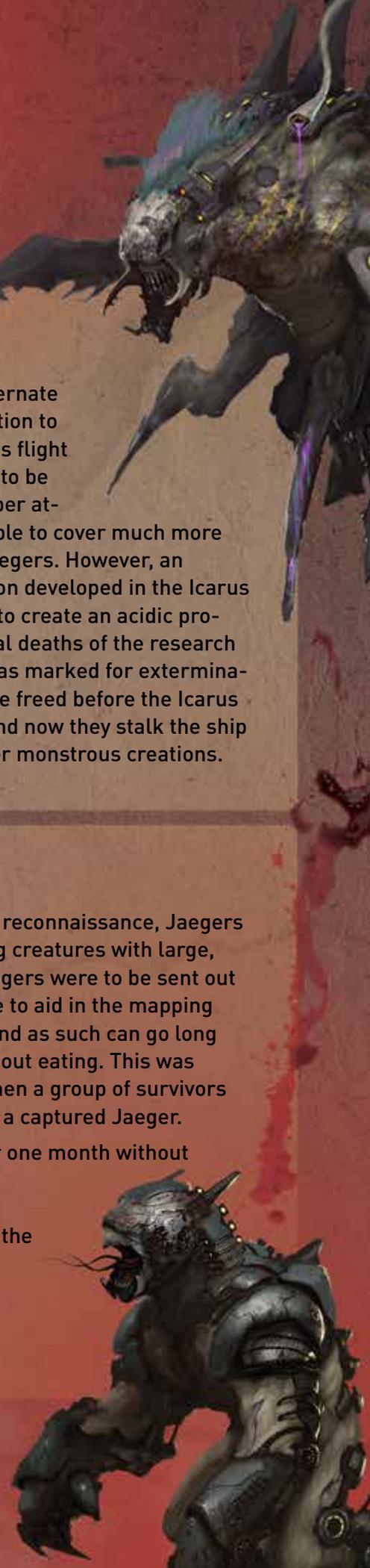
### ICARUS

Designed as an alternate reconnaissance option to the Jaeger. Given its flight capabilities, it was to be deployed in the upper atmosphere and is able to cover much more ground than the Jaegers. However, an unforeseen mutation developed in the Icarus that allowed them to create an acidic projectile. After several deaths of the research team the project was marked for extermination. The GEPs were freed before the Icarus were terminated and now they stalk the ship along with the other monstrous creations.

### JAEGER

Bred for long range reconnaissance, Jaegers are strong, enduring creatures with large, powerful claws. Jaegers were to be sent out for months at a time to aid in the mapping of the new planet, and as such can go long periods of time without eating. This was realised early on when a group of survivors attempted to starve a captured Jaeger.

After watching it for one month without seeing any signs of malnourishment or weakening they put the creature down.



# ENDURE THE STARS

## THE WORLD OF ENDURE THE STARS

### SOLOMON

The Solomon program was an attempt to create an "Overseer" that could help coordinate small groups of GEPs planet side. The task would be given to the Solomon and in turn it would delegate others to complete its goal. Initial results were promising, until live testing began. When introduced to other candidates, the Solomon seemed culpable of sending them into a hyper aggressive state. This wasn't seen as much more than a setback, but 'The Fall' occurred before the problem was rectified.

### THE PRIMUS (BOSS)++

It's a little known fact that the very first GEP was actually born on Earth, before the Hikari set out on its voyage. Known as The Primus, it acted as the starting genetic code for all of the G.E.P.E.C. programs. It was kept in a constant state of unconsciousness and was never meant to wake up, but frequent power failures since 'The Fall' has broken its stasis and now The Primus whereabouts are completely unknown.

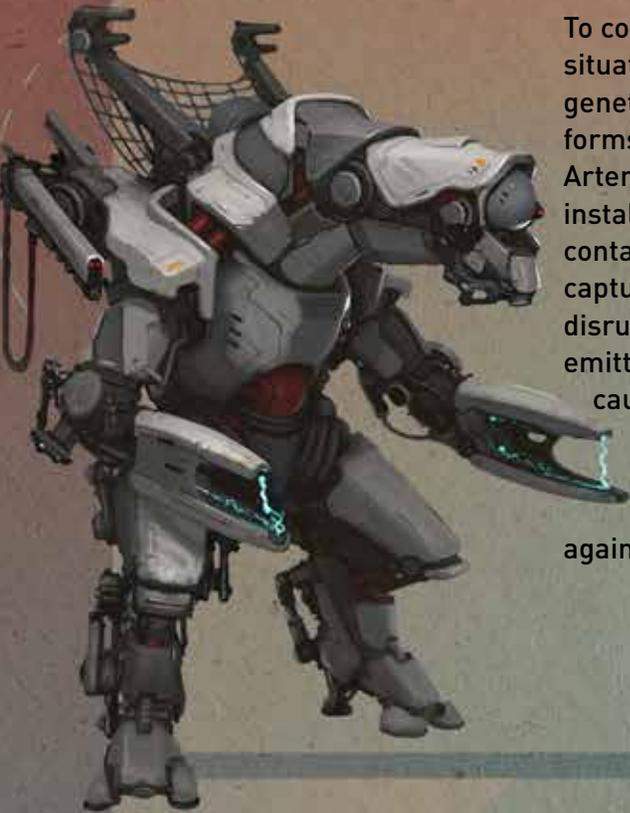
### THE TITAN (BOSS)

Created primarily for the extraction and transportation of research samples from the planet, The Titan is by far one of the most fearsome creatures aboard the Hikari. It was a Titan that brought the G.E.P.E.C. program to the attention of the entire population of the ship and set into motion the events that lead to 'The Fall'. Just over eight months into the program a Titan escaped from containment and massacred 37 of the civilian population. The resulting civil unrest and rioting culminated in a raid on the laboratories that set all of the GEPs free.

## ROBOTIC SENTRIES

### SIP & ARTEMIS<sup>++</sup>

To combat the potentially dangerous situations that may arise from genetically engineering new life forms with unpredictable behaviour, the Artemis and Sip robotic Sentry systems were designed and installed upon the Hikari. Had any of the experiments escaped containment, the Sentries would activate and pacify the subjects, capturing them alive so that testing could resume with only minor disruption. But the planet that the Hikari was tasked with colonising emitted an abnormal level electromagnetic interference, which caused, among many other failings both minor and major, the Sentries to fail on several occasions. The safest alternative was to deactivate the Sentries and instead rely on containment teams made up of military personnel to act as watchdogs against wayward test subjects.



### THE OLYMPIAN (BOSS)<sup>++</sup>

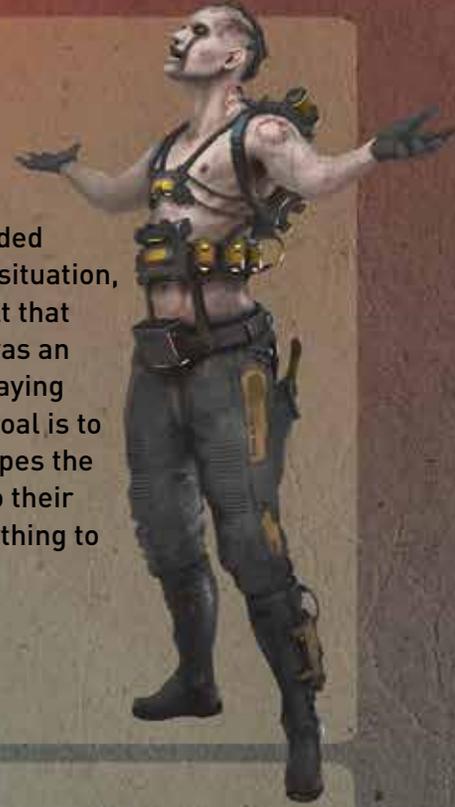
Some of the more dangerous experiments would have been too much for the Artemis and Sip Sentries to handle, so a larger Sentry was developed to specifically handle any extreme cases that may arise. The Olympian Sentry is a hulking droid of immense power, armed with numerous weapons both lethal and non-lethal that can take down just about anything thrown at it.



# REDEEMERS OF PURPOSE

## ZEALOT & FANATIC++

Not everyone was comfortable with the way the human race was colonising the stars. Some of the crew found the genetic experimentation unsettling, but kept their opinions to idle gossip amongst like-minded individuals. But after the events that led to the current situation, a small band of sceptics has evolved into a fanatical cult that believes that the outbreak and subsequent slaughter was an act of an angry deity, punishing human's attempts at playing God. Known as The Redeemers of Purpose, their only goal is to kill all those who do not follow their Mad God, in the hopes the sacrifices will prove their devotion and restore peace to their lives. The Fanatics and Zealots of this group will do anything to achieve this goal and value their lives little.



## THE PREACHER

### (BOSS)++

The instigators of this insane coven are the Preachers who scream their rhetoric at anyone close enough to hear them. They constantly urge others to stop at nothing and give everything to restore what they believe to be balance to the universe, which usually end in someone sacrificing their life. Not quite as willing to enter battle as unprepared as their brothers and sisters, Preachers are clad in the heaviest of armours and carry extremely powerful weaponry, making them both incredibly dangerous and difficult to silence for good.



# CLARIFICATIONS

## Resolve cards

### *One time effect*

Periphery Fright  
Scream  
Contagious Panic  
Breakdown  
Vertigo  
Suicidal  
Frightening Behaviour  
Panic  
Startled

### *Persistent effect*

They're All Around US  
Claustrophobia  
Nyctophobia  
Eremophobia  
Hoarder  
Uncontrollable Shaking  
Fear  
Memory Loss  
Acute Stress  
Barophobia  
Iatrophobia

## Accomplishment cards

### *Single use bonus*

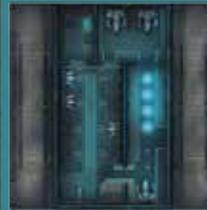
When Push Comes to Shove  
Combat Training  
The Gambit  
Making it Last  
Strength in Numbers  
Alone Time  
We Can Beat This  
The Silent Treatment  
Conserving Energy  
Nothing to Fear  
Cooperation is Key

### *Lasts the duration of the round*

Practice Makes Perfect  
Ninja  
Keep Your Guard Up  
On a Roll  
Burst of Speed  
Annihilator  
Collector

## The map tiles

There are 12 map tiles that make up the vast, sprawling expanse of the Hikari. The map tiles are referred to by name when setting up missions.



Robotics Bay



Security



Life Support



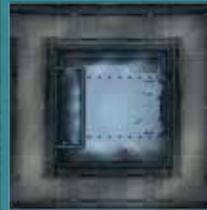
Redeemer Shrine



Crew Quarters



Armoury



Primus Cell



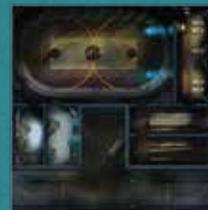
Medical Bay



Navigation



Laboratory



Rec Room



Engineering Bay



# ENDURE THE STARS

The Void Cannon requires 1 Power Cell to fire, which is discarded after use



## ENEMIES SUMMARY

	Actions	Range	Health	Damage dealt	Special condition 1	Special condition 2	Special condition 3
<b>GEPs</b>							
Swarmer	3	0	1	1			
Jaeger	2	0	2	2			
Icarus	2	0-1	2	2			
Solomon	3	0	2	0	All GEPs in a Solomon's zone deal +1 damage when attacking	Solomons will always move towards the closest group of GEPs	
Titan (boss)	2	—	—	—			
Primus (boss)	2	—	—	—			
<b>ROBOTIC SENTRIES</b>							
Artemis	3	0	1	1	+1 to hit when attacking Sentries	Unaffected by the "life support failure" event card	
Sip	2	0	2	2	+1 to hit when attacking Sentries	Unaffected by the "life support failure" event card	
Olympian (boss)	2	—	—	—	+1 to hit when attacking Sentries	Unaffected by the "life support failure" event card	
<b>REDEEMERS OF PURPOSE</b>							
Zealot	3	0	2	1 to each Survivor	Attacks deal 1 damage to each survivor in the zone		
Fanatic	3	0	1	1 to a single Survivor OR 3 to everyone in zone	When attacking a zone containing a Fanatic, rolls of 6 detonate their explosive vest, dealing 3 damage to everything in the zone. Explosive damage ignores armour	When being attacked by a Fanatic, roll a die. A result of 5 or 6 causes him to detonate his vest, dealing 3 damage to everything in the zone	If a Fanatic explodes in a zone containing other Fanatics, they too explode and the damage is multiplied. E.G. 1 Fanatic=3 damage, 2 Fanatics=6 damage, etc
Preacher (boss)	2	—	—	—			

# Rules Summary

## 1. The phases of each round



## 2. Resolve tests

Take a Resolve test when:

- A new type of enemy enters your line of sight.
- An Event/Boss card requires you to.

Roll 2 dice and if the result is equal to or higher than your current Resolve, lose 1 Resolve. If a survivor has no Resolve, lose 1 health whenever they would take a Resolve test.

If a survivor wishes to leave a zone that is occupied by enemies, then they must perform a Resolve check. Resolve checks are just like Resolve tests, the only difference being that a failure does not cause a loss of Resolve. If the check fails, then the survivor is unable to leave their current zone. Making a Resolve check does not consume any actions.

A survivor dying causes an automatic loss of 2 Resolve to all survivors in their line of sight.

## 3. Injuries

Roll the Injury die for each attack that damages a survivor.



= Nothing happens.



= Combat range is reduced by 1 zone (cannot fall below 0).



= At the beginning of survivor turn roll a die:  
1-3 Lose 1 health.  
4-6 Nothing happens.



= Maximum movement range restricted to 2 zones per turn (doubled during an Artificial Gravity Failure)

## 4. Exo Loader

- 1 action to enter/exit the Loader. Entering the Loader consumes any remaining actions.
- 1 power cell = 2 turns in the Loader.

Whilst piloting the Loader:

- 4 actions per turn
- Attack with the following stats:



- Survivors have an armour save of 2+, but only if the Loader has power.
- Survivors may not search.
- Resolve checks are not taken.

## 5. Weapon jams

If the dice results of a ranged attack that requires more than 1 die are all the same then the entire attack action is now considered a failure, regardless of how many results were successful, and the weapon may not be used for the rest of the round.

## 6. Spawning Solomon GEPs

Whenever a radar token concealing a GEP is revealed, roll two dice:

3 survivors: Solomon spawn on rolls of 2-3

4 survivors: Solomon spawn on rolls of 2-4

5+ survivors: Solomon spawn on rolls of 2-5

## 7. Boss control

- Passive Bosses are controlled exactly the same as all other enemies.
- When a Boss is revealed, all survivors in line of sight lose 1 Resolve.
- All Bosses have 2 actions, unless modified by a Mood/Protocol/Rhetoric card.

### Active Bosses

- Bosses are the first enemies to act
- At the start of their turn, draw a card from the Boss deck:
  - If a Mood/Protocol/Rhetoric card is drawn, it is put into play and another card is drawn immediately.
  - If a survivor is within range of the attack then it is made immediately. If not, the Boss uses actions to attempt to move within range of a survivor.
- The attack triggers as soon as it enters within range and/or line of sight of a survivor.