

A vibrant, comic-style illustration featuring a group of characters from the Far Cry Beyond game. At the top center is a man in a dark suit and red tie. Below him are several other characters: a woman with pink hair and a black vest, a man with a red hat and a colorful shirt, a woman in a blue jumpsuit, a man in a white tank top and blue pants, and a small dog. The background is dark with orange and yellow vertical bars and light streaks. The title 'FARCRY' is written in large, stylized letters, with 'BEYOND' in smaller letters below it.

FARCRY

BEYOND

One night in 1984, beneath a cold, winter sky,
the world suddenly changes as they fall down...

Sparks of Liberty

- RULEBOOK -



January 3rd, 1984. Americans are done celebrating the new year, and eager to keep celebrating until the holiday season is over. The night falls, and some look up to the sky, expecting a meteor shower. But on this particular night the sky suddenly cracks, and spills many more meteors onto Earth's surface than expected...

OVERVIEW

- Using this rulebook -

Welcome to **FAR CRY: BEYOND!** In this cooperative adventure game, your team of 2 to 4 players will follow an unprecedented choice-based story, build up your characters, fight off hordes of increasingly threatening enemies and – hopefully – save the world!

Inside the game box, you will find many boxes, compartments and sealed envelopes. **DO NOT OPEN THEM** until explicitly instructed to do so! Inside are hidden components, story developments, and many more surprises.

For now, you may begin by unboxing all components that start with “#00” and discovering their contents (see Basic Setup)!

- Object of the game -

Far Cry: Beyond is a cooperative game: players may choose any path to victory that they like, but they will always share the same end goal.

The game is divided into **missions**. Each mission has its own objective and specificities. The main dynamic of this game is **discovery**, which means this rulebook cannot prepare you for each situation you will be faced with!

You will sometimes be confronted with **story choices**. These decisions must be agreed on by the entire team, and will shape your game experience in a unique way. This means that some containers might be left unopened at the end of the campaign!

If you want to, you can then rewind the story to any point and change your approach in order to find your way to these unexplored parts.



PROGRESS AND DISCOVERY

Far Cry: Beyond is an open-world game, which unfolds little by little and takes you on a heroic journey. In this section, you will learn how to approach the discovery of new game components, so that you may grasp how this game stands out from regular board game experiences.

- Map of the continent -

At the start of the game, after playing the introductory chapter, you will gain access to a folded map of continent. This map showcases all the locations you will be able to visit on your adventure. When you begin a game of Far Cry: Beyond, open up your map, choose any location, then open its matching envelope to discover its contents. You will **always** have some indication of which location you should go to next, but it is nothing more than a guideline that you may choose to disregard, if you so wish.

You can do most things out of order in this game, but be careful: some locations may be too challenging for your current level. In those cases, it is often better to turn back and complete easier missions to level up your characters, and come back later. To this effect, each location is color-coded on the map, with pink being recommended for the early game, followed by yellow, blue, purple, then red being the most challenging locations.

- Progress cards -

As rewards for clearing a location's objective, you will most times gain a Progress card when opening the rewards envelope. These cards have a unique title, and serve as reminders that you cleared their corresponding objectives, for future reference. They also give you an indication of where you should aim to go next.

There is also a subtype of Progress card called Development cards: they appear when you make significant discoveries, and can contain secret objectives for otherwise regular locations. They will often be the key to unlocking the rest of the hidden story. They usually come with some flavor text recapping the story development you just experienced. As per usual, you don't have to follow the card's recommendations, and can choose to go anywhere else than the next location it teases.

- Sealed envelopes -

Sometimes, even after clearing an objective, you still won't know how to open some sealed envelopes you found. That is intentional! Sometimes, a location will still hold surprises, ones that you may not be ready for just yet. In those cases, put the envelope back where it came from, unopened. Come back later for it, once you discover how to open it!

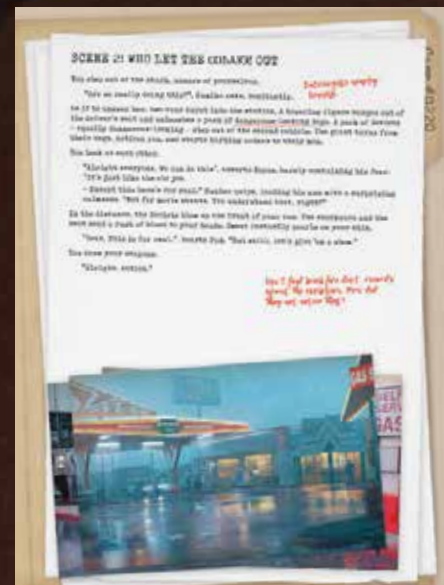
There are some objectives which, once cleared, force you to follow up with another specific objective. In those cases only, you absolutely cannot do anything else in between. These occurrences are rare, but clearly, explicitly stated.



Among the things you discover, you will find Game sheets. These sheets contain crucial information, and serve to guide you through your adventure. They can take two forms:

- **Story sheets:** Story developments that you should read out loud for context purposes. Will sometimes be double-sided, with the flip side dedicated to Rewards for winning the previous mission.
- **Gameplay sheets:** Usually found at the beginning of missions. Contain Setup and unboxing instructions, as well as any special rules that may apply for the current mission.

Gameplay sheet example



- Basic Setup -

For a starting setup, follow these steps in order :

- 1.** Reserve some space at the center of the table for a game board, *see the setup example p.30*.
- 2.** Open envelope #000. Open boxes #001 and #002 containing the Hero minis, and set each of them on a blue base.
- 3.** Set the 6 Hero boards and the mini-Rosie board on the table.
- 4.** Open box #004 and assign the following Stunt and Weapon cards to each character:

Kumiko Nakano
Stunts: Vault, Shove
Weapons: Machete, Colt. 45

Doc Nora
Stunts: **Guerrilla Healing, Shove**
Weapons: **Needle rifle**

Ball Reyes
Stunts: Dive, Roll
Weapons: Machete, SMG-11.

Bighand Boris

Stunts: Charge, Rude gesture
Weapons: Bat, Chains

Pam Williams

Stunts: Rude gesture, Tackle
Weapons: Sawn-off shotgun

Butch & Rosie
Stunts: Swap, Give a leg up
Weapons: Remington 870

Bonus board: Rosie

Rosie's orders: "Attack!" & "Get loud!"



- 5.** Pick one character each and place their full board in front of you.
Leave the unused characters to the side - you may need them later (you can change characters between missions under certain conditions).
- 6.** Set your movement point and health point dials to their starting values, printed on the left of your board.
- 7.** Open the box of dice. Each player takes six differently-colored dice (green, yellow, orange, red, black and blue).
- 8.** Gather the following card decks and put them to the side: Red Loot, Green Loot, White Loot, Reactions.

Once the player boards are ready, prepare the board of each type of enemy you will be facing this mission, as per the instructions on its Gameplay sheet, by assigning them their stated **Behavior** and **Gear** cards. Enemies' HP is not tracked using a dial, but by adding up Damage counters on their Status area as they take damage. *See Combat, p.10 for more.*

Enemy figures come in different types. When unboxing, assign differently colored plastic bases to differentiate between enemies of the same type: **GREEN**, **YELLOW**, **PURPLE**, then **RED**. There are never more than 4 enemies of a single type.

Note: Enemies of the same type all share the same Behavior and Gear cards.

Once setup is complete, you may begin playing the mission!

Example of an Enemy board setup



- A** Enemy name.
- B** Green enemy area – will take its turn before any others of its type (1).
- C** Yellow enemy area – will take its turn second (2).
- D** Purple enemy area – will take its turn third (3).
- E** Red enemy area – will take its turn last (4).
- F** Movement points – the amount of MP each enemy of this type has each turn.
- G** Health points – the amount of HP each enemy of this type has at mission start.
- H** Behavior – spread out their Behavior cards left of their board.
- I** Gear – spread out their Enemy Gear cards right of their board.
- J** Rank – will determine their turn order relative to other Enemy types.

Butch & Rosie

When playing as Butch, also set up his pet dog Rosie's board. Give Rosie her Order cards. At every mission start, Rosie begins on a space adjacent to Butch. The player controlling Butch also controls Rosie during the player turn. She can move like other characters, and uses her Orders as she would Weapons. However, Rosie does not get any Reaction or Weapon cards - but she can pick up, trade and use Loot (consider her maximum Inventory space to be 1). If Rosie (or Butch) is knocked out, she runs away instead. Remove her from the board (you may not Revive her). If Butch is there at the beginning of the next mission, she comes back for free with half her maximum HP rounded down.

FLOW OF THE GAME

The game is played over a series of rounds. Each round consists of two parts: a player turn and an enemy turn.

- Player turn -

On their turn, players all play **simultaneously**, using any number of their available actions at any point in the turn. This means that two players can act at the same time. There are several actions players can take each player turn, with some limited to **ONE** use per turn (*).

- Move
- Use a Stunt
- Pick up Loot
- Use / Craft a Loot card*
- Give / Trade with an ally*
- Use a Reaction card*
- Revive an ally
- Use a context action*
- Attack

Also, you are explicitly obligated to finish resolving your action before taking a new one. Which isn't the case for other players, who can cut in with an action of their own before yours resolves!

The turn ends once all players have spent all their available actions, or when everyone agrees to end the player turn.

- Enemy turn -

Once players end their turn, either by unanimous decision, or because they are out of available actions, Enemies take their turn. *See Managing Enemies, p.14.*

Note: During the enemy turn, players cannot use any of the actions listed above, except for Passive and Flash card effects (see Glossary, p.28), or Use a Reaction card (if the user has not played one during the player turn, see p.18).

- Take-backsies? -

Far Cry: Beyond is designed to emulate the thrill of action movies: player turns are supposed to unfold quickly, and simultaneous play will maximize your chances of winning. However, this means that you will probably encounter situations where your mess up another player's plans! In these cases, you are explicitly not allowed to take your actions back (exception: accidental cheating). We recommend communicating efficiently to prevent as many such mistakes as possible.

Discuss your strategies, seize each opportunity, and learn to live with your missteps! For more information about simultaneous play, see *Advanced notions, p.19.*

ACTIONS

- Move -

Each character has a set number of **MOVEMENT POINTS** which may be spent to **Move** or to use **Stunts**.

To Move, spend 1 movement point (MP) to move your character's figure to an **unoccupied** adjacent space. Two figures can **never** occupy the same space.

Important: An unoccupied space is an available space containing no figure. As soon as a figure arrives on that space, it is considered occupied until no figure is left on it. Unless stated otherwise, a unit cannot move through another unit.

You may spend multiple MP for a single Move action (move the same number of spaces as the amount of MP spent). You may also choose to spend part of your MP to move, and resume moving later in the turn using your remaining MP. Use the dial on your playerboard to keep track of your current MP.

Note: When moving, you may only cross regular dotted lines: — — — —. No unit can ever move to an incomplete hexagon.

Movement points are refilled **at the beginning of each new round**.

- Use a Stunt -

Stunts are special abilities that allow characters to unleash special abilities, often linked to movement. Once assigned, Stunts are tied to their character. Each Stunt may be used **any number of times** each player turn, at the cost of its user's movement points. If your character does not have the MP needed to use a Stunt, you cannot use it.

Example: Kumiko has 4MP. She uses her first 2MP to move next to cover. Then, she spends 1MP to use her **Vault** Stunt, which allows her to leap to the other side. Now that her enemy's cover is broken, she shoots using her Colt .45. After that, she still has 1MP left, which she uses to **Vault** back behind cover.

Note: Some stunts, like Reyes' **Dive**, can be used during the enemy turn (as indicated by the **Flash** keyword – see *Glossary*, p.17). In these cases, you must spend the unused MP from your previous player turn, since you only get your MP back at the beginning of each player turn.

Characters will have opportunities to learn new Stunts as the game progresses. One player may not have the same Stunt card more than once.



- Pick up a Loot -

When you are standing on a Loot token, you can pick up the Loot by discarding the Loot token and drawing a card from either the Red or the Green Loot deck. Then, immediately place the revealed Loot card in your inventory (bottom right of your board).

You can also choose not to pick up the Loot. You cannot move a Loot token to another space.

Example: Reyes has 3MP. He chooses to move 1 space to the left to pick up a Loot token, then moves 2 spaces to the right to move back to cover.



- Use / Craft a Loot card -

Once each round, you can either use a Loot card contained in your character's inventory, or craft one, see *Items & Upgrades*, p.17.

- Give / Trade with an ally -

Once per turn, when standing adjacent to another player character, and if they consent, you may Give them any number of cards from your Inventory and/or one of your Weapons, by moving them to their Inventory (having them equip any given Weapon cards immediately). Do not flip face-up any cards given face down.

Alternatively, both players can Trade — i.e. both players Give something to each other at the same time.

In either case, once the action is over, you must both still respect Hand limitations (see *Hands & Range*, p.14) and Inventory limits (see *Loot*, p.15). If you Give something to a player (or if you engage in a Trade) you can no longer Give or Trade this turn.

- Use a Reaction card -

Once per round, you may use a Reaction card during the player turn OR the enemy turn. See *Reaction cards*, p.18.

- Revive an ally -

When standing adjacent to a knocked-out player character, you may discard a Revive/Switch token to Revive them to half their max HP (rounded down). The revived character gains back their maximum MP, and may take part in the current player turn (see *Character death and Outcomes*, p.14).



- Use a Context action -

Once per turn, you may use a Context action to interact with your surroundings. Context actions are dependent on what is available around you; in some situations, you may not have any at your disposal, while other situations may be filled with potential Context actions. However, remember that each player may only use one per turn. At the start of the game, you have only one such action available: **Move an adjacent knocked-out ally to another unoccupied space adjacent to you.**

- Attack -

You may use this action as long as you have a face-up equipped Weapon card, and a valid target. For more information on Combat, turn to the next page.

COMBAT

Far-Cry: Beyond is all about tactical combat. You will usually need to face hordes of enemies standing in the way of your progression. There are many ways to defeat your enemies, but the most straightforward is using the Attack action during your turn (see *Player Turn*, p.8).

To Attack, announce which weapon you plan to use and which target you are Attacking. Then, resolve your weapon's effect, rolling dice and dealing damage as instructed on the weapon's card. Once you are done Attacking, **flip** your chosen Weapon card face down to show that you are done using it for the round.

All your face-down weapons are flipped face up **at the beginning of each new round** (at the start of each player turn).

Note: Some weapons can only be used if certain conditions are fulfilled, like Melee weapons that can only be used on an adjacent enemy, see *Hands & Range*, p.13.

Example: Kumiko has two weapons equipped: a Machete and a Colt .45. She attacks a Brigadier two spaces over with her Colt .45. She announces her intent to her teammates and resolves her weapon's effect, rolling a yellow die, and manages to deal 2 damage to the Brigadier.

She then Moves 1 space to Attack using her Machete. She announces her intent again, and rolls a green die. It's a hit! She deals 1 damage to the Brigadier. Kumiko has used both her weapons; she'll have to wait until the next round to Attack again.

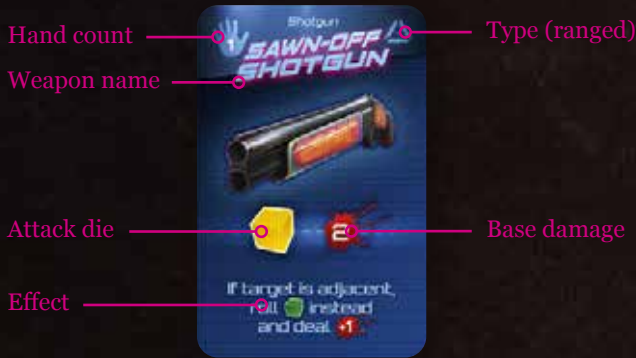
Each weapon may only be used to Attack **once** per round (unless it is **Readied** — see *Glossary* p.24).

Important: Usually, you may only target characters with your attacks. Some other targets may surface in some situations, but they will always be disclosed in that mission's Gameplay sheet. You are explicitly allowed to target your own allies when Attacking. To determine whether or not your shot can reach your target, check Cover and Line of Sight, p.12.

- Dice rolls -

When Attacking, most weapons require that you roll an **attack die** to decide whether you hit or miss your mark. This is called an attack roll.

Dice have different colors and success rates. An empty face means a **miss** (your attack doesn't deal any damage) while a face showing a symbol counts as a **hit**.



- | | | | |
|--|------------------------------------|--|----------------------------------|
| | Green:
5/6 hit chances. | | Red:
2/6 hit chances. |
| | Yellow:
4/6 hit chances. | | Black:
1/6 hit chance. |
| | Orange:
3/6 hit chances. | | |

The effect of your weapon activates regardless of your success (except effects preceded by the "On-hit" keyword — see *Glossary*, p.17).

Example: To attack using the Machete, roll a green die. You can only do so against an adjacent target, though; you may alternatively **Throw** the Machete to hit a long-distance target, but your attack die will be a yellow one instead.

Note: Since the Machete is flipped face down when used to Attack, you cannot throw it in the same turn you used it normally (unless it is **Readied** — see *Glossary* p.17).

Weapons can be upgraded using **Mods**, see p.18.

Enemies can also have Weapon cards equipped, which function like regular Weapons: when an enemy Attacks, roll their weapon's attack die and resolve all its effects, reducing the HP of any hit target by the weapon's damage value.



- Effects -

Most weapon cards also have effects. A weapon's effect activates as you Attack with it (regardless of success, unless preceded by the **On-hit** keyword).

Keywords are shorthand for complex effects, which you will learn how to use as you progress through the game. They are always in bold letters.

Example: The effect of the «Chains» Weapon card contains the Pull keyword. When hitting an enemy with the Chains, that enemy's figure is moved 1 space towards you. If an obstacle prevents their movement, they take 1 extra damage.

More information on the Pull keyword in the Glossary, p.28.

Some attacks and other effects may inflict Status conditions. Each Status condition has a corresponding Status marker, which you must place on the affected character's Status area when they suffer it. Do this for players and enemies alike.



Bleeding, Stunned & Impaired markers

- Damage and HP -

All weapons have a **damage value**, which corresponds to the damage you deal to your target when successfully hitting them with that weapon.

Enemy HP is tracked differently from player HP. When a player takes damage, they subtract the amount from their current HP value, rotating their HP dial accordingly.

When dealing damage to an enemy, simply place Damage counters equivalent to how much Damage you dealt them, in that enemy's specific Status area. As soon as the total amount of Damage counters equals or exceeds that enemy's HP value (printed on their enemy board), remove them from the board. They are defeated.

This is meant to facilitate setup and minimize downtime in between missions, especially when many Enemies are spawned at the same time.

Note: Usually, players start each new mission in perfect health (with max HP and discarding any negative status markers).

There are several ways of healing HP in the game; players and enemies alike can recover from their wounds under specific conditions. However, no unit may ever exceed its max HP value through healing.





Example: Pam attacks with her Sawn-off shotgun. She would need to roll the Yellow die normally, but she is adjacent to her target: her weapon's effect activates as she attacks, and she replaces the die with a green one. She hits, and deals 3 damage to Gunner 1 (green)! She places 3 damage counters in the "1" (green) area of the Gunners' Enemy board.

- Shields -

Shield markers can be gained through specific means, by players and enemies alike. When a character gains a shield, place a Shield counter in their Status area, on their character board.

When a shielded character takes damage from an attack, discard 1 Shield counter from their Status area, and they ignore all initial damage from the attack (but may take subsequent damage or gain negative Status markers because of collateral effects).



- Couverture et ligne de vue -

Any space surrounded by bold dotted lines is considered as an obstacle. Obstacles have a chance to block incoming damage from ranged attacks, as long as you are standing directly behind them.

Some obstacles are movable and/or ephemeral; in that case, they are signified by tokens or minis instead of being printed on the board.

When attacking, check your line of sight: trace an imaginary line from the center of your space to the center of your target's space. If your Line of Sight touches any part of an obstacle space **adjacent** to your target (even just a side or a corner), your target is considered **behind cover**.

A target that is **behind cover** from your Attack beneficiaries from a cover bonus: throw the **blue cover die** in addition to your weapon's attack die.



Important: if your attack roll succeeds but that the cover die shows a shield icon, your attack is a miss - your aim was on point, but you shot the cover instead of your target. This is important, because some obstacles can break and/or explode when this happens. However, if you miss your attack in the first place, neither the obstacle nor the enemy takes the hit.

Note: Even though you roll it at the same time as your attack roll, the Cover die is never treated as an attack die.



Covers work both ways: if an Enemy tries to Attack you, check its Line of Sight. If you are behind Cover, roll a Cover die in addition to the Enemy's attack die and resolve it in the same way as you would for a player Attack.

Important: Characters are considered behind Cover **ONLY** if they are standing directly behind an obstacle! If a target is not adjacent to whatever obstacle breaks the attacker's Line of Sight, then do **not** resolve a Cover die.

Additionally, a character is always considered to be behind cover **relative** to another. Standing next to cover won't cut it, if your Enemy's Line of sight is not interrupted by it!

Example: To shoot at the Gunner using her Colt. 45, Kumiko checks her Line of Sight. It is interrupted by an obstacle space, directly, followed by the Gunner. He is therefore standing behind cover, and can crouch behind it if attacked. Kumiko can shoot at him, but will need to throw a Cover die in addition to her attack roll.

Alternatively, Kumiko could shoot at the Brigadier, who is standing behind the Gunner. Indeed, her Line of sight may be interrupted by an obstacle, but the Brigadier isn't standing adjacent to it. He is wide open! Kumiko only rolls her yellow attack die.

Note: your Line of Sight can go through any character figure (allied or enemy) without a hitch, except when playing with the Friendly Fire rule, see *Advanced notions*, p.19.



- Walls -

Game boards will also often contain walls, which are marked with continuous lines. Walls function like obstacles that nothing can pass through. If a wall space interrupts your Line of sight, you cannot hit whatever is on the other side.

Note: Enemies will ignore units standing outside the confines of their location if they are completely walled off.

- Hands & Range -

Each weapon shows an open Hand icon to indicate how many hands you need to dedicate to equipping it. Since characters each have two hands, they will need to let go of their two-handed weapon if they ever want to equip another. This also means that a character can equip up to two one-handed weapons.



Note: Two-handed weapons are usually significantly stronger than one-handed ones.

Important: This limitation exists only for the purpose of limiting equipment load; you can still use any action while both of your hands are holding a weapon.

In addition to this, weapons are divided into three Range types:

Melee weapons can only be used to target adjacent enemies.



Ranged weapons have no Range limit, and can be used against any target in line of sight.



Off-melee weapons have a maximum range displayed on top of this symbol, and cannot target enemies beyond that Range (*for more precisions on Range, see Glossary, p.17*). However, you ignore obstacles when attacking with one (they negate your target's cover bonus).

If you do not have **any** equipped weapons, you may attack once per turn using a **Punch (Melee, Orange die, 1 damage)**. However, your character is still considered weaponless.

Example: In this setup, Boris has Chains equipped: an Off-melee weapon with a max Range of 3. He cannot target the Gunner, who is standing at Range 4.

Boris spends 1 MP to Move one space forward, and Attacks with his Chains.



- Player death & Losing the game -

An enemy dies as soon as the damage they sustained reaches their max HP. When an enemy dies, immediately remove them from play.

However, when a player character's HP reaches zero, they are knocked out. Lay their figure down on the space where they were defeated. That space is still considered occupied by an allied character (their unconscious body). Enemies will ignore k.o.'d players when selecting a target, and will maneuver around their bodies as if they were regular obstacles.

For each mission,, your team shares a set number of Revive/Switch tokens, which you can discard to use the Revive action (see *Revive a friend*, p.8). If all players are knocked out, your team is defeated. Start the mission again from its initial setup or put it back in its envelope to take on another, removing all loot and other resources acquired in this last mission (shuffle them back into their respective decks).

Note: In the rare case that a k.o.'d ally had already used some of their once-per-turn actions in the same player turn as they fell, they do not gain these actions back when they are revived (e.g. using a second Loot card in the same turn). If you finish a mission with knocked-out allies, they are revived for free.

- Switching characters -

At the start of each mission, you will choose your character among those available. You can choose any Weapon and Loot cards your team has gained in your adventure, with one exception: Stunt cards, which are tied to their character.

In some situations, you will be forced to play specific missions back-to-back, without recovering HP in between the two. In those cases, you cannot switch characters either, except by using up one of your team's Revive/Switch tokens. If you do, you may transfer any of your previous character's Loot or Weapon cards to your new one, without exceeding Hand limit (see *Hands & Range*, p.14). In those cases, this is the only way to switch weapons.

Your previous character's wounds and Status effects remain untouched when switching characters like this! Keep their player board to the side as they are until the next mission.

Important: Stunts can never be transferred from one character to another.

ENEMY BEHAVIOR

Each Enemy plays their turn in order, until all enemies have taken their turn. Afterwards, the round ends, and a new round begins, with a new player turn.

Enemy boards allow you to keep track of each standing Enemy's status: each basic Enemy board contains four Status areas, where you place markers to keep track of each standing Enemy's current condition. There cannot be more than 4 of the same Enemy type on the board at any one time – if you must place more on the board than this limit, nothing happens.

Important: Although multiple Enemies of the same type share the same Enemy board, consider them individually. Mark the status changes of each enemy by placing markers on their personal Status area (of the same color as their base).

At the start of every mission, each standing enemy has an amount of MP and HP matching the value printed on their board, as well as one or more weapons - just like the players themselves.

Note: Since enemies do not play simultaneously, tracking their MP is not required. Similarly, do not flip their weapon when they attack.

Enemies will always act one after the other, in order: enemies whose type has the highest rank will act first, followed by the second highest-ranked enemy type, and so on. Each Enemy's rank is printed on the Enemy board.

Enemies of the same type will play their turn in color order, referring to the color of their figure's base: green first, then yellow, then purple, and finally red. In Far Cry: Beyond, enemies react to their surroundings and situation, just like the players.

An enemy will always attempt to follow their valid (i.e. with the top-left condition fulfilled) Behavior card's directives as strictly as they can.

They will follow each instruction in order, from top to bottom. Once an enemy finishes resolving these orders, they pass their turn. Keep going until all enemies have taken their turn.

If any conflicts occur, refer to the following rules in this section.

- Special abilities -

Some Behavior cards are abilities which activate when triggered. As opposed to regular Behavior cards, these don't activate on their own when the enemy plays their turn - only when their condition is met.



Abilities with this icon only trigger when the enemy gains the displayed amount of Status effects or Damage counters.



This ability only triggers once the enemy is defeated.

- Targeting -

Enemies will often start by choosing a specific target, around which they will base the rest of their actions for the turn. Behavior cards usually start by having the enemy choose a target through one or more criteria. If there is more than one criterion, start with the first, then move on to the second only if there is a tie, and so on. If you run out of criteria while the tie persists (e.g. « the closest player » while two players are at equal range), the least healthy target breaks the tie (least HP, and most negative Status markers). If still tied, the player with the least max HP breaks the tie and becomes the target.

For targeting purposes, consider anything without a rank to be at rank 0.

Note: Any mention of "enemies" in Enemy behavior cards explicitly includes only players' enemies – not the players themselves (the enemies' enemy).

Important: Unless stated otherwise, an enemies will choose their target regardless of obstacles standing in the way (even if the target is unreachable).

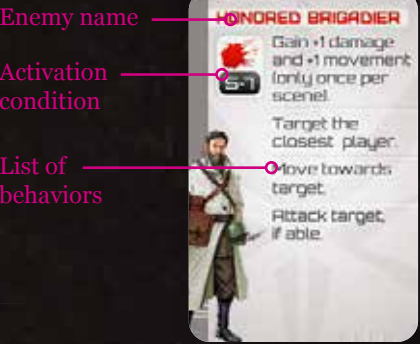
- Cover checks -

Enemies will sometimes do a cover check (check if they are behind cover). Keep in mind that an Enemy always considers their covers relative to their current target.

If the enemy is behind cover, they will follow the behavior following the checkmarked shield icon. If not, they will follow the behavior following the crossed-out shield icon.

- Movement -

Whenever an enemy moves towards a specific space, they take the most efficient path to get to their destination, and stop as soon as they have reached a space that suits the description listed on their Behavior card. If they encounter an obstacle, they will try to take the shortest path around it. If they cannot reach their destination, they will move to the closest possible space to it, and then stop (unless they **Rush**, see p.17).



In the rare case where there is still a conflict after going through all these checks, players get to choose how the Enemy interprets their assigned Behavior.

Example: The enemy turn begins. The Brigadier is the highest-ranked enemy on the board, and takes his turn first. He has taken no damage so far, which means only the leftmost (0-4 damage) Behavior card on the Brigadier board can activate.

The card dictates that the Brigadier should target the closest player – Kumiko – and move towards his target. He moves 2 spaces, using his 2 movement points, but is still too far away from Kumiko to use his Chained Baton, a Melee weapon.



The Gunners act next, starting with Gunner 1. He targets Kumiko as well. He is at full HP, so he starts by attacking her with his AK-47 – a Ranged weapon. The Gunner rolls a Yellow die to resolve the attack. It's a miss! The Gunner's behavior instructs him to then move to cover relative to Kumiko using his 2 MP – he reaches cover using only 1 MP, and stops there.



Finally, it's Gunner 2's turn. With only 1 HP remaining though, he must follow the 4-5 damage Gunner Behavior card (right), which only dictates that he should move to cover relative to the closest enemy (Kumiko). He spends only 2 MP to get to cover, even though that puts him right where Pam wants him. He still has 1 MP left (thanks to a Movement bonus marker), but he stops there, having completed his Behavior card's orders.



ITEMS & UPGRADES

Throughout your adventure, you'll be confronted to challenges of increasing difficulty. To overcome them, you will have access to a slew of different tools to upgrade your character's abilities.

- Loot cards -

Loot cards are one-time-use effects. You gain them during missions, either through crafting or through picking up Loot tokens lying around on the board. There are three types of Loot card: Support Loot (green back), Offense Loot (red back), and Crafted Loot (white back).

Offense and Support Loot decks are two separate piles that you shuffle at the start of each new mission. The Crafted Loot deck does not need to be shuffled and can be browsed at any moment. It contains powerful effects, that you can only gain by discarding the appropriate combination of Loot cards from your inventory (without using their effect). See Crafting items, below.

You can only use one Loot card from your inventory per player turn. When you use a Loot card, resolve its effect and discard it (separate Support and Offense discard piles).

Exception: Some Loot cards contain the **Passive** keyword. These Loot cards trigger automatically under a specific condition, listed in their respective effect. This means you do not (and cannot) use these cards, so you can benefit from a Passive Loot card's effect, and still take the "Use a Loot card" action.

When finishing the objective of a mission, if no Enemies are left in the room, you may pick up all remaining Loot tokens for free.

- Crafting Loot -

Players will have access to an expanding pool of powerful Crafted items. As they progress through missions, they will unlock new Crafting recipes.

Players start with a basic list of recipes, which will expand little by little as you are rewarded with new Crafted item cards. Once discovered, a Crafted item can be gained during the player turn by using the Craft action.

Once per player turn, you may choose to Craft a loot card instead of using one. To do so, discard from your inventory the combination of cards needed to create your desired Crafted loot (without using their effect). Then, take your matching White Loot card from the pile, and place it in your inventory. You will need to wait until the next player turn to use it (you cannot use and craft a Loot card in the same turn). It is allowed to Give the item to another player who has not used up their Craft/Use a Loot card action this turn, so that they can use it themselves. Once used, Crafted Loot is returned to its pile (not discarded).

Note : If your discarded Crafted Loot is absent from the pile (because all copies of it are already in play), you cannot gain any more of it until it becomes available for Crafting again.



Once all enemies have taken their turn, a new player turn begins. Keep playing until you inevitably win or lose.

- Inventory space -

Your inventory space isn't unlimited: each character starts the adventure with an inventory that can hold up to 2 Loot cards. You **cannot** pick up a Loot token if your Inventory is already full. You can drop a Loot card from your inventory for free during the player turn – putting it back under its matching deck without using it.

Note: If you must ever draw a card from an empty Loot deck, you do not draw anything. You will have to wait for that Loot deck to be reshuffled from its discard pile (which often happens at the start of a new mission).

- Reaction cards -

Reaction cards are situational effects that you can use at any point in a round. They come in two categories, offense (red) and support (green), but both share the same deck.

During setup, each player gets to draw a specific amount. A player can never have more than 3 Reaction cards at once.

Each player can **use one Reaction card per round** (during the player turn OR the enemy turn). When you play a Reaction card, interrupt whatever action is going on and resolve the effect of the Reaction card first. Discard it after use.

Important: Unused Reaction cards are discarded at the end of the mission. Like Loot cards, you may choose to discard a Reaction card for free at any moment, without using its effect (for example, to make room to draw one if you already have 3).

Note: Reaction cards can allow you to reroll a die, move 1 space for free, enhance your damage, etc. If a Reaction card does not contain a specific target, it means it can be used to help other players as well.

- Weapon mods -

Weapon mods are used to upgrade weapons. They are usually obtained as rewards for completing a mission or Act successfully. Between Acts/missions, you may mod your equipped weapon, respecting the following rules:

- A weapon's mods must always match its terminology (listed at the top of the cards): pistol mods can only be attached to pistols, sniper mods can only be attached to snipers, etc.
- Two-handed weapons can hold up to two mods, while one-handed weapons can only hold one mod each. To add a mod to a weapon that would exceed its Mod limit, simply trade one of its previously added mods for the new mod, putting the previous one back into the box.

When you upgrade a weapon using a mod, place the Weapon Mod card underneath the Weapon card, offsetting the two so as to display the mod's effect under the Weapon card. Whenever you attack using that weapon, the mod's effect activates alongside your weapon's effect.

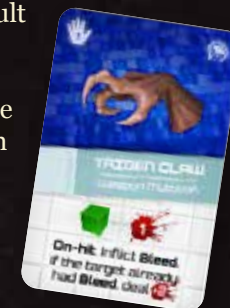


- Mutations -

When faced with circumstances beyond their control, players may sometimes need to make difficult choices... and use unconventional methods to enhance their abilities.

Players will sometimes discover Mutation doses throughout their adventure. These doses can be discarded at specific opportunities to gain Mutation cards at a 1:1 ratio. When you do so, choose 1 Mutation among those proposed, and place it next to your player board (exact placement may vary).

Mutations are bonus effects and abilities that can drastically alter their holder's capabilities. However, these are double-edged, and often come with unique hindrances. Like Stunts, Mutations are linked to their player once obtained, and can only be removed in specific situations (rare items or hard-to-reach destinations).



ADVANCED NOTIONS

The following are rules that do not fit in the rest of this rulebook, meant to be read after you've experienced your first Far Cry: Beyond session.

- Friendly fire -

If you wish for more challenging gameplay, you can try adding friendly fire to the game; this means that you may risk shooting your allies if they stand in the way of your attack.

With these alternate rules, if your Line of sight is interrupted **at any point** by an ally's space (disregarding cover) when you attack, they take damage instead of the target if your attack roll misses.

Enemies are not affected by this hindrance and can still shoot through any figure to reach their target.

- Conflicts between players -

Sometimes, playing as a team means having different approaches to things. Players may sometimes want to try things their own way – whatever happens, you cannot control another player's character.

But a good team needs to work together and find common ground! Sometimes, it's better to compromise for the sake of the mission. Remember, you're all in this together, and every character has a key role to play. Do not neglect your teammates and make sure everyone has fun!

The game is made to favorize "first come, first served" as a way of solving conflicts. Alternatively, if you want a fairer approach when you do end up in an impasse, simply solve it with a duel : each of the conflicted parties roll an Orange die at the same time. Eliminate any player who rolls a miss, until there is only one player standing.

- Simultaneous play -

Simultaneous play means that players have the freedom to act whenever they want to during their turn, as long as they have the means to do so. This means that they may be able to interrupt their teammate's action before the resolution of other ongoing effects.

If you're ever in a situation where another player's action changes the resolution of an ongoing effect, immediately adapt to the new situation in the most logical way possible (considering this is supposed to emulate an action mission). If your ongoing action becomes unusable because of another player's decision, it is cancelled.

Example: Pam decides to Throw her Machete at a Gunner, who is behind cover. She rolls her yellow cover die, which results in a hit. She starts rolling the blue Cover die... But Kumiko interrupts her – she Shoves the Gunner away from his cover! Pam doesn't need to roll her blue die anymore. Her Machete reaches the Gunner, and deals 1 damage!

However, if Pam had already finished rolling her blue die, the Machete would have been thrown before Kumiko decided to Shove the Gunner.

Playing simultaneously takes practice, and some level of roleplaying. If you aren't used to simultaneous play, we recommend starting with turn-based gameplay, and slowly working in some interruptions and simultaneous actions during the first mission.

The game is balanced for simultaneous play, to allow players to maneuver efficiently and to make cooperation as fun and engaging as possible, regardless of your character choice.



TYPES OF MISSIONS

In Far Cry: Beyond, several game mechanics may come into play within one mission. The following is a quick look through the key changes that may occur from one mission to the next – the Gameplay sheets you discover will contain the specifics.

- Brute Force -

In these types of objectives, players must defeat all enemies on the board, until no enemy is left standing. To do so, they may use all their abilities without constraints, in order to bring each enemy's Health to 0.

- Countdown -

In countdown situations, players add a Time track next to the board. At the end of each round (end of enemy turn), they advance the Turn tracker 1 round. Most often, players will need to fulfill a specific objective before the countdown reaches the end. If it does, they fail the objective!

Some spaces on the Time track have an X mark. When the tracker reaches an X mark, players immediately reveal and resolve a random Event card among those given to them during setup. These can trigger enemy reinforcements, unwelcome penalties, unexpected boons, and all sorts of other mishaps! Some Event cards will be specific to the current mission, meaning some will sometimes completely change the layout of the board, or introduce special rules tailored to your current environment.



- Area defense -

In area-defense situations, a specified target (static or moving) must not run out of health points before the end of the countdown.

Players add a Time track next to the board. Instead of fulfilling the objective before the end of the countdown, they must wait out the countdown until the end while defending the objective from harm. If the objective is still standing when the Time track reaches the end, the players win the game! At some points of the countdown, as usual, Event cards might come into play. When defending an area, players will often need to endure wave after wave of increasingly challenging enemies, some of which might prioritize damaging the objective instead of the players! Use your surroundings, status effects and brute force to your advantage – remember, the goal is to hold them off until the end!

Example : prevent the enemies from destroying the serum barrel by stopping the Brigadier, taunting the Gunner and paralyzing the Paw-triot!



- Rescue -

During setup, players add one or more allied NPCs to the map. In order to win, all allied NPCs must arrive at their destination without falling in battle. Players are defeated if one NPC's Health falls to 0.

Allied NPCs have Health and Movement points of their own, as well as Behavior cards. Like enemies, they will follow their Behavior on their turn (at the end of the player turn, and before the enemy turn). Moreover, a player adjacent to an allied NPC can ask them to follow them, which expends that NPC's movement points for the round (they won't refresh until the next player turn).

Some NPCs can receive other orders that are specific to their character while some of them you will need to rescue won't be able to move on their own, and will need to be moved around by the players themselves. Some others might even be reluctant to be saved and might run counter to your efforts!

Since NPCs are considered as allied characters, there are many ways to move them around, by repositioning them or pushing them with Stunts, for instance.

Example: The entire team uses their movement abilities to move the NPC to safety. Boris uses his Charge to move him 2 spaces forward. Then, Kumiko Gives him a leg up to reposition him. Finally, Balt uses his Switcheroo Reaction card to take their place.



- Parkour -

Parkour-type objectives are focused on flight instead of fight. Players will need to get to the finish line by escaping pursuers they can hardly damage. While parkouring, the most mobile characters will have an advantage, while others might find it difficult to access some treacherous areas without making smart use of their surroundings, or using a roundabout route (longer, but safer) to flee their chasers.

New space: chasm

If a character ends their move on this space, they are immediately knocked-out (lay their figure down on their most recent practicable space). To move from one side of the chasm to the other, you have to spend the 4 MP... or find another way.

Special rule: zipline

A character can spend 2 MP and end their turn to move to the other end of the zipline. If the other end is occupied, the character occupying it takes 1 damage and must move to an adjacent space. If they cannot, the zipline is unavailable.

Example: Boris only has 3 MP, which isn't enough to cross the chasm. He decides to use the zipline. Since he is blocked by the Bridagier at the end, he cannot free up the space for Kumiko. She uses her 4 MP to jump over the chasm... And will need to take a breather before joining Boris.



- Treasure hunt -

For treasure hunt objectives, some areas of the board are hidden by face-down tiles. These tiles are placed semi-randomly during setup: tiles marked with a "1" are shuffled, then placed on random "1" spots, then the same is done for tiles marked "2", etc. When a player moves onto a hidden tile, they flip it and supply the designated spaces with the components printed on its backside – those can be items, traps, or other surprises.

Most often, treasure hunts will demand players find one or more specific tiles to complete their objective: a special item, or a secret exit, for example.



- Checklist -

In these types of objectives, players must complete a list of required actions, sometimes in order, to finish victorious. The list may be clearly stated, or some aspects of it may be hidden. In the latter case, players will need to discover their victory condition as they go!

Example: In this setup, players must deactivate a bomb by flipping three switches simultaneously. The team clears the way, then each member moves next to a switch and rolls a yellow die. Kumiko and Pam manage to succeed, but Boris gets unlucky. He uses his Do-Over Reaction card to reroll his die. Phew, it worked! Mission complete!



EXCLUSIVE MISSION TYPES: IRON WIND

This first expansion includes 3 new missions types specific to the new environments of Far Cry: Beyond - Iron Wind.

- Sneaking -

For some of Iron Wind's objectives, players will need to move stealthily around unsuspecting enemies. In this type of scenario, enemies will hold their positions, or follow a patrolling pattern with no regard to the players' presence – at least, as long as it goes unnoticed. Sometimes, being spotted will prevent you from reaching victory until you are hidden from sight again.

An enemy spots you if you end up in their line of sight. Otherwise, you are considered hidden.

To achieve victory, a player will sometimes have to create a diversion, so that their allies may act unseen. When a patrolling or static enemy spots you, they will follow their Behavior card, some of which will demand they be diverted from their path. Thus, by predicting an enemy's movement, clever players will be able to create the perfect diversion! Be careful though, as each movement might create some noise which will make the guards suspicious.

Example: the Brigadier is currently watching over the patch you want to use to get to the next room. You'll have to distract his attention, or wait for the next turn when he continues his routine to have free way!

- Hacking -

In Iron Wind, you will be fighting robots. In some situations, you will be able to hack these robots, reprogramming them to change their behavior.

You will learn how to hack each type of robot as you progress through the game. The more you fight a particular type of robot, the more insight you gain into making it useful to your team: during the campaign, your team will gain new type-specific Hacking cards to use during combat.

New card type: Hacking card.

Hacking cards symbolize your knowledge of a particular type of robot. When hacked, a robot will henceforth obey your Hacking cards corresponding to its type (overriding any conflicting orders from its original Behavior cards).

New space : mainframes

Mainframes are special types of obstacle spaces. When standing adjacent to a mainframe, a player may use the Hack action. If a mainframe takes damage, it is no longer operational for the game.

New action: Hack

Choose a robot from the board, for which you have at least one Hacking card. It gains a «Hacked» status marker, and obeys your corresponding Hacking cards as long as the marker is there.



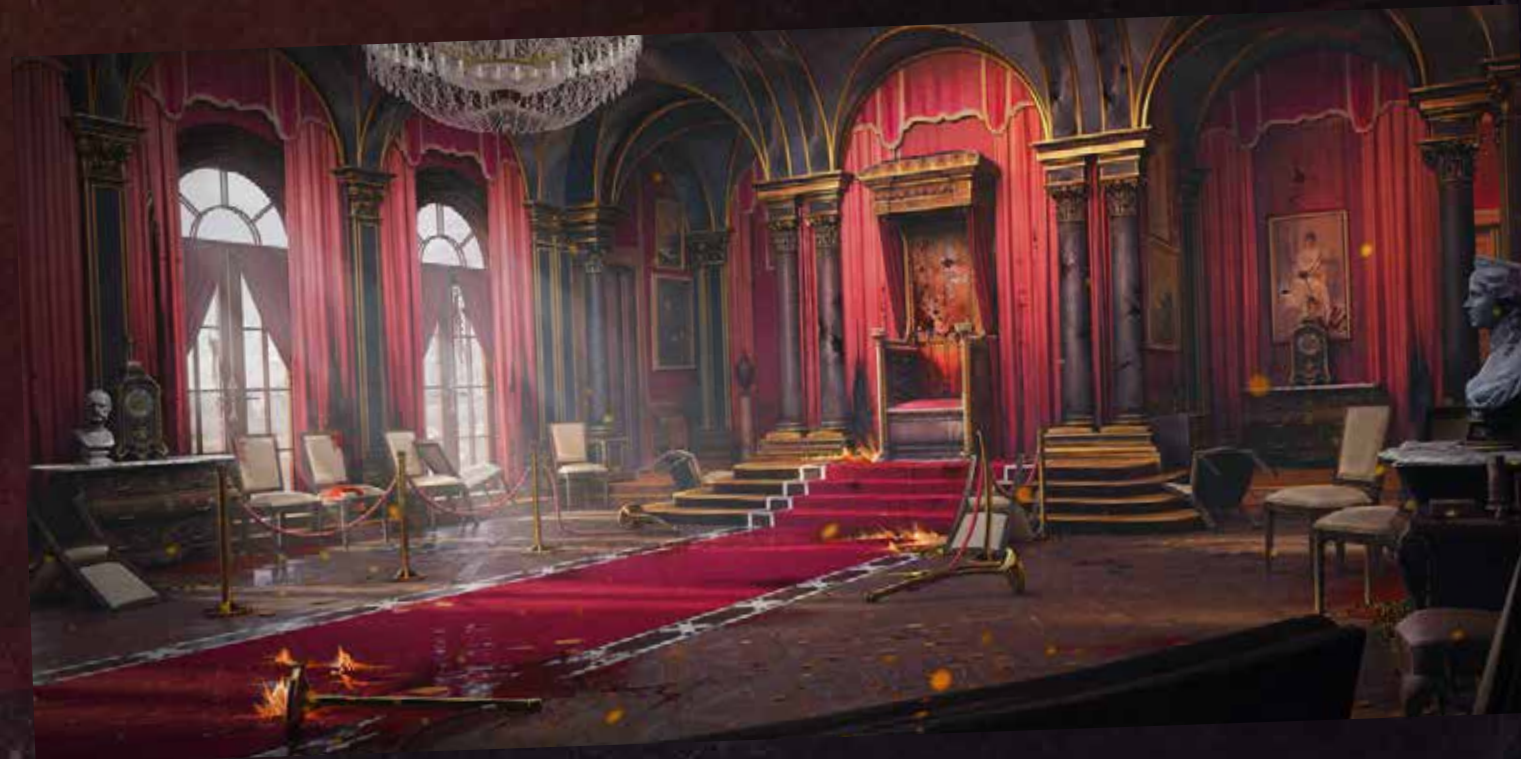
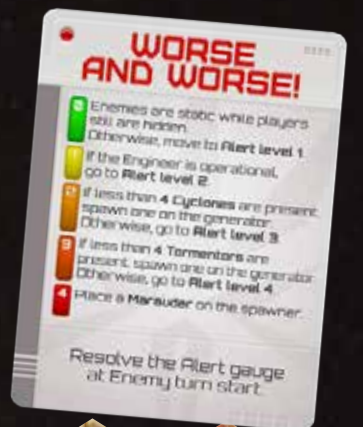
- Alert gauge -

For some objectives, players will be adding an alert gauge next to the board during setup. As opposed to a Time track, Alert gauges will progress and regress depending on specific conditions.

Alert gauges are made up of different tiers. As the Alert tracker lands on higher tiers, a new cumulative effect will be added to the mission. These effects could, for example, spawn new enemies, accelerate their patrol pattern, or even completely change the playing area. If the alert level recedes to the previous tier, the higher tier's effect is cancelled. However, some tiers, when crossed, prevent the Alert tracker from receding to lower levels!

Example: After having tried to remain stealthy, our team set off the alarm near the enemy robots. The stage 3 alert condition is fulfilled, with 4 Cyclones being on the battlefield. A Tormentor will then appear on the enemy turn.

Players now have two possibilities to avoid escalation, either destroy some Cyclones to remain in Alert stage 2, or try to get to the Engineer using the generator and destroy it to end the flow of enemies.



EXCLUSIVE MISSION

TYPES: COMET THUNDER

Far Cry: Beyond's second expansion, Comet Thunder, introduces 3 new game-changing mechanics.

- Zero gravity -

Comet Thunder introduces a number of new special rules. Some interactions will change the current gravity and/or atmosphere on the board. Gravity can be partly reduced, or even fall to zero-G.

Rules for reduced gravity:

- Non-wall obstacles are treated as accessible spaces for all characters, without exception.
- Moving from one space to the other costs 1 more MP than usual.

Rules for Zero-G:

- Moving from one space to the other costs 2 more MP than usual.
- During their turn, a character may jump up to elevate themselves, but can no longer move until their next turn.
- Firearms have recoil. When dealing damage with a firearm, the user and its target are pushed away from each other (as many spaces as the damage dealt). A firearm can then be used without a target for moving purposes.

Bonus rule when artificial atmosphere is offline:

- Ranged weapons can no longer be used to attack.
- The mission briefing will give you specific informations on the possible absence of breathable atmosphere.

Example: Pam attacks the yellow Arachnid Worker with her Machete, dealing 1 damage. That weapon being Melee, both units remain in place. She then uses her Colt.45 and deals 2 damage. The recoil from the attack causes her and her target to move back 2 spaces from each other.

Reyes uses this opportunity to jump up and **Elevate** himself to ignore the green Arachnid Worker's cover. They are both pushed back as well, but the Workers bump into each other, taking 1 extra damage each.



- Airlock -

Some of Comet Thunder's boards will contains Airlock spaces. Any area connected to an Airlock space is treated as an Airlock area. The spaces of an Airlock area are treated like regular spaces. When the Airlock is opened, some new rules apply to the corresponding Airlock area.

When the Airlock open and at the start of each new round, any figure standing in the Airlock area is drawn 3 spaces towards the Airlock space (using the fastest path). A figure standing on the Airlock space is immediately knocked out and removed from the board.

Spaces that are completely walled off from an Airlock (through walls and/or closed doors) are no longer considered as being part of that Airlock's area. The characters standing on such spaces are not affected by the Airlock's pull.

New type of space: Airlock

Treated as a door when closed. If open, any unit that moves onto the space is removed from the board, and any figure in that Airlock's area is drawn towards the space at the start of their turn. It must then be moved 3 spaces towards the Airlock zone.

Example: Kumiko Shoves the Worker, pushing it onto the Airlock area. Pam can now open the Airlock to eject the alien into the cold empty void of space. Kumiko should watch out, though – if she doesn't fight the airlock's pull, she will get ejected herself on the next turn!



- Mind control -

To keep steady control over the Arachnids guarding the space station, its original builders left behind some mind-control interfaces. Thanks to this tech, players can take temporary control of any enemy on the board.

To use a MC interface space, a player must move to it and use a context action to establish a connection with a basic enemy.

Note: bosses are immune to psychic intrusions.

The enemy gains a Stunned marker (it will skip its next turn) and the player can use any of its abilities until the end of the turn. However, they cannot move their character until then either.

While controlling an enemy, you use your own MP to move them, and flip your own Weapons to use theirs. Furthermore, you cannot use your Stunt, Reaction or Loot cards during this time. In addition to this, controlling an enemy creates a strong neural link between both parties – if the enemy dies while under a player's control, that player takes 2 damage.

Some enemies can also use mind control tech. If the conditions are met, they can force players to act against their own will!

Example: Boris has taken control of the yellow Worker, which he uses to attack the green Worker!



GLOSSARY

Blaze X: Place a Fire token on the affected area and all spaces in a Radius X around it. A unit standing on a space with a Fire token takes 1 damage at the end of its turn. Any Loot token sharing a space with a Fire token is removed from play.

Bleed: The affected character places a Bleeding marker on their Status area. As long as it is there, the character takes 1 damage at the start of their turn.

Critical Hit: Double all the damage dealt by a single attack. This applies after any damage modification (bonus or reduction).

Dodge: The character ignores an attack being resolved, as well as all of its effects. If others were targeted by the attack, resolve it for them as normal.

Downgrade: Use a die that is one step worse than normal (**Black** becomes a guaranteed miss, **Red** becomes **Black**, **Orange** becomes **Red**, **Yellow** becomes **Orange**, **Green** becomes **Yellow**). Cover dice cannot be downgraded.

Elevate: Place a target on a cover space. An Elevated space is usually inaccessible by regular means. A character is always Elevated relative to those standing on a lower plane, and ignores their covers. A ranged enemy will always target Elevated characters instead of their usual target (unless **Taunted**). An Elevated character can move to an adjacent space on a lower plane by spending 1 MP.

Flash: Can be used during any turn (player or enemy).

Impair: Place an Impaired marker on the affected character's Status area. They immediately lose all their MP. At the start of their next turn, that character does not regain any MP, and discards the marker.

Interrupt: End the current player turn (do not resolve any ongoing actions).

Mine: A Mine token. When a character steps on a Mine, discard the Mine token and deal 3 damage to them.

On-hit: Apply the effect following the keyword only if you successfully hit your target.

Pause: Temporarily put the current turn on hold to resolve an effect (wait for the effect to end before resolving any ongoing actions). Then, play resumes where it stopped.

Poison X: The affected character places a Poison marker on their Status area. As long as it is there, they take 1 damage at the end of each of their turns.

Pull: If there is at least 1 space between caster and target, the target moves 1 space towards the caster. If there is a choice of destination, the target follows the path of least resistance. If two choices are equivalent, the players choose the destination.

If the pull is interrupted by another character non-adjacent to the caster, that character is also pulled, and so on. Whenever a pulled target meets an obstacle (or a character who themselves cannot be moved), they stop being pulled and take 1 damage.



Example 1: Boris **Pulls** the Brigadier. Both possible destinations are free, so it's up to the player to choose the destination.



Example 2: This time, a Gunner is in the way. The path of least resistance is therefore the empty space to the right.



Example 3: This time, a Gunner will be pulled alongside the Brigadier. Gunner 2 is partly blocked by a cover, so Gunner 1 is the path of least resistance here. You choose where the Gunner lands, like in example 1.

Push: The target moves away from the caster 1 space (in the opposite direction). If there is a choice of destination, the target follows the path of least resistance. If two choices are equivalent, the players choose the destination. If the push is interrupted by another character, the latter is also pushed, and so on. Whenever a pushed target meets an obstacle (or a character who themselves cannot be moved), they stop being pushed and take 1 damage (*see Pull examples above*).

Radius X: An area X originating from an epicenter. All spaces in the area of effect are affected. For example, Radius 1 means an epicenter + all spaces adjacent to it, while Radius 2 means epicenter + all spaces adjacent + all spaces adjacent to those spaces, and so on.

Range X: Number of spaces between the caster and the target. The caster is at Range 0, Range 1 is 1 space away, etc.

Ready: Flip a face-down card face up again.

Rush X: The character spends all their MP to move, **Pushing** all characters in their way. If one or more characters must take **Push** damage through this effect, they take as much damage than the spaces remaining for the caster's movement, then the caster stops.

Spread X: Deal your weapon's damage to X other targets within Range 3. You cannot damage the same target twice in a single attack with **Spread**.

Stun: Place a Stunned marker on the affected character's Status area. On their next turn, that character discards the marker and cannot act at all until their next turn.

Taunt: Place the caster's Portrait marker on the target's Status area. On its turn, when attacking, a unit may only target whomever has their Portrait on its board. Remove all Portrait markers from Player and Enemy boards at the end of their respective turns.

Throw: Set aside the item or weapon and place a matching token on the space where it was Thrown, regardless of whether or not the attack roll is successful or not. A character may move to that space to pick up the thrown token and equip its matching weapon card face up (or place the matching item in their inventory). The item or weapon cannot be used until it is picked up.

Upgrade: Use a die that is one step better than normal (**Black** becomes **Red**, **Red** becomes **Orange**, **Orange** becomes **Yellow**, **Yellow** becomes **Green**. Upgraded **Green** dice become a guaranteed hit). Cover dice cannot be upgraded.

Venom X: Each of your attacks gains "**On-hit:** Inflict **Poison**".

Leap: Teleport to a specific space, disregarding covers or occupancy. This is the only way two figures can share the same space.

EXAMPLE OF A GAME SETUP

