

AGENTS TO MAYHEM

PRIDE OF BABYLON

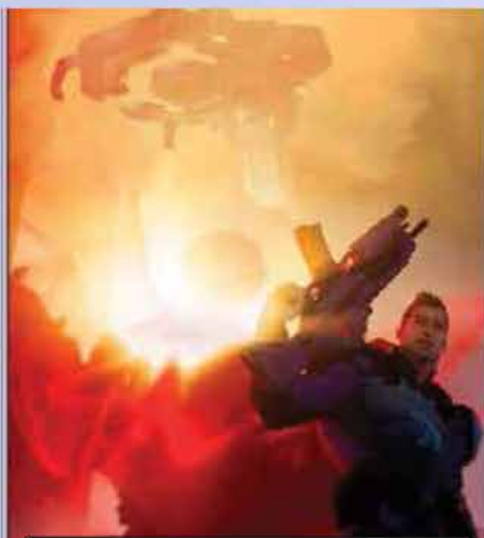


RULES

ONE YEAR AGO, ON DEVIL'S NIGHT, LEGION LAUNCHED A MASSIVE SURPRISE ATTACK. WITH THEIR TELEPORTERS AND DARK MATTER WEAPONS, THEY WIPED OUT ENTIRE ARMIES AND TOOK OVER THE WORLD.



THE DEVASTATION REACHED EVERY CORNER OF THE GLOBE...



NOW ONLY ONE FORCE STANDS AGAINST LEGION'S TYRRANY - MAYHEM, THE MULTINATIONAL AGENCY FOR HUNTING EVIL MASTERMINDS!



UNDER THE FEARLESS LEADERSHIP OF FORMER LEGION MINISTER PERSEPHONE BRIMSTONE...

STOP! I CAN'T TAKE ANY MORE. I WANTED INSTRUCTIONAL CONTENT, NOT MELODRAMA.

NEW AGENTS NEED TO FEEL THEY'VE JOINED THEIR KIND OF CRUSADE. AND THEY NEED A LEADER THEY CAN BELIEVE IN!

PLEASE. THEY ALL KNOW I WORKED FOR LEGION. WITH ME, AT BEST, IT IS A CASE OF BAD VS. EVIL. THE AGENTS HAVE THEIR OWN REASONS FOR SAVING THE WORLD.



GAME OVERVIEW

Agents of Mayhem - Pride of Babylon is a tactical board game based on the Agents of Mayhem video game. Compete in fast-paced and destructive combat on a 3D board with 2 to 4 players.

Play on the side of either LEGION or MAYHEM. As LEGION, take command of LEGION lieutenants, troopers, and doomsday devices as you try to complete your evil schemes. As Mayhem, choose a team of three uniquely skilled agents who will do whatever it takes to stop LEGION.

Each Unit you control is represented by a figure on the map and a Unit Board with a unique supply of resources and available Actions.

You and your opponent will alternate taking Turns. On your Turn, you will complete 3 phases in order.

- 1. Draw Phase:** Draw a Refresh Card.
- 2. Action Phase:** Choose one of your Unit Boards to Activate. Spend Action Cubes to take Actions with the Activated Unit.
- 3. Refresh Phase:** Regenerate the Action Cubes shown on the Refresh Card drawn during the Draw Phase on each of the 2 Unit boards that you did **not** Activate.

You and your opponent will continue to alternate Turns until the Mission Ends. You are able to Activate any Unit on each of your Turns, even if that means the same Unit takes multiple Turns in a row.

Gain Victory Points from completing Mission Objectives. The player who earns the most wins the Mission and will receive extra upgrades to attach to their Units, enhancing their abilities in future Missions.

The Mission Book includes several exciting Missions that will require you to complete unique objectives, use crazy technologies, destroy buildings, and out think your opponent.

A procedurally generated story campaign is also included to allow you and your opponent to play through a series of connected story Missions. As you complete objectives in each campaign Mission, your triumphs and follies will generate future Missions and dictate the path the story takes.

Choose your Agents and marshal your Hell Troopers. The fate of the world is in your hands.



Fortune's Unit Board



LEGION and MAYHEM Refresh Card Backs and Front

L.E.G.I.O.N.: The League of Evil Gentlemen Intent on Obliterating Nations is a global terrorist organization that destroyed the world's militaries with advanced dark matter technology and took over the globe. They are led by the mysterious Morningstar whose purpose is unknown.


M.A.Y.H.E.M.: The Multinational Agency Hunting Evil Masterminds is funded by Ultor and led by Persephone Brimstone, a former LEGION Minister, with the singular goal to stop LEGION's evil plan for the world.

Ministry of Pride: LEGION is comprised of seven Ministries. The Ministry of Pride is LEGION's research arm and led by the genius and evil Dark Matter scientist, Dr. Babylon.

HOW TO USE THESE RULES

The rulebook is broken up into several Sections indicated by a tab on the edge of the page. The content and page number of each section is summarized in the Table of Contents below. The title at the top of each page also summarizes what the page covers.

The main body of the rules are written to be concise and easily referenced with a **bolded** key word at the beginning of each paragraph or at the beginning of a grouping of rules. Several rule aids are provided on each page to reinforce important concepts. Each type of aid will be shown in its own unique aid box.


EXAMPLES: Examples will be shown directly next to the rules to which they pertain or will be grouped together on the facing page. Circles  marked with numbers and letters are often used to match the rules to the examples on the page.

IMPORTANT GAME TERMS: As phrases that are important to comprehension of the rules are introduced in the main body, they will also be listed and described in the Important Game Term aid boxes. Game terms are capitalized in the main rules body. A list of all game terms is also available at the www.AoMTheBoardGame.com.

DESIGNER'S NOTES: These comments, directly from the designer (Gunter), will give you insight as to why the rules are the way they are. This will help you understand and remember them.

Thematic public service announcements are also included at the bottom of most pages. These are not important for understanding how to play, but will introduce the theme of the game and help you get to know several of the game's characters.

In the next Section (Basic Rules), Designer's Notes will periodically direct you to set up and play through a short tutorial that will reinforce rules. The tutorial starts in the MAYHEM Mission Book. Leave a tutorial set up after completion, because each tutorial continues on from the last. By the end of the Basic Rules Section, you will be set up and ready to play your first full Mission!

Several elements covered in the Advanced Rules are referenced in the Basic Rules but are not used for your first game and are marked with  in the Basic Rules. These game elements will be used once you are playing with the Advanced Rules.

Visit www.AoMTheBoardGame.com for more free Missions, support content, videos, expansions, and more.

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"At the bottom of many pages, a MAYHEM Agent (or LEGION Operative) will provide you with some advice based on their own experiences. This could prove very helpful. I said could..." -Friday

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Sections: The rules are broken up into sections that are indicated at the top corner of each page.

Missions: The game is made up of several replayable scenarios called Missions that can be chosen from to play.

Mission Books: MAYHEM and LEGION each have their own booklet that contains all the game's Missions.

THE MAP

Parts of the Map

Tile: Play Missions on a Map made of modular Map Tiles.

Level: Assemble Map Tiles from Levels that are numbered.

A Map Label: Every Level is marked with a Label in one corner:

Map Tile Number: The first number indicates which Map Tile a Level is part of.

Level Number: The second number specifies what Level it is of that Map Tile. Some Levels have a reverse side that have a letter in place of a Level Number.

Map Tile Assembly

Posts: Hold up each Level above 1 with four plastic Posts.

Base Screws: Place Base Screws underneath Level 1 through the holes of a Map Tile and screw Posts to them.

Screwing!: Follow these steps to assemble a Map Tile:

- 1 Collect all Levels that have the matching Map Tile Number.
- 2 Place a Base Screw through the bottom of each hole if the building has more than 1 Level.
- 3 Screw a post into the top of each Base Screw. The square top of any post can be inserted into the square hole in the bottom of a Base Screw to help screw a Base Screw into a Post.
- 4 Place Level 2 on top of the posts, inserting the screw of each post through a hole. Each level has one hole outlined in a bold color. All levels should have this hole lined up with the other outlined holes.
- 5 If the Map Tile has a remaining Level, screw 4 more Posts onto the previous Levels Posts and place the next Level onto those Posts.
- 6 Repeat step 5 until the last Level has been placed.

Areas of a Tile

Spaces: Each tile is made up of square Spaces.

Inside Spaces: All Spaces that have a Level above them are considered Inside. These spaces make up rooms of a building.

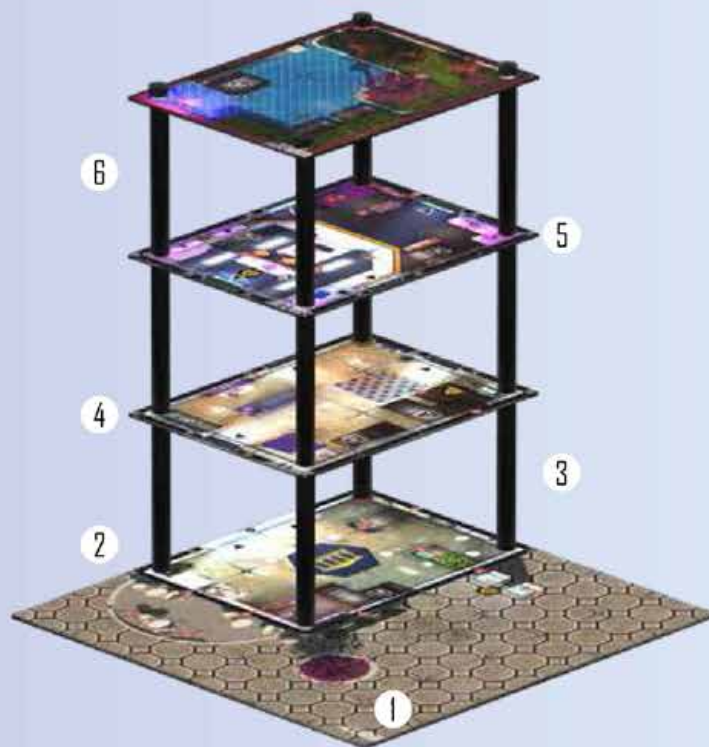
Outside Spaces: All Spaces that do not have a Level above them are considered Outside. These include the Spaces not within a building on a Level 1 Tile and the top most roof Level of a building.

Area: An Area is all the Inside Spaces of a Level or all the Outside Spaces of a Level. Level 1 Tiles usually have an Inside Area and an Outside Area.

Building: All Levels of a Tiles Inside Areas form a Building.

Disassembly

The top of any post can fit into the bottom of a Base Screw to help unscrew it from the bottom of a Tile.



Map Tile: The Missions Map is assembled from Map Tiles that often have buildings on them. Game rules often refer to a Map Tile for game effects and setup placement.

Level: A Map Tile is made of one or more Levels that are attached to each other using Posts.

Area: A Map Tile Level has Inside Space Areas that form a room of a building and/or Outside Space Areas that include the roof of a building.
















"Don't forget folks, MAYHEM fights for YOU. Even when we run over your mom, or shoot your dog, or crash a jet on your house, our hearts are in the right place."
-Hollywood

ELITE UNIT BOARDS

Elite Unit Boards

MAYHEM (Agent) and LEGION (Boss) Elite Units each have their own Elite Board that lists all of their information. Elite Boards have the following features:

- A Wells:** Each Elite Board has Wells that store Shield, Armor, Action, and Mayhem Cubes. Each Well is limited to storing the number of matching colored cubes that can fit:
 -  **Shields:** Stores gray Shield Cubes. Shield Cubes are removed to negate Hits and will be regained periodically.
 -  **Armor:** Stores black Shield Cubes. Once a Unit has no more Shield Cubes, Hits they receive will remove Armor Cubes. Some characters have no Armor and so no Armor Well.
- Action:** Each Unit Board stores three different colors of the Action Cubes that are spent to take Actions. The types of Action Cubes are:
 -  **Speed:** Green Cubes used to Move, Jump and Attack.
 -  **Focus:** Yellow cubes used to Dash, Block, and make Aimed Attacks.
 -  **Tech:** Blue cubes used to activate Gadgets.
-  **Mayhem** : Stores purple Mayhem Cubes. Mayhem is spent to draw and play Mayhem Cards.

- B Health:** The number of Wound Cubes a Unit can receive before it is overwhelmed and removed from the map. Units receive wound Cubes when they take Hits and have no Shields or Armor. 
- C Basic Actions:** Each Unit has several Basic Actions. Basic Actions have the following features:
 - 1 Name:** Each Action has its own name that may be different on each Unit Board.
 - 2 Type:** Each action is either labeled as a Main Action , Add-on Actions , or an Instant Actions .
 - 3 Icon:** A symbol to make an Action easily distinguishable.
 - 4 Cost:** The number of Action Cubes that must be payed before the Action is performed is shown above the open hand symbol .
 - 5 Effect:** The effects of each Action may differ from Unit to Unit, highlighting their differences.
- D Gadget Slots:** Slide Gadgets into a Unit's three Gadget Slots at the start of a Mission to customize a Unit.
- E Upgrade Spaces** : Gain Upgrades after a Mission and place them in these spaces to permanently improve a Unit.
- F Info:** A Unit's name, primary role, and country of origin are listed here.



Mayhem Symbols: MAYHEM and LEGION have different symbols for their Mayhem Cubes.

Tutorial Mission 1: You are now ready to play Tutorial Mission 1. I suggest that you play it before you move onto the next page.

SEQUENCE OF PLAY

Sides: Each player takes the Side of MAYHEM or LEGION.

Alternating Turns: Sides alternate taking Turns until the Mission ends.

Initiative: The Mission will indicate which Side takes their Turn first.

Turns: Complete the 3 Phases in order during a Side's Turn.

1. Draw Phase

Draw a Refresh Card into your Hand from your Refresh Deck.


2. Action Phase

Activate: Choose one Unit Board to Activate and take one or more Actions with it.

Pay: Remove Action Cubes    from the Activated board to pay the cost of an Action shown above the  symbol before the Action is performed.

Free Action: A cost of FREE means no cubes have to be paid.

Action Types: Each type of Action has the following rules:

 **Main Actions:** Only one Main Action may be performed each Turn.

+ **Add-on Actions:** Any number of Add-on Actions may be used. Each Add-on Action may only be used once in a Turn.

✓ **Instant Actions:** Instant Actions may be used any number of times during your Turn by any Unit, no matter which Board you Activate.

Instant Actions can also be used during your opponent's Turns. During your opponent's Turns, Instant Actions may be used:

- During the Draw, Action, or Refresh Phases.
- After an Action is paid for but before any part of the action is performed.
- Before an Attack Roll.
- Before a Unit uses a Movement Point (page 9).

Each Unit may only perform one Instant Action before an Action, Movement Point, or Attack Roll is completed.

If multiple Sides want to execute an Instant Action at the same time, the Side whose Turn it is decides the order in which the Instant Actions are resolved.

A Unit Board must always be Activated but a player can choose not to take any Actions or to just take Add-on Actions **+**.

Actions can be performed in any order.


2 to 4 players: This Section is written for 2 player games where one player plays on the MAYHEM Side and the other plays on the LEGION Side. 3 to 4 player games are covered at the end of the Basic Rules (page 24).



Draw Phase: The Refresh Card is drawn at the beginning of the Turn to allow players to choose which Unit Board to activate based on what their other boards will receive at the end of the Turn.


Action Phase

The MAYHEM player activates Hardtack. Hardtack has the following Basic Actions.



Hardtack has 2 Main Actions  and can choose up to one.

Hardtack decides to use Sprint by paying the 1 green Speed Action Cube  shown above the . The cube is removed from Hardtack's Unit Board.

Part-way through his Sprint Action, Hardtack also decides to use the Add-on Action **+** Jump by paying an additional . It is removed from Hardtack's Unit Board.

He then completes his Sprint Action.

The MAYHEM player declares that he is done with Hardtack's Action Phase and moves on to the Refresh Phase.

Sides: Play on either the Side of MAYHEM or LEGION.

Turn: Sides alternate taking Turns made up of a Draw, Action, and Refresh Phase.





Round: A Mission is made up of a fixed number of Rounds which is made up of several Turns. A Round ends when both Sides have no Refresh Cards to draw from their Refresh Decks.





"People say money can't buy happiness, but you know what it can buy?
A puppy. And I've never seen anyone be sad while holding a puppy."
-Fortune


3. Refresh Phase


Reveal the Refresh Card you drew. **Each** Unit Board that you did **not** Activate Refreshes and gains the benefits of the symbols on the card. Cubes are not gained if there is no space in the corresponding Well.






 **Refresh An Action Cube:** Place any one , , or  Action Cube into a matching Action Cube Well.

 **Refresh Shield Cube:** Place one gray Shield Cube into the Shield Cube Well.

 **Remove Wound Cube:** Remove one red Wound Cube from any Well.

 **Special:** Has no effect unless a Unit's Abilities, Upgrades, or Gadgets give the symbol an effect. **All** of a Unit's Special Refresh Effects are activated by one Special Refresh symbol.

 **Remove Status:** Covered in the Status Rules later in the Basic Rules (Page 22).

, , , and  Refresh symbols will be covered in the Advanced Rules section and should be ignored until then .

First Turn: On each Side's first Turn of a Round, they skip the Draw and Refresh Phases.

Next Turn: After you finish Refreshing your Units, discard the Refresh Card. Your opponent then starts their Turn with the Draw Phase.

Pro Tip: While your opponent Refreshes, you can begin your draw phase and draw your Refresh Card. This will allow you to plan your Action Phase while they finish their Turn.

Rounds: When both Sides have no more Refresh Cards remaining to draw:

1. The Round ends
2. The Round Marker is moved up the Round/VP Track.
3. Each Side shuffles their discarded Refresh Cards.
4. The new Round begins and the next Side takes their Turn.



End of the Mission: Each Mission will indicate the number of Rounds. When both Sides have no Refresh Cards remaining to draw during the final Round, the Mission Ends.









Winning: At the end of the Mission, the side with the most Victory Points wins! A Mission can end in a tie.

Tutorial Mission 2: You are now ready to play Tutorial Mission 2. I suggest that you play it before you move onto the next page.





Refresh Phase

After the Mayhem player finishes his Activation Phase with Hardtack, he Refreshes Fortune and Hollywood (the two Unit Boards that he did not Activate this Turn). He uses Refresh Card 05, which he drew at the beginning of the Turn. The Refreshing Unit Boards' Cube Wells are shown as they were at the start of the Refresh Phase.



Fortune uses the two  Refresh symbols to place a Speed Cube  and a Focus Cube  in her corresponding empty Wells. The  Refresh symbol allows her to place a Shield Cube  in her empty Shield Well. The  Refresh symbol requires Fortune to remove one of the two blue Positive Statuses  and the one Negative Status .



Hollywood's Shield Well is full and he has no Status Markers, so he gains no benefit from the  and  Refresh symbols. He only has one empty space among his Speed, Focus, and Tech Wells, so he only can use one of the two  Refresh symbols to place a  Speed Action Cube.

The Mayhem player's Refresh Phase and Turn are now over, and the LEGION player begins her Turn. She had already drawn her Refresh Card to plan out her Action Phase while the MAYHEM player Refreshes.

Multiple Turns

Continuing from the above example

LEGION TURN 2:

Draws a Refresh Card from the LEGION Refresh Deck.

Activates Dr. Babylon and Attacks Fortune.

Refreshes her Squad Board and Golem with the Refresh Card.

MAYHEM TURN 3:

Draws a Refresh Card from the MAYHEM Refresh Deck.

Activates Hollywood and takes out a bunch of Troopers.

Refreshes Fortune and Hardtack with the Refresh Card.

LEGION TURN 3:

Draws a Refresh Card.

Activates Dr. Babylon again to destroy a building Fortune is in.

Refreshes her Squad Board and Golem.

MAYHEM TURN 4:

Draws a Refresh Card.

Activates Hardtack and Teleharpoons Dr. Babylon.

Refreshes Fortune and Hollywood.

URNS CONTINUE...

MOVEMENT

Spaces: Spaces are separated by **Edge** lines and **Corner** dots. One Unit can occupy each Space.



3 **Movement Points:** An Action with the symbol gives the Unit the listed number of **Movement Points (MP)**.

Moving: Spend MP to Move a Unit into any of the adjacent 8 Spaces, orthogonally or diagonally. Units may move multiple Spaces until they run out of MP.

Movement Actions: Most actions allow some movement. On most Elite Boards, both the Sprint Action and the board's Weapon Action provide MP.



Corner Dots: The MP cost to move **diagonally** depends on the Corner Dot that a Unit moves through.


Clear: **1 MP** cost to move through. White dots indicate that there is nothing that would block a character's path.

Obstacle: **3 MP** cost to move through. Red shields indicate terrain features that require a Unit to move around or vault over, thereby reducing a Unit's movement but also providing Protection.

Cover: **Cannot** be moved through. Black shields, show the corners that flank an opening like a door or window. Cover provides Protection but blocks diagonal movement.



Edge Lines: The MP cost to move **orthogonally** depends on the Edge Line that a Unit moves over.

Clear: **1 MP** cost to move over. Black Edge Lines will usually be capped on at least one end by a  or  Corner Dot.

Obstacle: **3 MP** cost to move over. Red Edge Lines will usually be capped by a  Corner Dots on both ends.

Wall: **Cannot** be moved through. Solid black lines indicate the walls of buildings.

Openings: **1 MP** cost to move through. Openings in a Wall represent doors and windows.


Openings are identifiable by the  symbol pointing out of the Opening and usually have black cover  Corner Dots.


If an Opening on a Tile's Edge, runs into a Wall, the Opening may not be moved through.


Corner Arrows: The Obstacle Corner Dots have arrows that point to Obstacle Edge Lines. Cover Corner Dots have arrows that point to opening Edge Lines in a Wall.


Movement Example 1

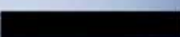


A - Fortune can move through the Clear Corner Dot  for 1 MP.

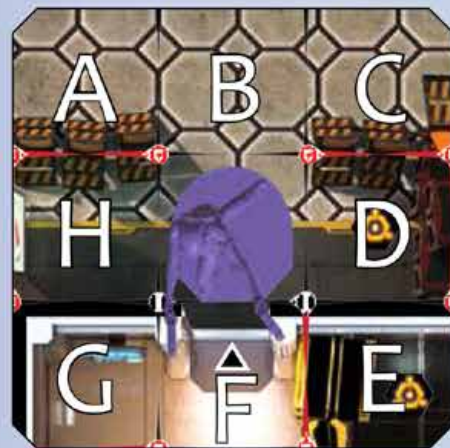
B & H - Fortune can move over the Clear Edge Lines  for 1 MP.


C & G - Fortune can move through the Obstacle Corner Dots  for 3 MP.


D - Fortune can move over the Obstacle Edge Line  for 3 MP.


E & F - Fortune can not move through the Wall .


Movement Example 2



A, C - Fortune can move through the Obstacle Corner Dots  for 3 MP.

B, D, & H - Fortune can move over the Clear Edge Line  for 1 MP.



F - Fortune can move through the Opening in the Wall indicated by the  for 1 MP.

E, G - Fortune cannot move through the Cover Corner Dots .

Reading the Map: The Corner Dots and Edge Lines are designed to be easy to read but to not obscure the map art where there are many humorous details and Saint's Row references. Obstacles Lines and Dots always match up with an obstacle in the map art to make reading the map intuitive. If it is unclear, you can always identify an Obstacle Edge Line by looking at the arrows pointing from an Obstacle Corner Dot.

Tile Edges: Two Tiles can have different Corner Dots and Edge Lines on the edge where they meet. Use the Corner Dot or Edge Line in the following priority:

1. Wall 
2. Cover 
3. Obstacle  
4. Clear and Openings    

Stairs: 1 MP cost to move up or down. A Unit on a Space with a Stairs symbol  can move to the space above or below if there is also a Stairs symbol  in that Space.

Occupied: A Space occupied by an Enemy Unit may not be moved into or through.

A space occupied by a Friendly Unit may be moved through, but a Unit may not end its movement in another Unit's Space.

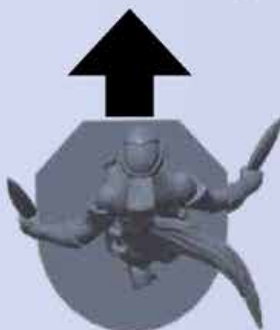
Zone of Control (ZoC): 3 MP cost to move between two spaces in enemy ZoC. A Unit's ZoC includes the 8 Spaces that surround it.

You do not have to pay the extra cost when entering a ZoC Space from a non-ZoC Space. Moving over an Obstacle between two Zone of Control Spaces is **not** cumulative and only costs 3 MP.

A Units ZoC does **not** include adjacent Spaces on another Level.

Front Facing: The flat edge of a Unit's base indicates the direction it is facing. A unit may choose to change its facing before any Action it performs and anytime while it moves.

Unit's Front Facing



Turret Facing: The LEGION Hell Turret can only change facing with its Rotate Action.

Zone of Control Example



- A - Hardtack can move from the red Swarm Troopers Zone of Control to the Space in the Yellow Swarm Troopers Zone of Control for 3 MP.
- B - Hardtack can move from the red Swarm Troopers Zone of Control to another Space in its Zone of Control for 3 MP.
- C - Hardtack can move over an Obstacle from the red Swarm Troopers Zone of Control to another Space in its Zone of Control for 3 MP. The cost of moving through an Obstacle and between Zone of Control spaces is not cumulative.

Binary Costs: To keep things easy to remember, there are only two MP movement costs in the game. 1 MP and 3 MP.

Space: The Map is made up of square Spaces.

Movement Points (MP): Players Spend MP to move between Spaces. The cost is either 1 MP or 3 MP.

Corner Dots: Indicate the cost to move diagonally between Spaces. They also determine what Protection a Unit has when being Attacked (page 15)

Edge Lines: Indicate the cost to move orthogonally between Spaces.



Zone of Control: The 8 Spaces around a Unit.

"Screaming my name isn't required but, c'mon, you gotta admit it's fun."


-Hardtack







JUMPING AND ENTERING THE MAP

Jumping: Any action with a  and  allows a Unit to move up a level and ignore obstacles while moving.



The number next to the  is how many levels the Unit may move up.

The number next to the  is how many Spaces the Unit may move while ignoring Obstacles , Zone of Control, and elevation before it must drop down to the Level of the Space below it..

The  number does not give the Unit MP. It only allows a Unit to spend MP gained from  symbols while ignoring Elevation, Zone of Control, and Obstacles.

Uninterrupted Move: A Unit may start a Jump at any time during a movement and may continue spending MP normally after a Jump, if they have any left.

Jumping Over Things: A Unit may only ignore Obstacles and Zone of Control if it can jump to a Level above them.

If the Obstacles and Zone of Control are on the highest Level a Unit can reach, they must still pay extra to move through the Obstacles or Zone of Controls. Empty Spaces floating in the air next to a Unit do **not** count as Zone of Control.

A Unit may not jump over Obstacles and Zone of Control while it is moving into an Inside Space.

Controlled Fall: When a Unit uses one of their actions to move, they do not take any damage from falling down any number of Levels. A Unit who is forced to move will take damage; see page 17.

Entering the Map

Some Units will not start on the Map but will be allowed to enter the Map on a particular Round as instructed by the Mission.

Units will be instructed to enter the Map in one of two ways:

- **Enter Map Edge:** The Unit may move onto any Space along a Map edge indicated in the Mission onto any Level. The Unit must pay the cost to movement over any Corner Dots or Edge Lines at the Map's edge.

ZoC is ignored when entering. Units may not enter with a Jump.

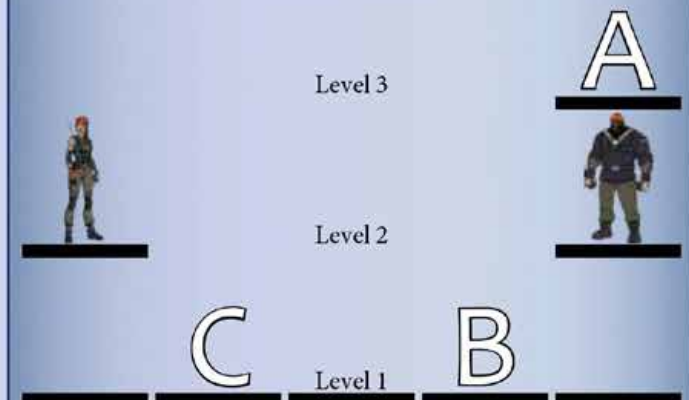
- **Reinforce from Above:** Place all entering Units on Outside Spaces on the same Tile. The Units may **not** be placed on a Tile that has any of the following:

- An Enemy Unit
- An Enemy Objective Marker
- An Event Marker of your Side



"LEGION has eradicated the specter of nuclear war, rebuilt the global economy, and introduced the greatest scientific discover since fire. And we're the bad guys?" -Dr. Babylon

Jump Example



Fortune's Jump



Fortune has 9 MP from the Sprint Main Action she is performing. She has chosen to do a Jump Add-on Action. Her Jump allows her to move 4 Spaces while ignoring terrain and to move up 1 Level. She jumps to Space A on Level 3.

If she only had 3 MP left when she started to jump, she would only be able to reach Space B, because her Jump action does not give her extra MP.

Hardtack's Jump



Hardtack has 9 MP from the Sprint Main Action he is performing. He has chosen to do a Jump Add-on Action. His Jump allows him to move 3 Spaces while ignoring terrain and to move up 2 Levels. He jumps to Space C on Level 1.




Jump Action: Modifies MP to allow a Unit to Jump. It does not provide extra MP.

Controlled Fall: A Unit may fall without harm if it uses an Action to fall or while falling.



Tutorial Mission 3: You are now ready to play Tutorial Mission 3. I suggest that you play it before you move onto the next page.


MOVEMENT EXAMPLES

Hardtack's Movement

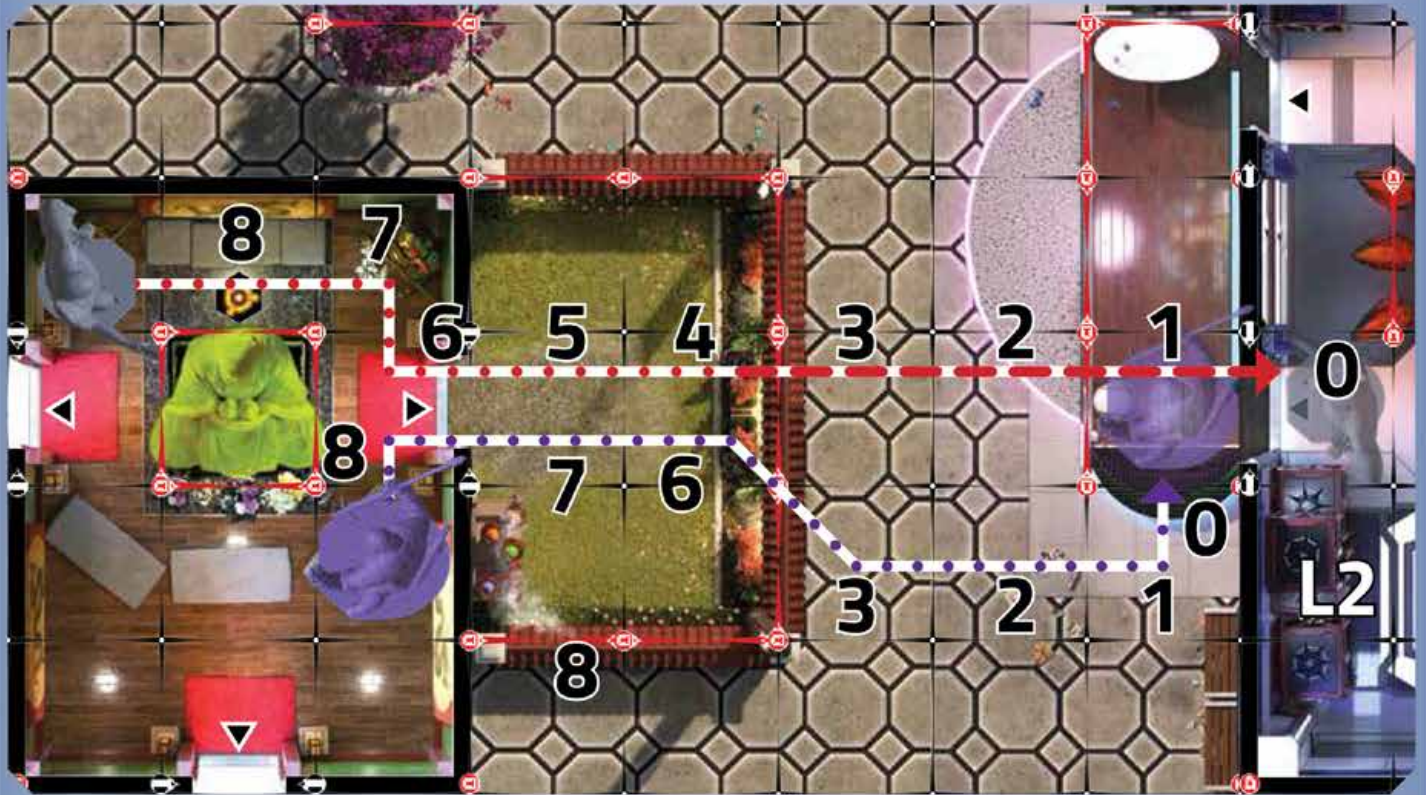
The MAYHEM player Activates Hardtack on her Turn. Hardtack only has one green Speed Action Cube  left, so she decides to disengage with Dr. Babylon and get Hardtack to a defensible position while he Refreshes cubes during future Turns. She spends Hardtack's one remaining green Speed Action Cube  to use his Sprint Action which gives Hardtack 9 Movement Points (MP) .





Hardtack's first movements are through Clear Edge Lines  and the Opening  in the Wall, so each Space only costs 1 MP to move. Hardtack has 6 MP left after these movements. Note that Hardtack can change his facing at any time during his movement and does not have to move in the direction he is facing.

Hardtack's next move is across an Obstacle Corner Dot . This costs him 3 MP. Hardtack uses his remaining MP to move to a Space behind Protection where his flank is protected by a Wall. Note that the Edge Line between two Obstacle Corner Dots is sometimes Clear.



The MAYHEM player then Refreshes her other two Boards and ends her Turn.





Dr. Babylon's Movement

The LEGION player Activates Dr. Babylon on his Turn. Dr. Babylon wants to get into a good position to attack Hardtack on future Turns while Hardtack is vulnerable without Action Cubes. He spends one Green Speed Action Cube  to use Babylon's Sprint Action which gives him 9 Movement Points (MP) .









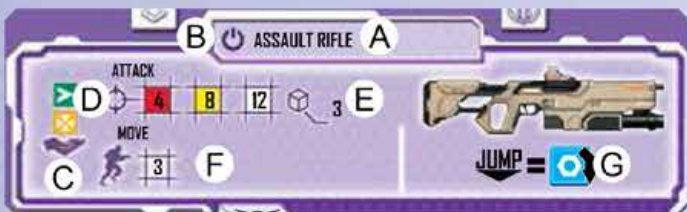
Babylon's first movements are through Clear Edge Lines  and the Opening  in the Wall, so each Space only costs 1 MP to move. Babylon has 4 MP left after these movements.

Babylon then spends a Blue Tech Action Cube  to Jump with his remaining MP. His Jump Action allows him to move up to two Levels up and ignore Obstacles and Zone of Controls below him for up to four Spaces. He uses his four remaining MP to Jump over the Obstacle Edge Line  and the Space Hardtack is in. He ends his movement by jumping through an Opening (window) on Level 2 in a Space behind Hardtack. The LEGION player then Refreshes his other two Boards and ends his Turn.

ATTACKING AND CHOOSING A TARGET

Weapon Action: Every Elite Unit Board has a unique Weapon Action that is their main way to Attack. Weapon Actions have the following features:

- A Name:** Each character's Weapon Action is named differently.
- B Action Type:** Main , Add-on , or Instant  Action.
- C Cost:** The cost  must be paid before the Attack's Target is chosen.
- D Range:** A weapon's three Ranges are shown after the Range symbol .
- E Dice:** The number of Attack Dice that are rolled .
- F Movement:** Most Weapon Actions allow movement before or after the attack is made. The MP gained from the Weapon Action may **not** be split before and after the attack.
- G Ability:** Each Weapon Action has one or more Abilities. An overview of the Action's Abilities are provided on the character's summary sheet and the symbology is explained at the end of the Basic Rules (page 23). Some abilities are labeled with a name so that they can be referred to by other game abilities.



Attack: An Attack is made up of 3 Parts.

1. Choosing a Target
2. Rolling Attack Dice
3. Applying Attack Results

1. Choosing a Target

Target: Choose a Space to Target with the Attack. An enemy Unit and any Targetable objects within the Target Space will be the Target of the Attack.

Targetable Objects: A Mission will Specify whether a non-Unit game piece like Objective and Event Markers are Targetable Object.

Target Requirements: A Target must meet 3 requirements:

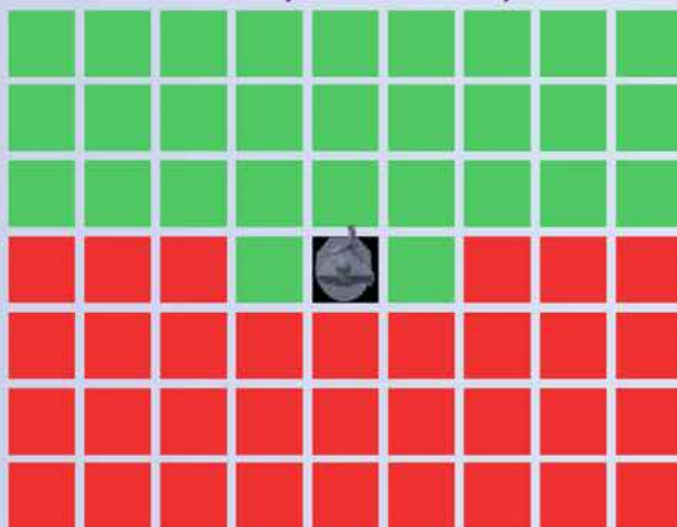
- Be in **Front** of the Unit.
- Be in **LOS** of the Unit.
- Be in **Range** of the Unit.

Front: A Target must be within the Attacking Unit's Front. Spaces in a Unit's Front include:

- All Spaces in front of a Unit in the direction that it is Facing.
- The two Spaces directly to the Unit's left and right.

Flank: All Spaces outside of a Unit's Front Facing.

FRONT (GREEN SPACES)



FLANK (RED SPACES)

Weapon Action: Every Unit has a Basic Weapon Action that is its primary form of attack.

Ability: Weapon Actions have Abilities that take effect when the Weapon Action is used.

Attack: Any Action that targets another Unit is considered an Attack.

Target: The Space being Attacked and any Units or Targetable Objects in the Space are considered Targets.





"Never outlive your usefulness. That's the first thing in the MAYHEM welcome manual and it is strictly enforced."
-Persephone


Line of Sight (LOS): Trace an imaginary line between the Corner Dot of the attacking Unit's Space and the Corner Dot of the Target Space that are closest to each other.



If multiple Corner Dots are equidistant, the Attacker may choose which to use.

If LOS passes through any of the following, it is blocked:

- Walls 
- Edge Lines and Corner dots of Openings  (doors and windows)
- The floor or roof Tile of a Level.

Plateau Effect: A Level blocks LOS if an attacker or target at a higher Level is not at the edge of the Level.

Building Corners: LOS can be traced through the Obstacle Corner Dots  at the corner of a building.

Openings: Attacks can be made from and to the Cover Corner Dots  of an Opening . Otherwise, attacks cannot be made between Inside and Outside Spaces.



LOS: Since only buildings block LOS, you should be able to intuitively tell by eye if an attack has LOS. If you need to check for LOS, you can use a piece of string, a rubber band, the edge of a summery sheet, or an Academy Games LOS Tool to trace the line between the corners of two Spaces.



LOS Example


Dr. Babylon does not have LOS on any of the Spaces Marked with a red X because they are blocked by a Wall.


Spaces A, B, and C are the only Inside Spaces he can see because LOS can be traced to the Opening's Corner Dots.


If Dr. Babylon was one Space to the right, he would not have LOS on Space C.

 **Range:** An Attack must be within Range. Attacks have 3 Ranges: 

 **Red Short Range:** Roll red d12 dice within the Range listed in the red square.


 **Yellow Mid Range:** Roll yellow d8 dice when not within Short Range but within the Range listed in the yellow square.

 **White Long Range:** Roll white d6 dice when not within Mid Range but within the Range listed in the white square.

Attacks beyond Long Range cannot be made.


Colored Ranges with no number are ignored.

Colored Ranges are sometimes in different a order, like the Snipe Trooper which rolls white Short Range, Red Mid range, and yellow Long Range dice.

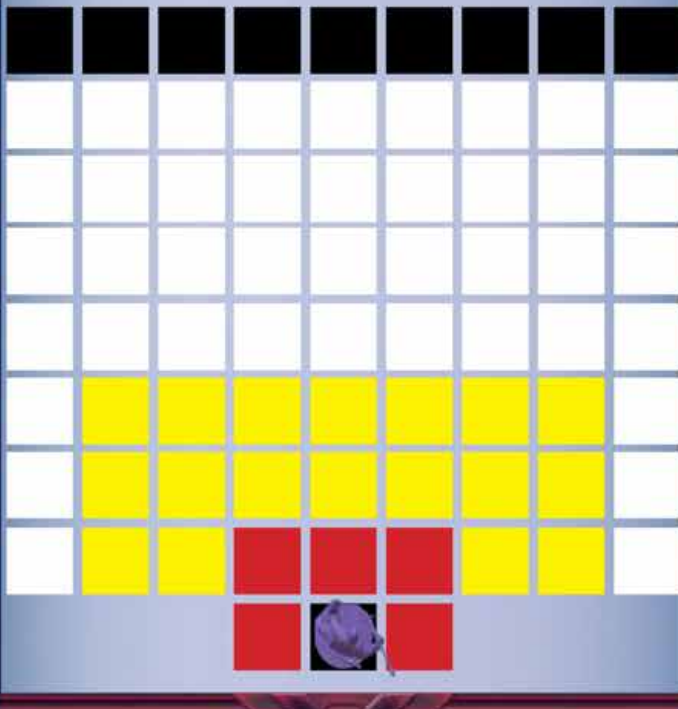
 **Diceless Range:** An Attack that does not require dice to be rolled will just have a single range for the Attack to use the Attacks Abilities against the Target.

Range Example

Hartack's Attack has the following ranges:



Black Squares are out of Range.



Attacker: The Unit making the Attack

Enemy: A Unit not on the Attacker's Side.

ATTACKING AND ROLLING ATTACK

2. Rolling Attack Dice

Attack Roll: Make an Attack, after a valid Target Space is chosen.

Roll a separate Attack Against a Unit and each Targetable Object in the Space.

Number of Dice: Roll the number of Attack Dice listed that matches the color of the Range the Attack is within.

Attack Modifiers: Apply any Attack Bonuses and Attack Penalties before rolling.

Die Stats: Each of the colored dice have a different chance to Hit and combination of faces. Some die faces have multiple effects so the percentages do not add to 100%.

	HIT	AIMED HIT	PUSHBACK	SPECIAL
SHORT RANGE D12	66%	42%	25%	25%
MID RANGE D8	50%	38%	25%	25%
LONG RANGE D6	33%	17%	17%	17%

Dice Distinction: The more faces it has, the better it is.

Attack Modifiers: Positioning of Units and Statuses can cause an attack to gain Attack Bonuses and Penalties.

Attack Bonus: Each Attack Bonus improves the type of dice an Attack rolls..

Attack Penalties: Each Attack Penalty down grades the type of dice an Attack rolls.

Dashing: A Unit can us a Dash Action at any time to move one Space. It is an expensive move but can be used to avoid dangerous Attacks as they are being made.

Attack Bonuses: An Attacker receives **two** Attack Bonuses for each of the following:

- **Flanking:** Attacking from a Space in the Targets Flank. This provides two Attack Bonuses.
- **Higher:** Attacking from a higher Level than the Level the Target is on. This provides two Attack Bonuses.

Each Attack Bonus allows a Unit to increase a white d6 to a yellow d8 or a yellow d8 to a red d12.

If a player is already rolling all red d12s, an Attack Bonus adds another white d6 to the Attack Roll.



Attack Bonus Example

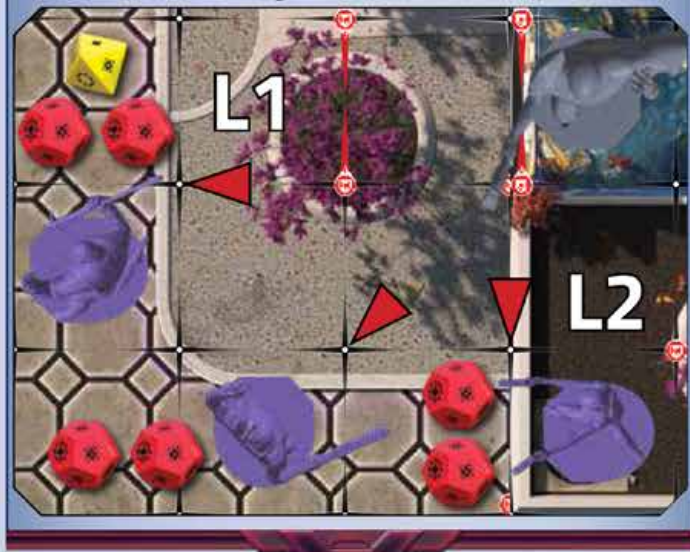
Dr. Babylon is Attacking with his Weapon Action and considers what dice he would roll if he attacked any of the 3 Agents. All 3 Targets are within his yellow Range and he normally rolls 2 Dice.



Fortune: Dr. Babylon is on Fortune's Flank, so he would receive two Attack Bonuses. These change both his yellow d8s into red d12s.

Hollywood: Dr. Babylon is on a higher Level than Hollywood, so he would receive two Attack Bonuses. These change both his yellow d8s into red d12s.

Hardtack: Dr. Babylon is on a higher Level than Hardtack and Flanking him, so he would receive four Attack Bonuses. The first two Bonuses change both his yellow d8s into red d12s. His third Bonus lets him roll an additional white d6. The fourth bonus changes the white d6 into a yellow d8.

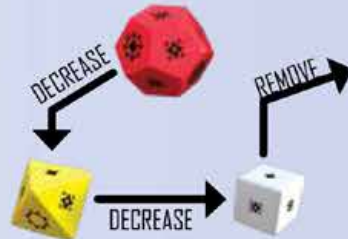


Attack Penalties: An Attacker receives **two** Attack Penalties for each of the following:

- **Protection:** If the attack's LOS is traced to an Obstacle (🚫) or Cover (🛡️) Corner Dot of the Target's Space. This imposes two Attack Penalties.
- **Lower:** Attacking from a Lower Level than the Level the Target is on. This imposes two Attack Penalties.

Each Attack Penalty forces a Unit to decrease a red d12 to a yellow d8 or a yellow d8 to a white d6.

If a player is only rolling white d6s, an Attack Penalty removes one of the white d6s from the Attack Roll.



Penalties can result in no Attack Dice being rolled.

Negating Bonuses: When an Attack receives both Attack Bonuses and Attack Penalties, they negate each other on a one for one basis. Any remaining Attack Bonuses or Attack Penalties are then applied.

Attack Penalty Example

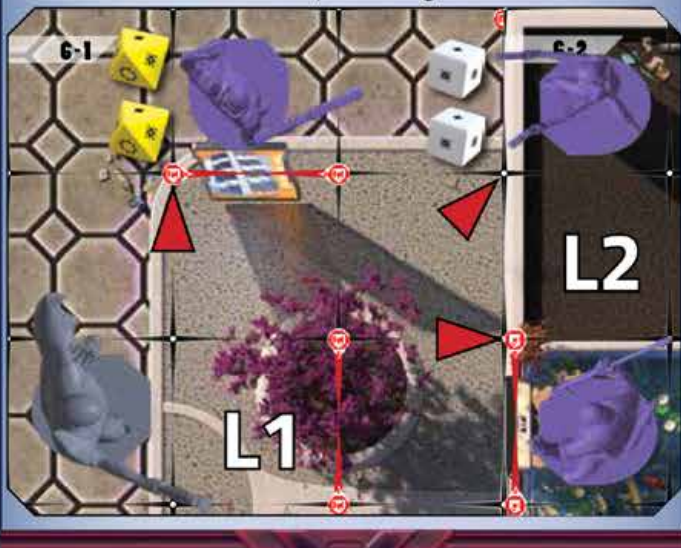
Dr. Babylon considers what dice he would roll if he Attacks one of the three Agents. All three Targets are within his yellow Range and he normally rolls 2 Dice.



Fortune: Dr. Babylon is on a lower Level than Fortune, so he would receive two Attack Penalties. These change both his yellow d8s into white d6s.

Hollywood: Dr. Babylon is Flanking Hollywood but the Target Space's closest Corner Dot is an Obstacle (🚫) which provides Protection. The two Attack Bonuses and two Attack Penalties negate each other and would result in Dr. Babylon rolling two yellow d8s.

Hardtack: Hardtack is on a higher Level than Dr. Babylon and is behind Protection, giving Dr. Babylon's Attack four Attack Penalties. The first two Penalties reduce his two yellow d8s to d6s. The remaining two Penalties remove both white d6s and would result in Dr. Babylon rolling no dice.



Protection at Range 1: An Attacker does not receive Attack Penalties because of Protection when attacking an adjacent Target at Range 1.

Dashing: The Dash Instant Action allows a Unit to move one Space on any Turn.



Like all Instant Actions, the Dash Action may be used any number of times in a Turn.

Dash before Roll: After an Attack is payed for and a Target is chosen, Units may choose to Dash **before** the Attack Roll is made.

The Attacker may also Dash before a Roll is made.

After a Target is chosen, each Unit may not Dash more than once before the Attack is resolved.

Modifiers after Dash: After a Unit Dashes, the Attacking Unit determines LOS, Range, and Attack Modifiers based on the Attacker's and Target Unit's new positions.

If the Target Unit is no longer in LOS or within the Attacker's Front, the attack must still be made but completely misses.

Dashing Example

Dr. Babylon pays two blue Tech Action Cubes to Attack Fortune with his Weapon Action.



Fortune is adjacent at Range 1 within Dr. Babylon's red Range, allowing him to roll two red d12s.

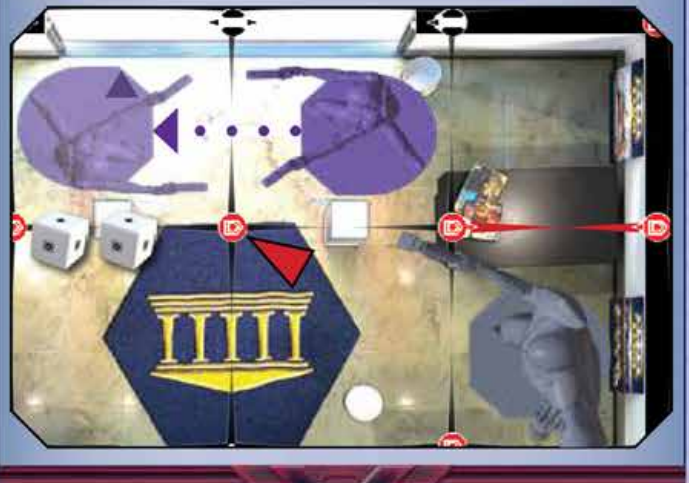
Since Dr. Babylon is at Range 1, his Attack does not receive any penalties from the Obstacle Corner Dot (🚫).

He is Flanking Fortune, providing his Attack with an extra yellow d8.

Dr. Babylon would roll two red d12s and one yellow d8 but Fortune decides to pay to Dash before the roll is made.

The Dash Action allows her to move one Space away from Dr. Babylon and face him so that he loses his Flanking Attack Bonuses. She is also now within his yellow Range and Dr. Babylon's Attack targets a Obstacle Corner Dot (🚫). This reduces the two yellow d8 he would roll to two white d6s.

He rolls the two white d6s to resolve the Attack.



ATTACKING AND ATTACK RESULTS

3. Apply Attack Results

Attack Symbols: Apply all rolled symbols to the Target:

◆ **Hit:** Hits inflict Damage on a Target Elite Unit in the following order:

1. Remove a Shield Cube from the Target. If the Target has no Shield Cubes , then
2. Remove an Armor Cube . If the Target has no Armor Cubes , then
3. Place a red Wound Cube in either the Speed, Focus, Tech, or Mayhem Cube Wells.

The Target gets to choose which Well.

If the cWell is full of Cubes, the Wound Cube replaces an Action or Mayhem Cube.

If a Well is already filled with Wound Cubes, another Well must be chosen.

◆ **Aimed Hit** : Aimed Hits have the same effect as a Hit but also provide an Aim Bonus if the Attacker pays an extra yellow Focus Action Cube to Aim.

Aimed Attacks are explained in the Advanced Rules section.

▮ **Push:** The Attacker moves a Target Unit 1 MP farther away from the Attacker (a greater number of Spaces away).

A Unit may not be Pushed Over an Obstacle Edge Line or Corner Dot unless 3 MP from three Push results are used.

A Target cannot be pushed off of the Map.

If a Target is prevented from being moved farther away, the Target may be moved to another Space that is the same number of Spaces from the Attacker.

If a Target still cannot be moved, it remains in its Space.

Uncontrolled Fall: If a Unit is Pushed off of a Level, one red d12 is rolled for each Level the Unit falls.

Fall Damage: Resolve only Hits and Aimed Hits. Ignore Push and Special results.

Fall Dash: Use a Dash Action at any time during a fall to turn an Uncontrolled Fall into a Controlled Fall and ignore all damage from falling any number of Levels.

Hits and Wounds Example

Hollywood is attacked over several Turns. The following Hits ◆ are dealt to Hollywood in the Attacks.

Attack 1: ◆ The Hit removes one of Hollywood's Shield Cubes.



Attack 2: ◆◆◆ The first Hit removes Hollywood's last Shield Cubes . The second Hit removes Hollywood's only Armor Cube . Hollywood chooses to place the third Hit in his MAYHEM Well .



Attack 3: ◆◆ Hollywood chooses to place the first Hit in his MAYHEM Well . Not wanting to completely fill his MAYHEM Well with Wound Cubes, he places the second Hit in his Focus Well . However, there is no empty space in his Focus Well, so he must first remove a Focus Action Cube .



Attack 4: ◆◆◆ Hollywood chooses to place the first Hit in his MAYHEM Well , the second Hit in the empty space of his Speed Well, and the third Hit in his Tech Well . Since there is no empty space in his Tech Well, he must first remove a Tech Action Cube . Hollywood now has a total of 6 Hits on his Board.

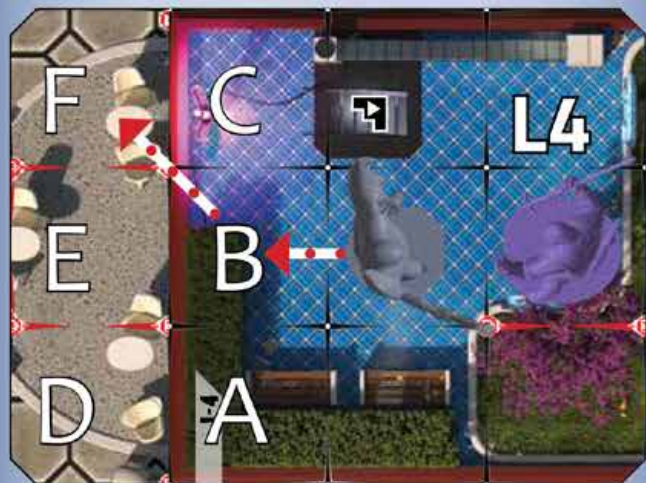


Push and Uncontrolled Fall Example

Hardtack Attacks Dr. Babylon and rolls two Push results . Hardtack can use the first Push to move Dr. Babylon into Spaces A, B, or C. He chooses to move him into B.

With the second Push Dr. Babylon can be moved into Spaces D, E, or F. Hardtack moves him into F.

This moves Dr. Babylon off of the Level 4 Tile and he has an Uncontrolled Fall down three Levels to Level 1. Three red d12s are rolled against Dr. Babylon for falling.



Downed: A Unit who receives a number of Wounds equal to its Health is Downed and removed from the Map.

- Special:** Activate Special Effects listed on Weapon Actions, Gadget Cards, and Upgrade Tiles.
- Each of a Units Special Effects requires its own Special result to use.

Each Special Effect may be used once per Attack Roll.

Special results may appear alone or surrounding another result symbol on a die face. Both the Special result and the surrounded result take effect when rolled, even if the Special result is not used.

Downing an Elite Unit: If an Elite Unit receives a number of Wound Cubes equal to or more than their Health (usually 8), the Unit is Downed, the figure is removed from the Map, and all Cubes and Statuses are removed from the Unit's Board.



Destroying Objects: Targetable Objects will specify how many Hits are necessary to destroy the Object. All the Hits must be inflicted in a single Turn.

Block: The Block Instant Action allows a Unit to Ignore one Hit.



Block after Roll: The Block Instant Action may be used any number of times after an Attack Roll is made and any Special results are used.

Tutorial Mission 4: You are now ready to play Tutorial Mission 4. I suggest that you play it before you move onto the next page.

Downed Example

Hollywood has six Wound Cubes on his Board, no Armor Cubes and one Shield Cube .



Hollywood is Attacked and takes three Hits . The first Hit removes Hollywood's Shield Cube. The last two Hits add two Wounds to Hollywood's board resulting in Hollywood having eight Wound Cubes.

Hollywood is downed and his figure is removed from the map and placed by his Board.

Block Example

Dr. Babylon is Attacked and takes 2 Hits .
















Dr. Babylon pays a yellow Focus and a Blue Tech to use his Block Instant Action to ignore one of the Hits. The second Hit removes a Shield Cube.



SQUAD BOARDS

Squad Unit Boards



Control groups of LEGION Minions (LEGION Units that are not Elite) with Squad Unit Boards. Squad Boards have the following features:

- A Wells:** Squad boards have Speed , Focus , Tech , and Mayhem  Cube Wells but do **not** have Shield  or Armor  Cube Wells.
 - B Name:** Alpha and Bravo Squads each have a different supply of Speed , Focus , and Tech  Action Cubes.
 - C Reinforcement Well**  : LEGION Refresh Cards often provide Reinforcement Cubes  that are stored in a Squad Board's Reinforcement Well.
- Spend Reinforcement Cubes to bring on new Minions. This is explained in the advanced rules.
- D Minion Slot:** Place Minion Cards in Slots to control up to 3 different kinds of Minions with each Squad Board. Not all Minion Spaces have to be filled.
 - E Upgrade Space** : Each Minion Slot can have a Dark Matter  and a LEGION Tech  Upgrade Tile Attached to it.

Minion: A Minion units are non-Elite Units. Groups of Minions are controlled by a Squad Unit Board.

Minion Cards






Each Type of LEGION Minion has their own Minion Card. The Minion Card and the Board it is placed in are used to control all Minions of that type. Minion Cards have the following features:

- F Defense:** Minions do not take and track Hits like Elite Units. The total number of Shield , Armor , and Health listed is their Defense and how many Hits it takes to Down a Minion.

A Minion regains all of its Defenses at the end of each Turn.




Extra Hits are **not** placed in a Squad Board's Cube Wells.

Tracking Minion Hits: Usually you will not have to track Hits on a Minion within a single Turn. If you want to though, you can place extra Shield, Armor, and Wound Cubes next to a Minion figure to show how many Hits it has taken that turn already.

- G Reinforce Cost** : Spend the listed amount of Reinforcement Cubes from the Squad Board to place new Units of that type on the Map.
- H Setup Cost** : Spend the listed Scrap Cubes to customize your starting Units in a Mission.
- I Actions**   : Each Minion Card lists the Actions that the type of Minion may take. Different Actions are separated into boxes.





Activating A Squad Unit Board

Take up to one Main Action  and any number of Add-on  and Instant  Actions when you Activate a Squad Board.

Minion Actions: Choose Actions from one or multiple different Minion Cards that are in the Squad Board's Minion Slots.

Each chosen Action may be taken by a single figure of the Action's type of Minion.

Group Actions: The  symbol allows extra figures of that type of Minion to perform the chosen Action.

The number after the  symbol indicates the number of extra Units. The Actions cost only has to be paid once.










Minion Attacks: If multiple Minion figures are attacking, each Attack is resolved separately.

Minion Jumping: Most Minions have a single Action that lets them Move and Jump. A Minion may only Jump once during these movement Actions.

Tutorial Mission 5: You are now ready to play Tutorial Mission 5. I suggest that you play it before you move onto the next page.

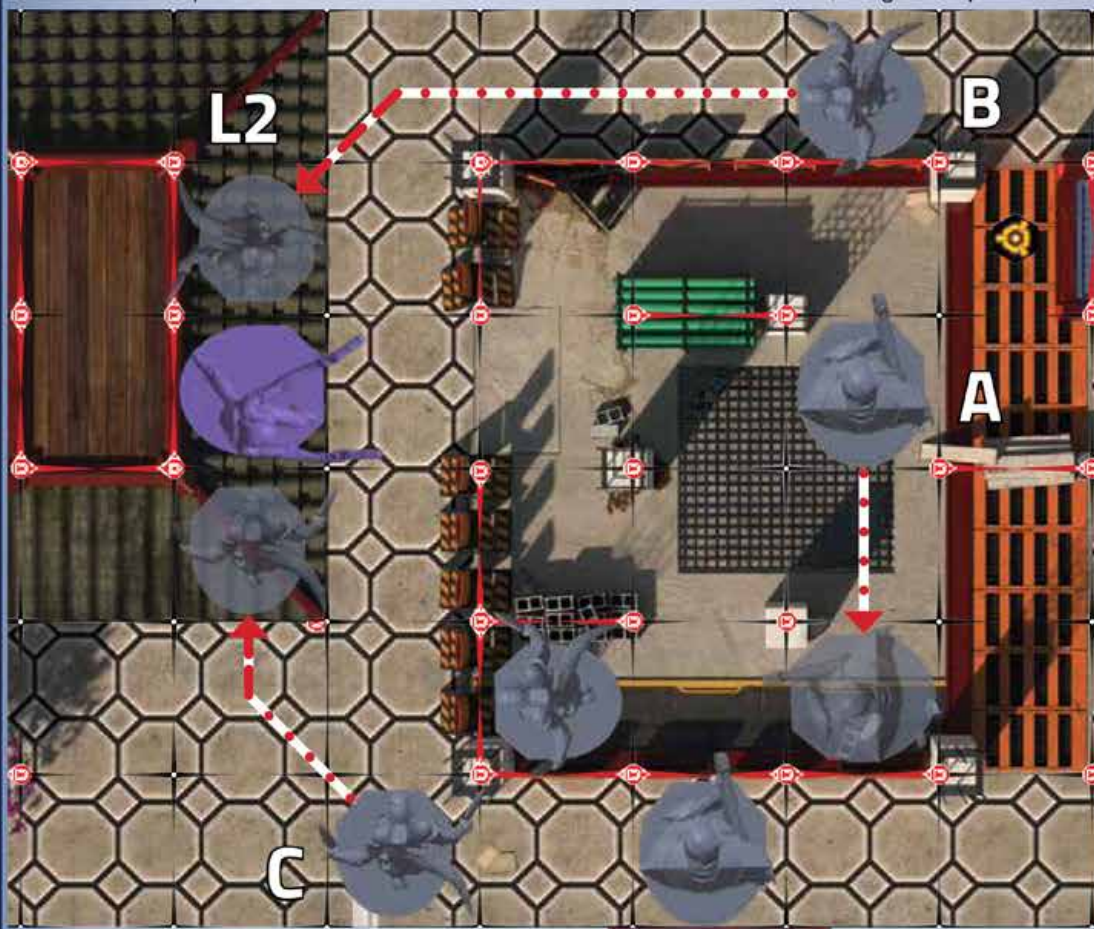
Squad Board Activation

The LEGION player Activates their Alpha Squad Board which has the Swarm Trooper and Hell Trooper Minion Cards assigned to it. The LEGION player performs the following Actions:

- Hell Trooper Reposition **: Hell Trooper A is Flanked by Fortune and not behind Protection, so it uses the Reposition Add-on Action  to move behind an Obstacle and face Fortune. This cost Alpha Squad 1 green Speed Action Cube .
- Swarm Trooper Charge **: The LEGION player pays one green Speed Action Cube  to use the Charge Main Action  to move Swarm Trooper B towards Fortune. The Charge Action allows Swarm Trooper B to Jump, so the Swarm trooper is able to Jump up next to Fortune. The Swarm Trooper's Charge Action has a  +1 which allows one additional Swarm Trooper to move. Swarm Trooper C moves and Jumps up to Fortune's other side. Moving Swarm Trooper C does not cost anything extra.
- Swarm Trooper Knives **: Swarm Trooper B now pays one green Speed Action Cube  to use its Knives Add-on Action. It rolls two red d12s against Fortune and inflict two Hits that remove Fortune's Shields. The Swarm Trooper also gains 1 MP when it uses its Knives Action but it remains where it is.

LEGION finishes its Turn by Refreshing its other two Unit Boards. MAYHEM draws a Refresh Card and Activates Fortune.

Fortune Attacks: Fortune Attacks Swarm Trooper B with her Duel Energy Pistols. She receives no Bonuses or Penalties so she rolls 2 red d12s. The Swarm Trooper has 1 Shield and 1 Health, so Fortune would need two Hits to Down and remove the Swarm Trooper figure from the Map. If the Swarm Trooper does not receive two Hits before the end of MAYHEM's Turn, it regains any lost Defenses.



SWARM TROOPER



+ KNIVES

CHARGE  +1

+ LUNGE        

DASH         

Increase attack.

HELL TROOPER



DARK MATTER RIFLE  +2

+ REPOSITION         





+ DARK MATTER GRENADE         

Place

GADGETS

Character Gadgets: Each Elite Unit Board has its own set of Gadgets specific to the character.

Features: Gadgets have the following features:

- A Character Portrait:** The Portrait on the back of a Gadget Card identifies which character can use the Gadget.
- B Gadget Type:** Gadgets are one of three types. An Elite Unit Board may have one of each type inserted into the matching Gadget Slot. The types of Gadgets include:
 - Action Gadget:** Provides the Unit with a powerful Action.
 - Weapon Gadget:** Modifies a Unit's Weapon Action. Choose weather to use the add-on action or not each time the character's Weapon Action is used.
 - Passive Gadget:** Gives a Unit an additional Ability.
- C Scrap Cost:** Scrap is used to pay for Gadgets when advanced setup rules are used.
- D Action Type:** Main , Add-on , and Instant  Action.
 - Passive Ability:** Some Gadget Cards (usually Passive Gadgets) have a Passive Symbol in place of an Action Type. These Gadget's abilities are always free and in effect and don't require an Action to be taken.
- E Cost:** The cost  must be paid before the Gadget is used.
- F Ability:** The effects or Attack that a Gadget provides. Symbology is explained on the next page.
- G Flavor Text:** Each Gadget has a quote from the character at the bottom of the card.

Gadget Actions: Follow all the rules of Basic Actions.

Starting Gadgets: Each Side only starts with a small number of their total Gadgets for each character.

Discovered Gadgets: Store a Side's Starting Gadgets and any Gadgets Discovered in the area in the card box reserved for each Side's Discovered Gadgets.

Undiscovered Gadgets: Store each Side's Undiscovered Gadgets in the area in the card box reserved for each Side's Undiscovered Gadgets.

Mission Setup: A Mission's Setup will suggest which Gadgets you should attach to each Unit. If you have not discovered a suggested Gadget, you can search your Undiscovered Gadgets for it. Shuffle the undiscovered Gadget back into the Undiscovered Gadget Deck at the end of the Mission.

Inserting Gadget Cards: Insert a sleeved or unsleeved Gadget Card into the gap at the top of the Gadget Slot, at a shallow angle until the picture on the top half disappears and the bottom half can fit flat into the Slot.

Removing Gadget Cards: Gently press down on the button directly above the Gadget Slot with one finger to flex the card upward and remove it with your other hand.



Gadget Back



Action Gadget



Weapon Gadget



Passive Gadget

Starting Gadgets: Each Side's Starting Gadgets are included in the Basic Rule's Cards that you should have already opened. Undiscovered Gadgets are in the Advanced Rules Deck and will be open when you start them.

Removing a Gadget Card

Gently press down on the button indicated by the black arrow to remove a Gadget Card.



STATUSES

Status Markers: Many Actions will cause temporary conditions on one or more Units that are represented by Status Markers.

Elite Unit Status: Place Statuses gained by an Elite Unit on the portrait of the Elite Unit's Board.


Minion Unit Status: Place Statuses gained by a Minion Unit next to the Unit's figure on the Map.


Solo Minions: If there is only one of a type of Minion on the Map, you can place Status Markers gained by the Minion on the portrait on the Minion's Card.


Status Effects: Statuses are separated into Positive and Negative Statuses.

Positive Status: Have a blue background and the following effects:


 **Attack Up:** Gain an Attack Bonus whenever the Unit Attacks.


 **Defense Up:** An Attacker receives an Attack Penalty whenever the Unit is Attacked.


 **Range Up:** Gain +3 to all Ranges when the Unit Attacks with a Basic or Gadget Action.


 **Move Up:** Gain +3 MP when a Unit is Activated, even if it does not take any Actions that provide MP.





Negative Status: Have a red background and the following effects:


 **Attack Down:** Receive an Attack Penalty whenever the Unit Attacks.

 **Defense Down:** An Attacker receives an Attack Bonus whenever the Unit is Attacked.

 **Range Down:** Gain -3 to all Ranges when the Unit Attacks. Negative Ranges cannot be used.

 **Move Down:** Gain -3 MP when a Unit is Activated. This reduces MP gained from Actions.

 **Stunned:** Each Action costs a Unit an extra two green, yellow, or blue Action Cubes   , player's choice.



 **Disrupted:** The opponent places an Action Cube of their choice from the Unit's supply onto the Status Marker.

The Well space the Action Cube left cannot be Refreshed until the Status is removed.

Place the Action Cube back into its Well when the Disrupted Status is removed or the Unit is Downed.

Stacked Statuses: A character can have more than one of the same type of Status. The effects of multiple Statuses stack.



Negated Statuses: Two Status Markers that negate each other remain on the Unit until they are removed.

 **Status Refresh Phase:** Remove Status symbols  remove Status Markers during the Refresh Phase.

Removing Statuses: **Must** remove one Negative Status Marker **and** one Positive Status Marker, if able, from every one of a Side's Boards, including the one that was Activated.

Removing Squad Board Status Markers: Remove one Positive Status from any one Minion Unit and one Negative Status from any one Minion Unit that are part of the Squad Board.


Recent Status: Status Markers gained in a Turn can not be removed during that Turn's Refresh Phase.

 **Permanent Status:** These circular Status Markers are **not** removed during the Refresh Phase by a Remove Status symbol .

Permanent Statuses are only lost if the condition for the Unit gaining them no longer applies.

Running Out: On the rare occasion you run out of a type of Status Marker, stack other Status Markers under a Status to represent multiple copies of it.

Status Example



Fortune is Activated and she uses her Dual Energy Pistol Weapon Action to Attack a Hell Trooper who is 9 Spaces away.

Move Up: The Weapon Action provides her with 3 MP and the Move Up Status provides her with an additional 3 MP for a total of 6 MP to use during her Turn. Fortune Moves 6 Spaces towards the Hell Trooper who is now 3 Spaces away.

Range Down: The Range Down Status reduces each of her Attack's Ranges by 3, so her red Short Range has a range of 0 and her yellow Mid Range has a Range of 3. The Hell Trooper is within Fortune's modified yellow Mid Range.

Attack Up: Fortune has an Attack Up Status, so she uses the Attack Bonus to increase one of her yellow d8 to a red d12.

Defense Up: The Hell Trooper has 2 Defense Up Statuses, so Fortune receives 2 Attack Penalties that reduces her one red d12 to a white d6. Fortune rolls the Attack.

Refreshing: This Turn's Refresh Card has a Remove Status symbol on it, so the MAYHEM player removes one Positive and one Negative Status from each of her three boards, including Fortune's. Fortune removes her Attack Up and the Range Down Status Markers. The Move Up Status Remains.

ABILITY SYMBOLS

Ability Symbols: Actions, like Weapon and Gadget Actions, often use symbols in place of words for common Ability effects. An Ability takes effect when its Action is used. Common Ability symbols used include:

Gain: Gain the Cube or Status Marker pictured with the gain arrow **after** the Action is completed. A Cube is only gained if there is room in the Well.



Give: Give the Target the Status Marker pictured with the give arrow **after** the Action is completed. The Side the arrow points to indicates whether it can be given to a LEGION or MAYHEM Target. It can **only** be given to Targets of this Side.



Pay Cube: Pay the Cube pictured above the hand **if** the Unit has one available.



Extra Attack Die: Roll an extra Attack Die of a color matching the Attack's Range. The extra die can be effected by Attack Bonuses and Penalties.



Reroll: **May** reroll an Attack Die. The new result replaces the old result.



Extra Die Result: Gain the pictured extra die result.



No Damage: Hit and Aimed Hit Results do no damage.



Ignore Protection: Receive no Attack Penalties because of Obstacle or Cover Corner Dots.



Ignore LOS: No Line of Sight is needed to make the Attack. The Attack must have a Wall free path to the Target.



Area of Effect: The Attack has an Area of Effect.



Increase or Decrease Range: All the Attacks Ranges are changed by the amount shown after the Range symbol.



Place Explosion: Place a random Explosion Marker face down in the Target Space without looking at it.



Place Status with Explosion: Place a random Explosion Marker face down in the Target Space with the pictured Status Markers on top.



Building Damage: Place a random Explosion Marker face up in the Target Space **without** resolving the Markers Attack. The building damage is still applied.



Gain MP: Gain the listed amount of MP.



Heal: Remove a Wound Cube.



Conditions Symbols: An Ability will often require a condition to be met before it takes effect. Conditions are always preceded by an equal sign = with the result of the condition being met shown after the =. Conditions will sometimes be written but often use common condition symbols which include:

If Die Result Rolled: If the pictured die result is rolled. Each matching result triggers the Ability. Multiple Abilities may be triggered by the same die result. The die result is still used normally.



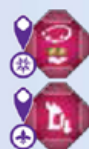
If First Die Result Rolled: If the pictured die result is rolled. Only the **first** matching result triggers the Ability. Multiple Abilities may be triggered by the same die result. The die result is still used normally.



Use Special Result: If a Special Result is rolled, it **may** be used to trigger **one** Special Result Ability. Each Special Result Ability may **not** be used more than once per roll.



If Target Has: If the Target has at least one of the Status or Cube pictured with the indicator. The faction the indicator points to shows whether the target must be LEGION or MAYHEM. Only Units of the pictured faction can meet the condition.



If Acting Unit Has: If the Acting Unit has the Status or Cube pictured with the indicator. Passive Abilities $\diamond\diamond$ with this condition are in effect as long as the condition is met.



If After Action: If the Ability's Action is used during or directly **after** the Action listed above the arrow is taken.



If Before Action: If the Ability's Action is used during or directly **before** the Action listed below the arrow. The Abilities effects, like Status Markers, take effect before the listed Action and may effect the Listed Action.



Use Aim Bonus: May use an Aimed Bonus gained when making an Aimed Attack to gain the listed Ability.



If Enemy Downed: If an enemy is downed using the Action. Passive Abilities $\diamond\diamond$ are triggered any time an enemy is Downed by the Unit.



If In Range: If the Target is within the Range listed after the Range symbol. Attacks that don't roll dice but only trigger Abilities also use this symbol to show the Attacks flat range.



When Removed: The Ability takes effect when a Timer Marker is Removed.



Until Removed: The Ability is in effect while a Timer Marker is on the Action.



Multiple Conditions: If multiple conditions are required for an Ability to take effect, than they will all appear before the =.

Multiple Abilities: If a condition triggers multiple Abilities if it is met, than all of the Abilities triggered will appear after the =.

Or: If only one of multiple conditions needs to be met or only one of two effects may be chosen, than a slash / will appear between each option.

Ability Library: Go to www.AoMTheBoardGame.com and download the AoM Ability Guide for a comprehensive list of all symbols and descriptions of every actions' and cards' effects.

WINNING AND 3 & 4 PLAYER GAMES

WINNING

Win Conditions: Each Side has their own list of Win Conditions in their Mission Book.

WIN CONDITIONS

Dark matter crystal shards are raining down from space. Gain control of the crystals and teleport them back to the ARC.

1 VP: At the end of a Round, for each OM under MAYHEM control. Remove the OM.

1 VP: Immediately, for each LEGION Unit Downed.

Goal Description: The general goal of the Mission is written in italicized text.

Condition List: Each Win Condition includes the following information:

- **VP:** How many Victory Points (VP) the player is rewarded each time the Win Condition is met.
- **When:** When the Win Condition can be met is in bold text.
- **How:** What needs to occur to achieve the Win Condition.

VP Track: VP are tracked on the VP and Round Track that tracks the difference between the two Side's VP totals.



VP Setup: Place the VP Marker on the number of the VP Track as indicated by the Mission with indicated Side facing up.



Gaining VP: If the Side whose symbol is face up on the VP Marker gains VP, move the VP Marker up the track. If the other Side gains VP, move the VP Marker down the Track.

Flip VP: If the VP Marker is on the 0 Space and a Side gains VP, flip the VP Marker to their Side's symbol and move the VP Marker up the track.



+10 VP: If a Side ever moves the VP Marker off the track, place their +10 VP Marker on the 0 Space.



Instant Win: If a Side achieves 20 VP they instantly win and the Mission ends.

Objective Markers

Objective Markers (OM) represent important locations and items that MAYHEM and/or LEGION want control of.



OM Sides: Objective Markers (OM) are numbered 1 through 9 and have a MAYHEM and LEGION Side to show who controls the OM.

Taking OM: Flip an enemy OM to your Side if you move an Unit on the same Level within one Space of the OM.

Protected: An OM within Zone of Control of Units from both Sides cannot be flipped.

3 & 4 Player Games

4 Players: When playing with four players, two players are on each Side. When it is a Side's Turn, both players on that Side resolves each phase at the same time. Both players must complete a Phase before moving on to the next. The Phases have the following differences.

1. **Draw Phase:** Both players draw a Refresh Card from their Side's single Refresh Deck.
2. **Action Phase:** Each player must choose a different Unit Board to Activate. The players should simultaneously take Actions. If both players want to perform Actions that interfere with each other, such as Attacking, they must then decide to resolve the Actions one after the other.
3. **Refresh Phase:** The Unit Board that a player activated and the Unit Board that neither player activated gains the benefits of the Refresh Card a player drew. This results in each Unit Board that was activated gaining the benefits of one Refresh Card and the Unit Board that was not Activated gaining the benefit of both players' Refresh Cards.

Board Choice: Players on the same Side don't just control one board. Each player may choose any of the Boards available to their Side on each of their Turns. Players may not choose the same board though. Players can agree to each take possession of one board and share the third board.

Simultaneous Play: New players will want to watch each other take Actions as they learn the game. Experienced Players on the same Side are encouraged to coordinate their Actions and resolve their Actions at the same time. This will speed up play immensely.

3 Players: When playing with three players, two players play on one Side and the third player plays as if he is two players on the opposing side. The third player will Activate two Unit Boards each Turn and apply the benefits of 2 Refresh Cards as described in the 4 player rules above.

Teammate Disagreements: If two players on the same Side cannot agree on an issue (who gets to activate Fortune or who gets to resolve their attack first), their opponents get to decide.

Tutorial Mission 6: You are now ready to play the final Tutorial Mission and then Mission 1. I suggest that you play them before you move onto the Advanced Rules on the next page.

NEW GADGETS & UPGRADES

Character Progression: After each Mission, you will have the opportunity to discover new Gadget Cards and purchase Upgrade Tiles for you Elite Units and Minions.

Gadgets




Undiscovered Gadget: Each Side has an Undiscovered Gadget deck that is kept in the Card Box. Use the labeled card partitions to separate each Sides Undiscovered Gadget decks. All Gadget Cards in the Advanced Rules Deck start as Undiscovered Gadgets.

Discovered Gadget: Store each character's discovered Gadgets in that character's plastic tray with the figure. Each character Starts with their two Gadgets in the Basic Rules Deck.

Drawing New Gadget: When you gain a new Gadget at the end of a Mission, draw it randomly from your Side's Undiscovered Gadget Deck and store it in the Gadget's character's tray.

Upgrades

Upgrade Space: Each Elite Unit Board has eight Upgrade Spaces of three different types that include:

-  **Skill Upgrades:** 2 Upgrade Spaces
-  **Dark Matter Upgrades:** 3 Upgrade Spaces
-  **LEGION Tech Upgrades:** 3 Upgrade Spaces

Upgrade Tile: An Upgrade is represented by an Upgrade Tile.

Tile Back: The back of a tile pictures:

- Character:** The Elite Unit or Minion the Upgrade belongs to.
- Type:** What type of Upgrade it is.
- Cost:** How many Dark Matter Crystals it costs to purchase.



Tile Front: The front of of a tile shows an illustration used to identify what the Upgrade does.

Upgrades List: Each Character and the LEGION Minions have a Summery Sheet that lists all of their available Upgrades and describes their effects.

Unpurchased Upgrades: Store each character's Unpurchased Upgrades in that characters plastic tray with the figure.

Purchasing Upgrades: Spend Dark Matter Crystals gained at the end of a Mission to purchase up to one new Upgrade for each Elite Unit or Squad that participated.



Place the new Upgrade in an empty Upgrade Space or replace an existing Upgrade with a new one.

Minion Upgrades: Each LEGION Minion can only have one Dark Matter Upgrade and one LEGION Tech Upgrade. Store unpurchased Minion Upgrades in the Minion figure tray.

Purchased Minion Upgrades: Purchased Minion Upgrades are always placed in the Upgrade Spaces above the Slot a Minions Card is in. Upgrade Tiles move with a Minion Card if it is placed in a different Minion Slot or Squad Board.

Gaining Gadgets and Dark Matter Crystals

At the end of a Mission, each Side gains Gadgets and Dark Matter Crystals in the following ways:

- Participation:** Each Side chooses to either gain one new Gadget or a Dark Matter Crystal.
- Winning:** The Side that won the Mission chooses to either gain an extra new Gadget or Dark Matter Crystal. No one gains the extra Gadget or Crystal if the Sides tied.
- Gadget Objective Marker:** The Side that controls the Gadget OM at the end of the Mission gains an extra new Gadget. 
- Crystal Objective Marker:** The Side that controls the Crystal OM at the end of the Mission gains an extra Dark Matter Crystal. 
- Boost:** If you are playing with expansion characters and you used one of your characters who has the fewest Upgrades, that character gains an extra Dark Matter Crystal that can only be spent on their Upgrades.

Revealing Gadgets: You may see which new Gadget you draw before you decide whether you want to gain another new Gadget or a Dark Matter Crystal from participating or winning.

Expiring Crystals: Dark Matter Crystals cannot be saved and are lost if they are not used before the next Mission.

Two Player Sides: If more than one player is on a Side, they must decide together which Upgrades to purchase.

Resetting Boards: Upgrades remain in a Board until you decide to reset the board. To reset a board, remove all Upgrades from the board and shuffle all but two of an Elite Unit's Gadgets into their Side's Undiscovered Gadget Deck.

Switching Sides: You are encouraged to switch Sides with your opponent between any Missions in order to experience both Sides of the game. You do not have to reset any boards when you switch Sides.

Tutorial Upgrades: If you finished the Tutorial, you would have received your first new Gadgets and Upgrades. You can spend those rewards when you finish the Advanced Rules.




WEAPON BONUSES AND AREA OF EFFECT

Weapon Bonus

A Each Unit Board's Weapon Action has a Weapon Bonus listed below the Weapon Action.




Weapon Attack Bonus: The Weapon Bonus provides **one** Attack Bonus when the Unit Attacks certain Targets with its Weapon Action. The types of Weapon Bonuses and their symbols included:

-  **Shields:** If the Target has a Shield Cube or Shield Defense.
-  **Armor:** If the Target has an Armor Cube or Armor Defense.
-  **Elite:** If the Target is an Elite Unit or a Doomsday Device.

Single Bonus: A Unit only ever gains one Attack Bonus when their Weapon Bonus is met, even if it is met multiple times.

Area of Effect (AoE)

 **Area Attack:** Attacks that have the Area of Effect Ability make separate Attack Rolls against each enemy Unit and Targetable Object in the pictured Area.

Center Space: The AoE is centered on the original Target Space.

Empty Center Space: The Center Space may be a Space with no Units or Targetable Objects in it.

Center LOS: Line of Sight for the Attack must be traceable to the Center Space and Attacks into the Center Space trace their LOS from the Attacker's Space.

AoE LOS: Line of Sight to non-Center Spaces is traced from the Center Space, not from the Attacker's Space, for determining LOS, Protection, and Flanking.

Range 1 AoE: Spaces adjacent to the Center Space still gain the benefit of Protection from Cover and Obstacles Corner Dots.

AoE Level: The AoE only effects Units and Targetable Objects on the Center Space's Level.

AoE Dice: All Attacks within the AoE use the colored Range of the Attack on the Center Space.

Walls: AoE does not go through a Wall.

AoE LOS: AoE attacks allow you to Attack a Space you may not have LOS on and let you subvert Attack Penalties if a normal Attack would trace to a Cover or Obstacle Corner Dot but the AoE's Center Space does not.

No Friendly Fire: By default, Attacks do not inflict Damage on Units on the same Side as the Attacker.

Optional Friendly Fire: Players may agree to play with the optional Friendly Fire rule, in which case all Units, friendly and enemy take Damage from Attacks and AoE, including the Attacker.

Area of Effect Attack Example

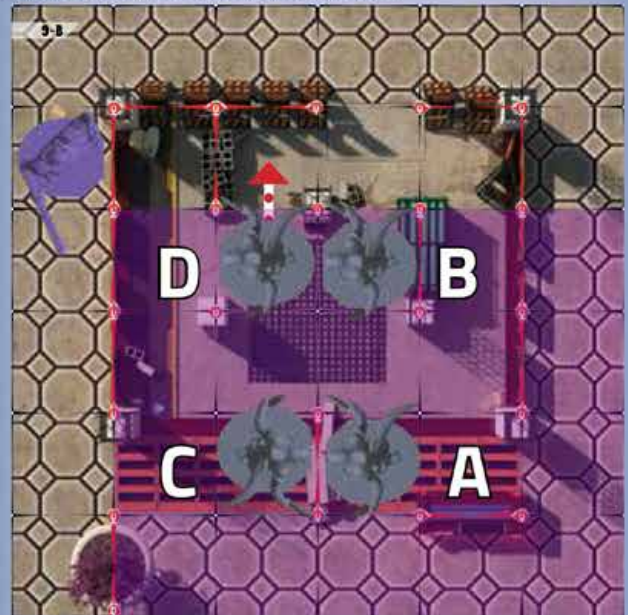
Hollywood uses his Weapon Action to Attack Swarm Trooper A's Space with an Attack that has a 2 Space AoE and red Range.

Trooper A: The Attack on Swarm Trooper A traces LOS from Hollywood since it is the Center Space, so the Trooper gains Protection from the Obstacle Corner Dot.

Trooper B: Trooper B does **not** have Cover and is Flanked since the Attack is traced from the center Space and not Hollywood's Space.

Trooper C: Trooper C does have Cover and is **not** Flanked since the Attack is traced from the center Space and not Hollywood's Space.

Trooper D: Dashes before the Attack Roll and is no longer within the AoE, so the Attack misses.



EXPLOSION MARKERS

Explosion Markers: Many Actions and Abilities will place an Explosion Marker in the Target Space.

Explosion Supply: Unused Explosion Markers are kept randomly face down in an Explosion Pile.

Explosive Objects: Spaces with Explosive Objects are marked with an Explosive symbol and are Targetable Objects.

Triggering Explosion: Inflict 2 Hits on an Explosive Object to place an Explosion Marker in the Space. If there is already an Explosion Marker in the Space, another Explosion is not triggered. Explosive Objects do not get Protection from Obstacle or Cover Corner Dots since the Protection is often what is explosive.

Placing Explosion: Draw a random Explosion Marker and place it face down in the Target Space without looking at it.

Delayed Explosion: Explosion Markers do not go off the Turn they are placed but at the beginning of the next Turns Refresh Phase.

Revealing Explosions: Flip the Explosion Marker face up and resolve the Explosion's Attack when it goes off.

Explosions Size: There are three Sizes of Explosions (Small, Medium, and Large). Each size rolls four different Attack Dice and has a different AoE.

Explosion AoE: The Explosion Attacks both Side's Units and Targetable Objects within the AoE centered on the Explosion Marker's Space.

Explosion Dice: An Explosion's Attack always rolls four dice. The Explosion Marker pictures whether white d6s, yellow d8s, or red d12 are to be rolled.

Chain Reaction: Explosions can attack Spaces with an Explosive symbol and result in another Explosion Marker being placed.

Lingering Damage: After all of an Explosion's Attack Rolls are resolved, it stays face up on the Map in the following types of Spaces:

- Inside Spaces
- On the top most level of a building.
- Spaces with an Explosive symbol

Resolved Explosions on other Spaces are removed and placed back into the Explosion Pile.

Explosion Status Effects: Some Abilities place Status Markers with an Explosion Marker. When the Explosion Marker goes off and Attacks, it places copies of the Status Markers on any Units in the Area of Effect (They do not have to take a Hit).

Destruction Example

Hollywood Attacks a Swarm Trooper who is in a Space with an Explosive Object symbol. Hollywood makes separate Attack Rolls against the Swarm Trooper and the Explosive Object, resulting in the Swarm Trooper being Downed and two Hits being inflicted on the Explosive Object.

The MAYHEM player draws a random Explosion Marker and places it face down in the Space without looking at it.



During LEGION's Turn, one of the Hell Troopers moves out of the room. At the beginning of LEGION's Refresh Phase, the Explosion Marker placed last Turn is flipped over and goes off.


It is a large Explosion that rolls 4 red d12 dice against everything within 2 Spaces of the Explosion's Center Space.

The Explosion rolls separate Attack Rolls against the Hell Trooper and the Explosive Object symbol to the right. The Trooper is Downed and 3 Hits are rolled against the Explosive Object resulting in an Explosion Marker being placed in its Space. Fortune is not Attacked because she is on the other side of the Wall.




BUILDING DESTRUCTION

Building Damage: An Explosion Marker inflicts either 1, 2, or 3 Building Damage to a Building after it goes off.

Building Damage Symbol: The amount of Building Damage an Explosion Marker does is written beside the Building Damage symbol . The amount of Building Damage is also shown by the number of red edges on the Explosion Marker.

Tracking Damage: Explosion Markers that have gone off remain inside or on top of a building and are used to track the amount of damage that has been done to a building.

Damaging Abilities: Abilities that picture the Damage Building symbol  place a random Explosion Marker face up in the Target Hex **without** resolving the Markers Attack.


Building Collapse: If the Building Damage in and on a building adds up to at least **seven** Building Damage, the top most Level of the building Collapses. Do the following to Collapse a building Level:

1. Remove collapsing Level from the building.
2. Remove the four posts that held up the collapsing Level.
3. The highest Level of a building has a destroyed side marked with a D. Place this Destroyed Tile face up directly on top of the new top most Level.
4. Remove the **three** Explosion Markers that have the highest Building Damage from Inside or on top of the building.

Collapsing Units: Units or Markers that were on the collapsed Level or the Level below it are placed in the same relative Space on the Destroyed Tile.

If a Unit lands in the same Space as another Unit, place it in an adjacent Space.

Unit Damage: Roll 4 red Dice against any Units or Targetable Objects (except Explosive Objects) that were placed on the Destroyed Level. Ignore Push die results.

Continued Collapse: Each time a building has **seven** or more Building Damage, Collapse the next Level until the Destroyed Tile is at Level 1. When a building is completely destroyed, you can remove all Explosion Markers not in a Space with an Explosive symbol .

Destruction Example

An Explosion Marker goes off at the beginning of LEGION's Refresh Phase on the first Level of a building. Before the new Explosion went off, the building had Explosion Markers in and on it that added up to 6 Damage.



The new Explosion Marker adds 2 more Damage for a total of 8 Damage. This is enough to Destroy the Level of the building.



The top most Level of the building is removed and flipped to its destroyed side shown in red. The destroyed Tile is placed directly on top of the Level 2 Tile. The 3 and 2 Damage Explosion Markers are removed and the 1 Damage Explosion Marker is placed in the same Space on the Destroyed Tile.

Hardtack who was on the Level 3 Tiles, falls and has 4 red Attack Dice rolled against him. He survives and is placed on the same Space on the Level 2 Destroyed Tile.

"If you've suffered an injury or lost wages due to MAYHEM negligence, well, good luck with that." -Hollywood



MAYHEM CARDS

Mayhem: Units generate Mayhem Cubes throughout a Mission and Spend them to draw and play Mayhem Cards, allowing a Unit to perform powerful and ridiculously over the top Actions.

MAYHEM vs Mayhem: MAYHEM in all capital letters refers the faction Side and Mayhem refers to the resource players can generate and use.

Mayhem Cubes: Both MAYHEM and LEGION use Purple Cubes to represent Mayhem, though their Mayhem Cube symbol uses their Side's respective logo.



Mayhem Storage: Like all Cube Wells, if a Unit gains a Mayhem Cube but does not have room for it in its Mayhem Cube Well, it does not gain the Cube.

Mayhem Status: Gain a Permanent Mayhem Status whenever a Board (Elite or Squad) is Activated.

Mayhem Status to Cube: If a Board receives a second Mayhem Status, both Statuses must be removed and the Board gains a Mayhem Cube. Remember that Mayhem Statuses are not removed by Remove Status symbols during the Refresh Phase.

If a Unit does not have room for a Mayhem Cube, both Mayhem Statuses must still be removed.

Generating Cubes: Mayhem Cubes and Statuses can also be generated in the following ways:

- **Refreshing:** Refresh Cards with a Permanent Mayhem Status pictured on them give each Board that did not Activate a Permanent Mayhem Status.
- **Actions & Upgrades:** Some Actions and Upgrade gain a Unit a Mayhem Cube or Mayhem Status.
- **Making Aimed Attacks:** Explained on page 30.
- **Attacking Explosive Objects** : Gain a Permanent Mayhem Status when a Units places an Explosion Marker in a Space with an Explosive symbol .





Mayhem Deck Setup: Each Elite Unit has three Mayhem Cards and each type of LEGION Minion has one associated with them.

Each Side shuffles all Mayhem Cards of their Elite and Minion Units being used in the Mission to form their Side's Mayhem Deck.

Drawing Mayhem Cards: Spend two Mayhem Cubes at any time to draw a Mayhem Card from your Side's Mayhem Deck.


The two cubes can be from the same or different boards.

Mayhem Cards: Mayhem Cards have the following features:



- Character Portrait:** The pictured Unit is the only one able to use the Mayhem Card's Ability.
- Action Type:** Playing a Mayhem Card requires the Unit to use either a Main , Add-on , or Instant  Action.
- Cost:** The cost  must be paid before the Mayhem Card is resolved.
- Ability:** The Ability or Attack that a Gadget provides.
- Flavor Text:** Each Mayhem Card has a quote from the character at the bottom of the card.
- Universal Use:** Mayhem Cards have an alternative use that can be used by any of your Units.


The alternative use is an Instant Action that can be used at any time and costs nothing.

Mayhem Cards have one of the following universal uses:

 **Gain Shield:** Place a Shield Cube in a Unit's Shield Well.

 **Gain Armor:** Place an Armor Cube in a Unit's Armor Well.

 **Gain Action Cube:** Gain a green Speed , yellow Focus , or blue Tech  Action Cube.

 **Roll Die:** Roll an extra Attack Die of the Attack's colored ranged when making an Attack.



Discard: Discard a Mayhem Card after it is used for its Ability or for its Universal Use.

Reshuffle: Reshuffle discarded Mayhem Cards to form a new Mayhem Deck if their are no Cards available to draw when needed.

TIMER MARKERS

Timer Markers: Some Actions and Abilities have either persistent or delayed effects that are tracked using the two different types of Timer Markers.

Timer Conditions: Timer Markers often appear as Conditions for Timer Abilities.

Timer Ability: An Ability with a Timer Marker as a Condition.

Placing Timer: Place a Timer Marker on the Action when it is used if it has a pictured Timer Condition.

Optional Timers: Timer Conditions are optional. You may choose to place a Timer Marker or not.

Removing Timers: A Timer Marker is removed from an Action at the beginning of the next Refresh Phase of the Side whose icon is pictured on the Timer Marker. Timer Markers are not removed the same Turn they are placed.

When Removed Timer: A Timer Ability with a **When** Removed Timer Condition takes effect when the When Removed Timer Marker is removed.



Delay Action Timers: If a Timer has a Delay Action condition preceding it and you want to place the Timer Marker, the entire Action must be delayed until the When Removed Timer Marker is removed.

Until Removed Timer: A Timer Ability with a **Until** Removed Timer Condition is in effect until the Until Removed Timer Marker is removed.



Mandatory Action Timers: A Timer Marker that is pictured before the Action type symbol of an Action **must** be placed on the Action and the entire Action is delayed until the Timer Marker is Removed. The Action's cost must be played before the Timer is placed.

Multiple Timers: If a Timer Ability has multiple Timers as a condition, all pictured Timers are placed.

Removing Multiple Timers: Only one Timer can be removed a Turn.

Multiple When Removed Timers: If a Timer Ability has multiple When Removed Timer Markers as a condition, the Timer Ability triggers each time a When Removed Timer is removed.

Multiple Until Removed Timers: If a Timer Ability has multiple Until Removed Timer Markers as a condition, the Timer Ability is in effect until all the Timers are removed.

Conditional Timer Example

The LEGION player Activates the Golem and uses its Weapon Action by paying one green Speed Cube and one yellow Focus Action Cube. The Action has the Charge Ability with a conditional timer that would require the Golem to delay the Action but would allow the Golem to move 3 MP and roll an extra die when it Attacks.

The LEGION player decides to place the MAYHEM When Removed Timer on the Action.

Next Turn, at the beginning of MAYHEM's Refresh Phase, the LEGION player removes the Timer Marker to move up to 3 MP and performs the Attack with an extra die.



Mandatory Timer Example



The LEGION player Activates Alpha Squad and uses the Snipe Trooper's Dark Matter Sniper Rifle Weapon Action. The Action is a Main Action but has a Timer Symbol next to the Main Action symbol. This requires the LEGION player to play the Action's two yellow Focus Cube cost, place a Timer on the Action, and delay resolving the Attack until the Timer is removed at the beginning of Mayhems Refresh Phase.



"Always carry extra ammunition with you. I tuck some into my socks." -Hardtack











AIMED ATTACKS

Aimed Weapon Action: Aim a Weapon Action's Attack by paying an extra Focus  Action Cube or by placing a enemy When Removed Timer  on teh character's portrait or figure. If a Timer is used, delay the Weapon Action until the Timer is removed.

Aimed Hits: Gain an Aim Bonus for each Aimed Hit Result rolled when Aiming an Weapon Action's Attack.

Aim Bonus: Choose one of the following Aim Bonuses:

-  **Gain Mayhem:** Gain a Mayhem Cube.
-  **Gain Action Cube** Gain a green Speed  yellow Focus , or blue Tech  Action Cube.
-  **Disrupt:** Give the Target a Disrupted Status.
-  **Weak Spot:** Inflict an extra Hit on the Target.
-  **Trigger Explosion:** Place an Explosion Marker on a Space with an Explosive symbol that is within 1 Space of the Target Space and does not already have an Explosion Marker in the Space (Page 29).

Bonus Limit: Each Aim Bonus may not be chosen more than once in each Attack Roll.


Additional Bonuses: Some Abilities provide an additional Aim Bonus option shown after an Aim Bonus Condition symbol. Each Aim Bonus Ability may only be used once. If an Additional Bonus is the same as one of the standard Aim Bonuses, the Aim Bonus can effectively be chosen twice, since each available Aim Bonus may still only be chosen once.

Aimed AoE: If an Aimed Attack has an Area of Effect or allows a Unit to attack multiple Spaces, the Aimed Attack only effects the Center Space or the original Target Space.

Critical Hits: Aiming your attack represents your Unit aiming for the Targets weak point (usually the head) and possibly gaining a critical hit.


Aiming is also the best way to gain Mayhem and quickly refresh your other abilities.



AIMED Attack Example

Hardtack attacks a Shock Trooper with his Weapon Action at Range 1 which costs him two green Speed  Cubes. The Action allows him to roll three red d12 dice.



Hardtack has an Armor Weapon Bonus, which gives him an Attack Bonus against the Shock Trooper who has 2 Armor Defenses. This allows Hardtack to roll an extra white d6 die.











Hardtack also decides to aim his Attack by spending a yellow Focus  Cube before he rolls.

Hardtack rolls one Hit  and two Aimed Hit  Results. The forth die misses completely.



Four Hits are necessary to Down the Shock Trooper, so the Hit  and Aimed Hit  die results would not Down the Shock Trooper alone. Luckily Hardtack Aimed.

He gains two Aim Bonuses  from the two rolled Aimed Hit  results. He spends the first Aim Bonus  to gain a Mayhem Cube. He could not use the second Aim Bonus  to gain a second Mayhem Cube because each Aim Bonus  may only be chosen once.

He instead uses his second Aim Bonus  to inflict an additional Hit  result. This forth Hit  is enough to Down the Shock Trooper and remove its figure from the Map.








Hardtacks Weapon Action also has the Ability to Attack a second Target within 2 Spaces of the first. He chooses to Target a Space with a Hell Trooper. This additional Attack is not an Aimed Attack like the first.



"Mind those you step over on your way to the top, because some of those people are vindictive bastards with long memories." -Friday

DOWNED UNITS & HACKING

Redeploying Downed Elite Units

Downed Elite Unit: An Elite Units figure is removed from the board and all Shield , Armor , Speed , Focus , Tech , Mayhem  and Wound  Cubes are removed from its Board.

Downed Unit Refreshing: Downed Units still gain the benefits of Refresh Cards.

Redeploying Elite Units: An Elite Unit's figure may be placed on the Map during any of its Side's Refresh Phases with the Cubes and Statuses it has gained from Refreshing thus far.

Placing Unit: The Unit may be placed on any Outside Space of any Tile, except for Tiles with the following:

- An Enemy Unit
- An Enemy Objective Marker
- An Event Marker of their own Side

A Redeploying Unit may not Refresh during the Turn it is placed.

Redeployment Timing: You can redeploy a Downed Unit during your Refresh Phase after it was Downed but it will have no Action Cubes or Shields and will be extremely Vulnerable. It is better to wait for a Unit to regain some of its Action Cubes before deploying it back to the battle. This is effectively a revive timer that you have some choice over.

Hacking

Some Missions and Objects will allow one or both Sides to use a Hack Action to uniquely interact with technology.

Hack Object: The Mission will specify what Objects and Markers can be Hacked.

Hack Action: Hack Actions have the following information shown left to right:

- **Action Type:** Whether Hacking is a Main or Add-on Action.
- **Hack Difficulty:** How many Hits are necessary to roll to be successful.
- **Hack Die:** Roll the pictured colored die when Hacking.
- **Hack Cost:** Pay the shown cost for each die rolled. A Unit may roll as many dice as they can afford.
- **Hack Effects:** A description of what is being hacked is written in bold followed by what the effects of a successful Hack Action are.

    /  **HACK SHIELD GENERATOR:**
Resolve Event Marker.

Elite Action: Only Elite Units may Hack unless otherwise specified by a Mission. The Golem cannot normally Hack.

Hack Range: A Unit must be within one Space of and on the same Level as a Hackable Object in order to use a Hack Action.

Hack Failure: Unless specified, there is no penalty for failing a Hack, except for the Action and payed Cubes.

The Morningstar and I go way back. We met in 1922 at the University Library in Munich. Yuri introduced himself and asked me...
gasp Oh God, I've said too much. -Dr. Babylon



EVENTS

Events

Most Missions have Events that are listed in each Side's Mission Books.

Event Box: Each Side has different Events that are listed in an Event Box in either Side's Mission Book. Your Side's Events may not be in your Mission Book.

Secret Event: Keep Events in your Mission Book secret from the other Side until they are Triggered.

Event Markers and Cards: Events are represented in the game by either Event Markers or Cards that are specific to each Side.

Event Number: Event Markers and Cards have the Side's symbol on one side and have numbers on the other side that correspond to Events listed in the Side's Event Box.

Event Setup: Each Side's Mission Book describes how Event Markers and Cards should be Setup. Both Markers and Cards are often not used in the same Mission.

You will often be directed to setup the other Side's Event Markers or Cards.

Marker Setup: Place Event Markers number side down on the Map in a specific Space.

Card Setup: Shuffle Event Cards into either Sides Refresh Deck at the start of a particular Turn or together to form an Event Deck.

Event Cards have the same back as Refresh Cards.

Setup Secretly: You should not look at the numbers of Event Markers and Cards that you setup and they should be kept secret from your opponents too. Some Missions will allow you to look at the numbers of Event Markers or Cards.

Event Triggers: Each Event Box states how the Events in the Box are Triggered. Events can be triggered in one of the following ways:

- When an Event Card is drawn either from a Refresh Deck or an Event Deck.
- When a Unit moves onto a Tile with an Event Marker.
- When a Unit moves into an Area with an Event Marker.
- When a Unit successfully Hacks an Event Marker.



EVENT MARKERS

MAYHEM EVENTS

CARD EVENTS: Trigger when the MAYHEM Event Card is drawn.



Friday: Agent, It seems you triggered a trap that put force fields on the doors and stairs. You will have to destroy the generator on the roof to bring them down.

Place a OM on the top most Level of this building. Until the OM is destroyed, Agents cannot leave or enter the room. The OM takes 2 Hits to destroy.

MAYHEM EVENT BOX

(more than one Event is usually listed)



LEGION EVENT CARD



MAYHEM EVENT CARD

Resolving Event: When a numbered Event is Triggered, the player with the Event Marker's Side's Event Box in their Mission Book reads the matching numbered Event. The italicized text is flavor text that describes what happens. The bold text is the Event's effect on the game.


Removing Event: Remove an Event Marker after it is Triggered unless specified not to.

Did you know that the resonance of a Dark Matter crystal channels energy from another universe? No? You stupid ignorant cattle. Go read a book." - Dr. Babylon




LEGION REINFORCEMENTS

Reinforcement Cubes: Spend green, yellow, and blue Reinforcement Cubes to deploy new LEGION Minions onto the Map during a Mission.

 **Refresh Reinforcements:** The Reinforcement Refresh symbol allows each LEGION Squad that was not Activated this Turn to gain one green, yellow, or blue Reinforcement Cube of their choice.

Reinforcement Shape: The Reinforcement Refresh and Cube symbols are shaped like a Units base.

 **Deploy Reinforcements:** The Deploy Refresh symbol allows **one** LEGION Board to spend Reinforcement Cubes stored in its Squads Reinforcement Well to purchase new LEGION Minions and place them on the Map. A Squad Board activated this Turn may be chosen.

Purchasing Reinforcements: Each new Unit costs the number of Reinforcement Cubes pictured at the bottom left of the card.

Purchase any number and combination of Minions up to the number of figures available.

Only the types of Minions that are part of the Squad Board may be purchased.

Save unspent Reinforcement Cubes.

Placing Reinforcements: Place all purchased Units on Outside Spaces on the same Tile. The Units may **not** be placed on a Tile that has any of the following:

- A Mayhem Unit
- A Mayhem Objective Marker
- A LEGION Event Marker



If there is no valid Tile, no reinforcements may be purchased.


Reinforce from Above: LEGION Reinforcements are deployed from drop ships and drop pods from above. They use their rocket boots to slow their decent.










Reinforcement Example

The LEGION player is controlling both Alpha and Bravo Squads. She chose to Activate Alpha Squad this Turn.

She drew a Refresh card that has a Reinforcement Refresh Symbol  and a Deploy Symbol .

She uses the Reinforcement Refresh Symbol to give Bravo Squad a green Reinforcement Cube . Alpha Squad cannot gain a Reinforcement Cube since it Activated this Turn.

She then chooses one of the Squad Board to use to Deploy new LEGION Units. She chooses to use Alpha Squad, even though they Activated this Turn.

Alpha Squad has 4 green , 3 yellow , and 2 blue  Reinforcement Cubes in its Reinforcement Well. The LEGION Player uses the 4 green  and 2 blue  to purchase a Shock Trooper and 2 of the yellow  to purchase a Hell Trooper. She saves the remaining yellow .



The Shock and Hell Trooper must be placed on the same Tile. They cannot be placed on Road Tile 10 to the left because Fortune is on the Tile. They cannot be placed on Road Tile 11 on the right because a MAYHEM Objective Marker is on the Tile. They can be placed on Tile 2 in the middle on any Outside Space but not in the building.



"A good crew is essential to a successful battle. Especially when you use them as human shields."
-Fortune

LARGE AND ALLY UNITS

Large Units

Large Unit: Any Unit that takes up multiple Spaces is a Large Unit.

Orthogonal Movement: When a Large Unit moves orthogonally, it will move into two new Spaces and stay in two of the Spaces it already occupied.

Diagonal Movement: When a Large Unit moves diagonally, it will move into three new Spaces and stay in one of the Spaces it already occupied.

Doesn't Fit: A Large Unit cannot move into Indoor Spaces.

Large Step: Large Units ignore Obstacles. It always costs a Large Unit **one MP** to move into an Outdoor Space.

Big Target: Large Units do **not** gain Protection from Obstacles or Cover.

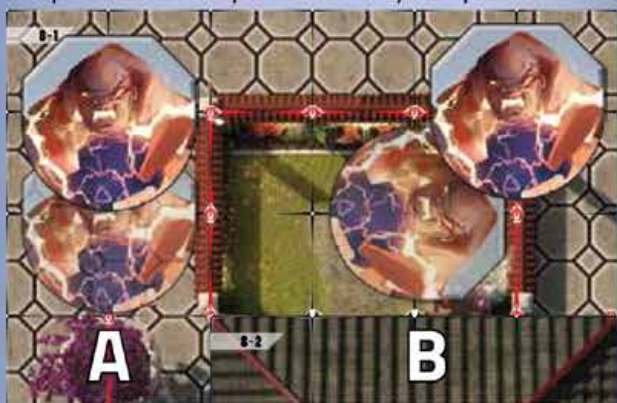
AoE: Large Units are only targeted by an AoE Attack once, even if the AoE covers multiple of the Large Unit's Spaces.

Area of Effect Attack Example

Golem A and Golem B each move on different Turns.

Golem A: Golem A spends 1 MP to move orthogonally forward one Space. It occupies two new Spaces and two Spaces it already occupied.

Golem B: Golem B spends 1 MP to move diagonally one Space and face a new direction. It still only costs 1 MP even though the Golem moved over an Obstacle. It occupies three new Spaces and one Spaces it already occupied.



Golem Basic Actions

The Golem has two unique Basic Actions.

Demolish: Roll a red d12 die against a building within 1 Space of the Golem. If a Hit or Aimed Hit is rolled, place an Explosion Marker face up in the building without resolving the Explosion's Attack.

Regenerate: Remove a Wound Cube from the Golem's Board.



Ally Units

Ally Units are support units that attach to a Unit Board and spend that Board's Resource Cubes to take Actions. Ally Unit do not have their own Resource Cubes, Gadget Cards, Mayhem Cards, or Upgrades.

Ally Board: Ally Units have their own Ally Board. Place the Ally Board directly next to the Unit Board to which it is attached.



Ally Activation: Activate Ally Units when their Unit Board Activates.

Ally Actions: Take Actions with both the Unit Board and Ally Board but only one Main Action may still be taken between them. Pay for the Ally Unit's Actions with Cubes from the Unit Board to which it is attached.

Ally Hits: When an Ally takes a Hit it places Cubes on its Ally Board in the following order:

1. Place a white Shield Cube on the Ally Tile if it has fewer Shield Cubes than its Shield Value.
2. Place a black Armor Cube on the Ally Tile if it has fewer Armor Cubes than its Armor Value.
3. Place a red Wound Cube on the Ally Tile if it has fewer Armor Cube than its Health Value.

Downed Ally: When an Ally Unit has a number of Wound Cubes equal to or more than its Health Value or the Elite Unit it is attached to is Downed, the Ally Unit is Downed and its figure is removed from the Map. Its Ally Board remains.

Refreshing Ally: Refresh an Ally Unit when the Board it is attached to Refreshes. Ally Units gain the benefits of the Shield, Heal, and Status Refresh Symbols.

Ally Setup: Setup Ally Units as directed in the Mission Setup. Unless specified, Fortune always starts with Glory within 2 Spaces of her at the start of a Mission.

Multiple Allies: It is possible for a Unit to have multiple Ally Boards attached to itself.



DOOMSDAY DEVICES

Doomsday Devices (DDD): Doomsday Devices are powerful LEGION machines that alter the rules of the game, create environmental hazards for MAYHEM, and provide LEGION with additional attack power.

DDD Tiles: DDDs are represented on the Map by DDD Tiles.

DDD Placement: Placed DDDs as directed by a Mission or with a LEGION Mayhem Card. The DDD must be placed completely on a single Map Tile and completely Inside or Outside.

Large Units: DDDs are considered Large Units.

DDD Destruction: If a DDD can be destroyed, it will have a health value listed. Place Wound Cubes on the DDD when it takes Hits. If the DDD has a number of Wound Cubes equal to its health, remove the Tile from the Map.

Hack DDD: If a DDD can be hacked, the Hack Action needed will be listed. The effects of the DDD being Hacked will be described.

Moving on DDD: Units may move onto a DDD Tile at no additional cost.

DDD Status Markers: DDDs never gain Status Markers.

DDD Effects: The different DDD Tiles' effects are listed below. A DDD's effects end when it is Destroyed.



Additional DDDs: Visit www.AoMTheBoardGame.com for alternative versions of these DDDs with different effects. You may choose one of these in place of the effects listed when you place the DDD.

Hell Tower



Straight from Hammersmith Industries, the Hell Tower is two Hell Turrets attached to a really big gun with some extra tank bits and armor for good measure. Watch out when the main cannon charges up!

• During each LEGION Turn, the Hell Turret may make the following Attack:



- When Delaying the Action, place the Timer Marker on the DDD Tile.
- When the DDD Attacks or is being Attacked, it is considered to be one Level higher than it is.

Dark Matter Bomb

Legion has placed a Dark Matter Bomb. All they have to do is arm it and a whole section of the city will be gone from our reality.



• The DDD emits a lot of radiation that only LEGION armor shields against. A MAYHEM Unit with no Shields on the DDD's Tile receives a Wound Cube at the end of each MAYHEM Turn.

• During any LEGION Turn, LEGION may choose to start the DDD detonation sequence. Place 3 Mayhem When Removed Timer Markers on the DDD. When the last one is removed the DDD detonates, completely destroying any building on the Map Tile and automatically Downing any MAYHEM and LEGION Units on the Map Tile.

Laser Satellite Controls

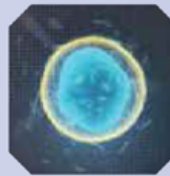


LEGION is controlling a Laser Satellite in orbit with this control console.

• The DDD controls a Laser Satellite. During each LEGION Turn, LEGION may place an Explosion Marker on any Outside Space.

• Hacking the DDD allows the Side that Hacked the DDD to place the Explosion Marker on their Turn.

Gravity Dominator



A contained miniature black hole is altering gravity in the area.

• LEGION Units may Jump to any height and any Amount when they move.

• Mayhem Units may not Jump at all.

• Hacking the DDD switches which side is effected by each effect.

Electronic Dance Music Kinetic Siphon (EDMKS)



LEGION is forcing people to dance to generate their kinetic motion.

• Any one LEGION Unit receives an extra Mayhem Cube during each LEGION Refresh Phase.

• A Mayhem Unit that starts their Activation on the same Tile as the DDD must spend one Action Cube.

VEHICLES





Vehicle Missions: If a Mission's Map has Roads, civilian Vehicles will move along them and player Vehicles may be summoned.

No Vehicle Missions: Vehicles may not be used in Missions with no Roads unless otherwise specified.

Vehicle Tile: Vehicles are represented by Tiles that take up 2 Spaces.

Vehicle Side: Vehicles are marked as either being MAYHEM or LEGION.

Vehicle Stats: Vehicles have the following Stats listed on their Tile:

-  **Speed:** The number of MP a Vehicle can move.
-  **Maneuverability:** How many Spaces the Vehicle must move between Maneuvers like turning.
-  **Strength:** How many Wounds the Vehicle can take before it is destroyed.
-  **Attack:** Roll four of the die type pictured when a Vehicle rams into an enemy.

Summoning Vehicle: Pay any combination of **three** blue Tech and purple Mayhem Cubes to place one of your Side's Vehicle Tiles.

Vehicle Placement: Place the Vehicle in any Level 1 Outside Spaces with no enemies in them. One of the Vehicle's Spaces must contain one of your Side's Units which is placed on top of the Vehicle Tile.

Vehicle Movement

Driving: A Vehicle is being driven if at least one of its Side's Units are in one of the Vehicle's Spaces at the **beginning** of a Turn. Up to two Units may be Driving a Vehicle. A Vehicles may not be Driven by the enemy.

Riding: Any Unit can ride on top of a Vehicle but only Unit's of the Vehicle's Side may Drive it.

Moving: If a Vehicle is being driven, move a vehicle up to a number of Spaces equal to its Speed during each of the Vehicle's Side's Turns, even if the driver is **not** Activated.

Vehicles may move at any time during the Turn.

Any Units on a Vehicle **must** move with the Vehicle.

Off Roading: Vehicles do **not** have to stay on the Roads.

Straight Movement: Move a Vehicle one Space forward so that its back half occupies the Space the front half left.

Backwards Movement: All Vehicles' Speeds are reduced to 3 if it moves any number of Spaces backwards.



Maneuvers: Vehicles may perform the following Maneuver movements for 1 MP:

- **Turn:** Move the front half of the Vehicle to the Space to the right or left. The back half moves into the Space the front half left.
- **Shift:** Move both the front and back of a Vehicle to the Spaces to the right or left.
- **Drift:** Perform a Turn Maneuver and then a Shift Maneuver in the direction the Vehicle was facing before the Turn. This Maneuver only requires 1 MP even though the Vehicle moves twice.

Maneuverability: After a Vehicle performs a Maneuver, it may not perform another Maneuver in the same Turn until it moves a number of Spaces equal to its Maneuverability.

Obstacle Movement: Vehicles may move through Obstacles but it costs the normal 3 MP and the Vehicle takes a Hit.

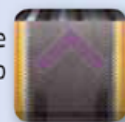
Indoor Driving: A Vehicle may move into Inside Spaces.

Driver Actions: A Unit on a Vehicle Tile may take Actions freely.

Stop Driving: A Unit may stop driving a Vehicle at any Time during its Turn by moving off of the Vehicle's Spaces.

Bailing on the Move: If a Vehicle was being Driven at the beginning of a Turn but all Unit's of a Vehicle's Side have stopped Driving, then the Vehicle may not perform any more maneuvers but may still move forward. The Vehicle may still Ram.

Ramp Counter: Ramp Counters are placed on the Map During Mission Setup and allow Vehicles to Jump when they move off of them.



Ramp Jump: If a Vehicle moves off of the Ramp Counter in the direction of the arrow, the Vehicle may move up one Level and ignore terrain for up to 5 Spaces.

Roof Driving: A Vehicle is only on a Level if both the front and back of the Vehicle are on the Level. A Vehicle may end a Jump with only its front on a Level but it must end its movement with both ends on the Level.

Vehicle Falling: If a Vehicle drives off a Level or is pushed off of a Level, the Vehicle takes a Hit for each Level it falls beyond the first level but otherwise lands safely.

If a Vehicle ends a Turn with only half of the Vehicle on a Level, the Vehicle moves back one Space and falls.

Vehicle Combat

Ramming: If a Vehicle moves into a Space with an Enemy Unit, Push the Unit one Space and then Attack the Unit with the Vehicles Ram Attack.

If a Unit cannot be Pushed, the Vehicle does not move into the Units Space but still Attacks.

Ram Attack: Roll four Dice of the type pictured on the Vehicle Tile.

Ram Attacks never get Attack Bonuses or Attack Penalties.

A Unit can **not** be Attacked with a Ram Attack more than once a Turn though it can be Pushed multiple times.

Side Swipe: If a Vehicle Downs an enemy while performing a Drift Maneuver, one of the Unit's Driving gains a Permanent Mayhem Status Marker.

Attacking Vehicles: Vehicles are Targetable Objects. Attacks are made against both a Unit and a Vehicle in the same Space. Vehicles within two Spaces of an AoE Attacked are only Attacked once.

Damaging a Vehicle: Mark Hits on a Vehicle by placing Wound Cubes on the Vehicle Tile. Vehicles do not heal.

Destroying a Vehicle: A Vehicle is destroyed and its Tiles removed when it has a number of Wound Cubes on it equal to its Strength.

Vehicle Statuses: Vehicles never gain Status Markers.

Drone Vehicles

Non-player Vehicles like add drones move at the beginning of each players Refresh Phase.

Drone Movement: Each Refresh Card has a Drone Movement number in the lower left corner. Each Drone Vehicle will move this amount along the center of a Road Tile in the direction of the arrows on the Road.



Move the lead Drone closest to the end of the Road first and work back.

If playing with 3 or 4 players, the Drones will use both Refresh Cards to move.

Drone Exit: When the front of a Drone Vehicle Tile leaves the edge of the Map, remove the Vehicle Tile. A Unit on the Vehicle Tile is placed in the edge Space.

Drone Spawn: Refresh Cards with the Drone Spawn symbol move a new Drone Vehicle Tile onto the map along the center of the Road Tile in the direction of the arrow on the Road.



Drone Attack: Drones Ram any Units when they move into a Unit's Space just like player Vehicles. The enemy of the Side being Rammed decides where a Unit is Pushed when it is Rammed.

Traffic: If a Unit moves within 3 Spaces directly in front of a Drone Vehicle, the enemy reveals their top Refresh Card. If the movement on the card is equal to or more than the number of Spaces the Unit is away from the Drone, then the Drone Rams the Unit. Move the front of the Drone into the Unit's Space. The revealed Refresh Card is then Reshuffled into the Deck.

Vehicle Example

It is MAYHEM's Turn and the MAYHEM player Activates Hardtack who takes Actions on a part of the Map not shown.

Fortune was on a MAYHEM Vehicle Tile at the beginning of the Turn, so the Vehicle is being Driven and may also move.

The Vehicle has a Speed of 9, so it has 9 MP to use. The Vehicle starts by using a Maneuverer to Turn. It then jumps off the ramp, moving up a level and over the gap to be completely on the Level 1 roof Tile. This took a total of 5 MP.

The Vehicle has a Maneuverability of 3 and has moved 4 Spaces since its last Maneuver, so it may Maneuver again. The Vehicle performs a Drift Maneuver where it first Turns and then Shifts to the left.

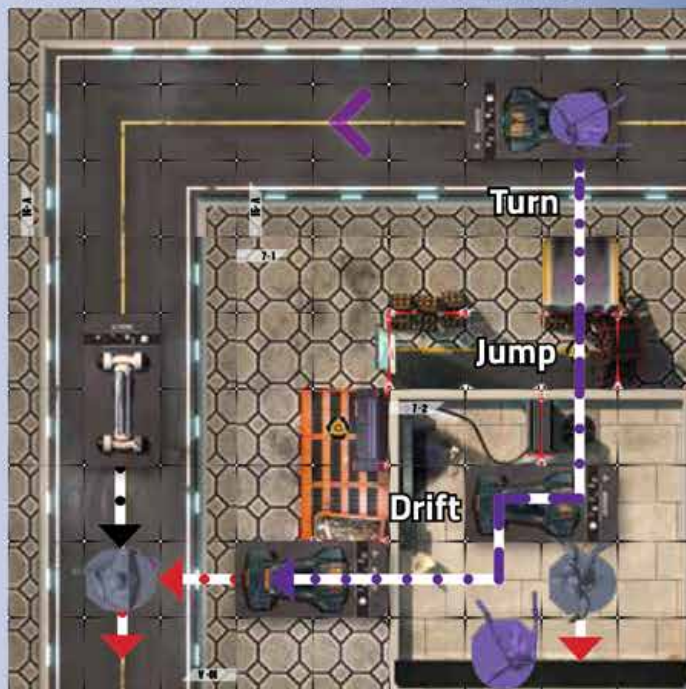
The Maneuver causes the back of the Vehicle to enter the same Space as a Swarm Trooper, the Swarm trooper is immediately Pushed back 1 Space and the Vehicle Attacks with 4 white d6 dice, Downing the Swarm Trooper. Since the Swarm Trooper was Downed by a Drift, Fortune gains a Permanent Mayhem Status.

After the Drift, Fortune uses a Dash Action to move off of the Vehicle Tile. The Vehicle can finish its movement with no Driver but can only move straight. The Vehicle moves off the building and Rams a Hell Trooper who is pushed back 2 Spaces but is not Downed by the 4 white d6 Attack.

The Hell Trooper is Pushed in front of a Drone Vehicle, so the top MAYHEM Refresh Card is revealed to show a 2 Drone movement



value which means the Hell Trooper is hit by Traffic. It is Downed by the Attack and the Drone is moved forward 2 Spaces. The Drone will move again at the beginning of MAYHEM's Refresh Phase.



MISSION SETUP

Choose Sides: Choose to play on the Side of either MAYHEM or LEGION. Each Side can have up to two players.

Missions: Each Side has its own Mission Book that only they should look at. Choose one of the Missions to play.



A Mission in MAYHEM's Mission Book

Comic: A Comic introduces the Mission from each Sides' perspective. Only your Side should read its own comic.

Mission Map: Place the Map Tiles as pictured in the Mission Books between the two Sides to form the Mission Map.

Placement Chart: In addition to the placement of things being pictured, what Map Tiles are used and what pieces are placed on each Tile is listed in the Placement Chart.

Setup Order

Complete the Setup Steps listed in each Side's Mission book in order. Both Sides must complete a numbered Step before moving onto the next. Sides may not be setting up the same things in each Step. The Setup Order is not always the same but will be made up of the following possible Setup Steps:

- A Boards:** Do the following to setup each of the listed Unit Boards.
- 1 Place the Unit Board in front of you.
 - 2 Slide the Gadget Cards listed in parentheses into the Unit Board's matching Gadget Slots.
 - 3 Place the Minion Cards listed in parentheses into any of the Squad Board's Minion Slots.
 - 4 Insert the Upgrades listed in parentheses into the Unit Board's matching empty Upgrade Spaces in addition to the Upgrades the Unit already has.
 - 5 Place any Ally Boards listed in parentheses next to the Unit Board.
 - 6 Place any Status Markers listed in parentheses onto the Unit Board.
 - 7 Fill the Shield , Armor , Speed , Focus , and Tech Wells with matching colored Cubes.

If you are instructed to place a Gadget or Upgrade you do not yet have, you gain it for this Mission only. At the end of the Mission, place such a Gadget Card back into your Side's Undiscovered Gadget Supply and Upgrade back into the Unit's tray.



Advanced Setup

Players can choose to use the Advanced Setup options in the Setup Order that lets them choose which Units to use, what Gadgets to give them, and where to set them up. Follow the following Steps to complete Advanced Setup:

1. Choose 3 Boards to play.



- B Units:** Place your Units in the Spaces their icon are shown in on the setup Map.
 - I** The Level a Unit should be placed on is shown by the white box next to the Unit's icon.

Units that do not start setup on the Map will be directed to enter from a highlighted edge of the Map.

Some Units may be directed to enter after the first Round.
- C Refresh Cards:** Shuffle the listed Refresh Cards to form your Side's Refresh Deck.
- D Mayhem Deck:** Shuffle the 3 Mayhem Cards of each of your Elite Units and 1 Mayhem Card of each type of your Minions together to form your Side's Mayhem Deck.






Draw the stated number of Mayhem Cards into your Hand.

If playing with 3 to 4 players, a Side shares a single Hand of Mayhem Cards.
- E Objective Markers:** Place the listed Objective Markers on the Spaces pictured on the Map under your Side's control.
- F Event Markers:** Place the listed Event Markers on the Spaces pictured on the Map.

Unless otherwise stated, Event Markers are placed randomly and you may not look at what Event Marker is placed where.
- G Event Cards:** Shuffle the listed Event Cards as directed into either the specified Refresh Deck or into their own Deck of Event Cards.
- H Miscellaneous Pieces:** You will sometimes be instructed to setup specific game pieces like Doomsday Devices and Vehicles on the Map.
- I Mission Ends:** Place the Round Marker on the 1 Space of the Round/VP Track to mark the first Round. The Mission Ends at the end of the written Round.
- J VP:** Place the VP Marker on the listed space on the Round/VP Track with the listed Side face up.
- K Initiative:** The written Side takes the first Turn at the beginning of each Round.

General Supply Setup

Place the following pieces into their own piles beside the Map to form general supplies:

-  **Status Markers:** Place the different Status Markers into their own stacks.
-  **Explosion Markers:** Place all Explosion Markers into a random facedown pile.
-  **Timer Markers:** Place the Until Removed and When Removed Timer Markers into two piles.
-  **Cubes:** Place the remaining, white, black, green, yellow, blue, and purple Cubes into separate piles.
-  **Dice:** Place the d6s, d8s, and d12s into a general supply.

Mission Special Rules

Some Missions have Special rules and Actions that a Side can take. Special rules are listed and Different Special Actions are shown in their own gray Action Boxes.

2. Choose Gadgets. The Advanced Setup will give you a number of green, yellow, and blue Scrap to spend on Gadgets. The Scrap Cost is shown on the top left of the Gadget Card. Use cubes to track your supply of scrap.
3. Purchase Minions: Do not setup Minion Units as instructed. Instead spend Scrap to gain Minion Units for setup. The setup cost for Minions is shown on the lower right of the Minion Card. Place purchased Minion Unit's Cards in a Squad Boards.
4. Place your Elite and Minion Units on the Map as instructed by the Advanced Setup.

Ready to Play: You are now ready to play Missions 1 through 6 and any Missions available at www.AoMTheBoardGame.com. I suggest you play each Mission before learning how to generate your own Missions in the next Rules Section.