TEENAGE MUTANT NINJA TURTLES
CITY FALL

GAME DESIGN BY
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IDW GAMES

ADVENTURES
UNIVERSAL GAME SYSTEM

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CREDITS

IN TEENAGE MUTANT NINJA TURTLES ADVENTURES, UP TO 4 PLAYERS TAKE ON THE ROLES OF HEROES (THE NINJA TURTLES AND THEIR ALLIES), BATTLING AGAINST EITHER ANOTHER PLAYER CONTROLLING THE VILLAINS (COMPETITIVE MODE) OR THE GAME ITSELF (COOPERATIVE MODE). IN EITHER MODE, PLAYERS CAN WORK THEIR WAY THROUGH THE INCLUDED BATTLES OR CREATE ONE OF THEIR OWN, TAKING EACH GAME AS A SEPARATE EXPERIENCE OR SAVING THEIR PROGRESS FOR AN ENTIRE ADVENTURE (FOLLOWING THE IDW TMNT COMIC-BOOK SERIES). COMPETITIVE MODE BATTLES LAST 1 TO 2 HOURS. COOPERATIVE MODE BATTLES LAST 30 MINUTES TO 1.5 HOURS.

OVERVIEW

Each round, the heroes roll their Action dice to determine which actions they may perform. After spending Focus to reroll any unhelpful dice results, heroes decide which of their Action dice they wish to share with the heroes on either side of them. Then, in whichever order they choose, the heroes take turns spending their Action dice.

In Competitive Mode, after each hero's turn, the villain takes a turn, playing villain ability cards to activate their figures on the map. After the villain's final turn of the round, new villain figures spawn on the map, and a new round begins. This continues until one side achieves their win condition for the selected battle.

In Cooperative Mode, players create an initiative deck by combining the initiative cards for each hero and villain type in the selected battle. As cards are drawn from the initiative deck, the figures on those cards activate, taking turns and spending actions. When a villain card is drawn, all of the figures of that type activate. Villain leaders receive 3 actions per activation, while villain minions receive 2. Once the initiative deck runs out of cards, the villains spawn more minions and the deck is reshuffled. This continues until the heroes either achieve their win condition for the selected battle or they fail.

HI, I'M PETE! AS THE RESIDENT BOARD GAME CHAMPION AROUND THESE PARTS, I WILL BE YOUR GUIDE AS YOU NAVIGATE THIS RULEBOOK. ANY TIME YOU SEE ME POP UP, I'LL HELP EXPLAIN THAT SECTION A LITTLE FURTHER OR EVEN SHARE AN EXAMPLE.

COMPONENTS

40 Plastic Miniatures

15 Hero-specific Dice

8 Battle Dice

147 Ability Cards

8 Ally Cards

28 Initiative Cards

27 Character Sheets

4 Base Clips

4 Reference Sheets

8 Double-sided Map Tiles

1 Round Tracker Bookmark

1 Rulebook

1 Scenario Book

286 Tokens

- *24 Whole Pizzas*
- *40 Pizza Slices*
- *24 Focus*
- *24 KO / Stun*
- *12 Take Cover / Crouch*
- *8 Dice Tokens - Move / Move Move*

- *8 Dice Tokens - Melee / Melee Melee*
- *8 Dice Tokens - Ranged / Ranged Ranged*
- *8 Dice Tokens - Defend Move / Defend*
- *8 Dice Tokens - Defend Melee / Defend Ranged*
- *4 Blocking Terrain/Neutral Terrain*
- *8 Spawn Token*
- *6 Objective ? / Green X*
- *3 Objective ? / Blue X*
- *3 Objective ? / Red X*
- *6 Garbage Cans*
- *2 Dumpsters*
- *4 Trash Bag Piles*
- *2 Fire Escapes*
- *2 Garage Doors*
- *4 Doors*
- *4 Cameras*
- *12 Smoke / Fire*
- *2 Red Shipping Containers*

- *2 Blue Shipping Containers*
- *2 Computer Bays*
- *24 Manhole Covers*
- *2 Billboards*
- *2 Hot Dog Stands*
- *4 Roof A/C Units*
- *3 Roadblocks*
- *1 Ooze Canister*
- *2 Steam Jets*
- *3 Benches*
- *3 Purple Dragons*
- *1 Lab Equipment*
- *1 Datastick*
- *1 Pigeon*
- *1 Casey Mask*
- *1 Briefcase*
- *2 Large Breakable Walls*
- *2 Small Breakable Walls*
- *1 Channel 6 News Van*
- *1 Green Truck*
- *1 Yellow Car*

SHREDDER

SPLINTER

APRIL O'NEIL

ANGEL BRIDGE

SLASH

OLD HOB

KARAI

LEONARDO (DARK)

ROCKSTEADY

BEBOP

HUN

FOOT CLAN ELITE x6

FOOT CLAN BRUISER x3

FOOT CLAN SOLDIERS x10

PURPLE DRAGONS x10

COMPONENTS OVERVIEW

BATTLE DICE
These dice are used by both heroes and villains to resolve strikes, defense, and Focus checks in Competitive Mode.

ACTION DICE
Each hero uses their own set of custom Action dice. These dice dictate which actions are available to a hero on their turn.

FIGURES
Each figure represents a hero or villain on the map. Hero players control one figure each, while the villain player or AI controls ALL villain figures.

MAP TILES
Each battle begins with the villain player assembling the map tiles indicated in the adventure comic. Each map tile has its own unique layout and terrain rules.

ADVENTURE COMIC
An adventure comic is made up of several battles. Battles may be played individually or as part of a longer adventure, with players saving their progress between each battle.

HERO SHEETS
Each hero has their own unique hero sheet, featuring attributes and a special ability unique to that hero.

LIFE TOKENS
Life tokens track each hero or villain leader's Life. When a hero or leader's Life is reduced to 0, they are KO'ed. Full pizzas count as 5 Life, while pizza slices count as 1.

FOCUS TOKENS
Focus tokens represent how much Focus a player has at any time. Focus may be spent to reroll dice or activate special moves.
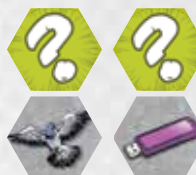
OBJECTIVE TOKENS
Objective tokens represent special goals in some battles. These could be characters or items that the hero players need to acquire or protect.

VICTORY BOOKMARK
A bookmark used to keep track of players' progress in the adventure comic.

BLOCKING TERRAIN TOKENS
These tokens represent areas that figures cannot access. They include pillars, hot dog stands, A/C units, billboards, water towers, and computer/server bays. See "Blocking Terrain" (under "Terrain Types" pg 28) for rules.

NEUTRAL TERRAIN TOKENS
These tokens represent neutral terrain on the map. They include sidewalk pieces, broken walls, and wooden platforms. There are no special rules for neutral terrain.

FIGURE TOKENS
These represent figures on the map that do not have a miniature.

ELEVATED TERRAIN TOKENS

These tokens represent elevated terrain on the map. They include shipping containers and subway cars. See "Elevated Terrain" (under "Terrain Types" pg 28) for rules.

FIRE ESCAPE TOKENS

These tokens represent fire escapes on the map. See "Elevated Terrain" and "Slow Terrain" (under "Terrain Types" pg 28) for rules.
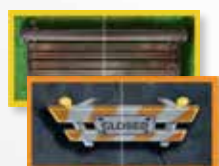
BENCH AND ROAD BLOCK TOKENS

These tokens represent benches and road blocks on the map. See "Unstable Terrain" for road blocks and "Slow Terrain" and "Large Throwing Objects" for benches (under "Terrain Types" pg 28).

TAKE COVER / CROUCH TOKENS

These tokens are placed on the map to represent when a player has used the take cover or crouch terrain moves.
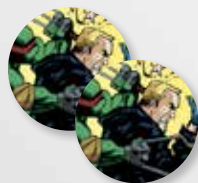
STUN TOKENS

These tokens represent when a figure has been stunned. (see "Stun" pg 35) for rules.
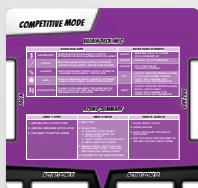
VILLAIN PLAYER BOARD

This board helps the villain player organize their play area or assists the heroes managing the AI controlled villains.

VILLAIN SHEETS

Each villain has their own unique villain sheet, featuring attributes and a special ability unique to that villain. AI-controlled villains have separate sheets for use in Cooperative Mode.

TERRAIN SHEET

Each map tile features a unique terrain layout. The terrain sheet explains any additional rules players should consider when using a specific map tile.

VILLAIN ABILITY CARDS

Villain ability cards determine how the villain player takes their turn. Each card contains action symbols and special rules that allow the villain player to activate different figures.

SPECIAL MOVE CARDS

Each hero has their own set of special move cards. The hero player will select a certain number of these powerful abilities to bring with them at the start of each battle.
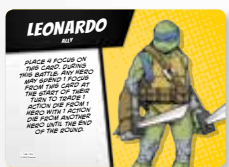
ALLY CARDS

Certain battles allow the heroes to use ally cards. Ally cards provide unique buffs for the hero and villain players, depending on which card(s) they select.

INITIATIVE CARDS

In Cooperative Mode, initiative cards are used to determine turn order for heroes and AI-controlled villains.

DICE PLACEHOLDER TOKENS

These tokens represent the dice a hero is sharing with the heroes on either side of them.

KO TOKENS

KO tokens are given to figures if they have been KO'ed and then fail to awaken on their next turn.

DUMPSTER TOKENS

These tokens represent dumpsters on the map. See "Covered Terrain," "Elevated Terrain," and "Large Throwing Objects" (under "Terrain Types" pg 28) as well as "Terrain Moves" for rules.

TRASH BAG PILE TOKENS

These tokens represent trash bag piles on the map. See "Slow Terrain" and "Elevated Terrain" (under "Terrain Types" pg 28) for rules.

DOOR TOKENS

These tokens represent doors on the map. See "Doors" (under "Terrain Types" pg 28) for rules.

CAMERA TOKENS

These tokens represent security cameras on the map. See "Cameras" (under "Terrain Types" pg 28) for rules.

BASE CLIPS

These base clips snap onto the bottom of the hero miniatures being used in the current scenario.

STEAM JET TOKENS

These tokens represent steam jets on the map. See "Obscuring Terrain" (under "Terrain Types" pg 28) for rules.

CAR TOKENS

These tokens represent cars on the map. See "Slow Terrain" and "Large Throwing Objects" (under "Terrain Types" pg 28) as well as "Terrain Moves" for rules.
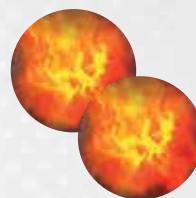
FIRE TOKENS

These tokens represent fire on the map. See "Harmful Terrain" and "Obscuring Terrain" (under "Terrain Types" pg 28) for rules.

SMOKE TOKENS

These tokens represent smoke on the map. See "Obscuring Terrain" (under "Terrain Types" pg 28) for rules.

GARBAGE CAN TOKENS

These tokens represent garbage cans on the map. See "Covered Terrain" and "Small Throwing Objects" (under "Terrain Types" pg 28) for rules.

MANHOLE COVER TOKENS

These tokens represent manhole covers on the map. See "Small Throwing Objects" (under "Terrain Types" pg 28) for rules.

SPAWN TOKENS

These tokens represent spawning locations for villain figures.

FIGURE TRAY LAYOUT

CARD ANATOMY

HERO SPECIAL MOVE CARDS

1. Character Name

2. Special Move Name

3. Special Move Effect

4. Special Move Cost To Play

5. Card Reference

STEALTH SUIT

WHILE THIS CARD IS ACTIVE, WHENEVER APRIL IS ATTACKED, ROLL A BATTLE DIE. IF THE RESULT IS A BLOCK, APRIL EVADES THE ATTACK.

APRIL O'NEIL

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CHARACTER CARD

1. Character Name
2. Faction Name
3. Faction Logo
4. Ability Name
5. Character Ability
6. Move Attribute
7. Attack Attribute
8. Defend Attribute
9. Skill Attribute
10. Focus Attribute
11. Life Attribute
12. Awakening Attribute
13. Character Unique Action Dice Icons
14. Card Reference

1 APRIL O'NEIL
3 **2** CLAN HAMATO

6 **7** **8** **9** **10** **11**
4 **1** **3** **2** **5** 11 (9) **12**

BETA-TECH **4**

APRIL RECEIVES THE STEALTH SUIT AND GRAVITY GAUNTLET SPECIAL MOVE CARDS IN ADDITION TO HER OTHER SPECIAL MOVE CARDS.

THESE CARDS DO NOT COUNT AGAINST HER LIMIT OF 1 SPECIAL MOVE PER TURN WHEN USED.

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LEONARDO **1**
ALLY **2**

PLACE 4 FOCUS ON THIS CARD. DURING THIS BATTLE, ANY HERO MAY SPEND 1 FOCUS FROM THIS CARD AT THE START OF THEIR TURN TO TRADE 1 ACTION DIE FROM 1 HERO WITH 1 ACTION DIE FROM ANOTHER HERO UNTIL THE END OF THE ROUND. **3**

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ALLY CARD

1. Character Name
2. Ally Type
3. Ally Ability
4. Card Reference

COMPETITIVE MODE VILLAIN SHEET

1. Character Name

2. Character Attributes

3. Faction Logo

4. Character Version/
Ability Name

5. Character Ability

6. Move Attribute

7. Attack Attribute

8. Defend Attribute

9. Life Attribute

10. Awakening Attribute
(Villain Leaders Only)

11. Card Reference

VILLAIN ABILITY CARDS

1. Character Name

2. Number of figures activated

3. Ability Color Group

4. Ability Card Name

5. Ability Card Effect

6. Action Icons

7. Card Reference

INITIATIVE CARDS

1. Character Name
2. Character Version/Ability Name
3. Card Reference

SLASH 1
JUGGERNAUT 2
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COOPERATIVE MODE VILLAIN SHEET

1. Character Name
2. Character Attributes
3. Faction Logo
4. Character Version/ Ability Name
5. Character Ability
6. Move Attribute
7. Hit Attribute
8. Block Attribute
9. Life Attribute
10. Secondary Targeting Priority
11. Attack Type
12. Card Reference

PURPLE DRAGONS GANG
PURPLE DRAGONS • MINION

GANG MENTALITY
IF 2 OR MORE PURPLE DRAGONS GANG FIGURES ARE ADJACENT TO A HERO, THAT HERO RECEIVES DEFEND -1.

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COMPETITIVE MODE SETUP

1. Players select a battle from the adventure comic. For your first battle, we recommend that you play the tutorial campaign.

2. Select 1 player to be the villain. The other player(s)—up to 4—will control the heroes. A total of 4 heroes are used no matter how many hero players there are. (Split the heroes up among the hero players as you see fit).

For each hero a player controls, they receive:

- The hero's hero sheet
- The hero's Action dice
- The hero's figure
- A plastic base clip to put on the figure
- Life tokens equal to the hero's starting Life
- Focus tokens equal to the hero's starting Focus
- All of the special move cards for the hero

The villain player receives:

- The villain figures listed in the battle description
- The villain deck (see sidebar for assembly instructions)
- The villain sheets for each villain type listed in the battle description
- Life tokens equal to each villain leader's starting Life
- Focus tokens equal to the amount listed in the battle description
- The villain player board

3. The villain player assembles the map as indicated in the battle description, placing the map tiles next to each other along with any tokens indicated.

4. The villain player places villain figures on the map in the indicated spaces, reserving any extra figures near the map in the "figure pool."

5. Players should review the map and any special rules for the battle to make sure everyone understands their win condition(s).

6. Place the terrain sheet next to the map so that all players can see it.

7. For each hero, the controlling player must choose a number of special move cards equal to their Skill, modified by the battle's Skill modifier (which is -1 for the intro battle). These special move cards will be available to use during this battle. Set any unchosen special move cards aside. They cannot be used during this battle.

8. The hero players place their figures in the hero start area as indicated in the battle description, 1 per space, arranged however they like.

9. The villain player shuffles the villain deck and draws 5 cards. If the Regroup card is drawn, shuffle it back into the deck and draw a new card.

10. Put the Battle dice, KO tokens, dice placeholder tokens, and extra Life and Focus tokens near the play area.

You're ready to begin!

BUILDING THE VILLAIN DECK

To build the villain deck, refer to the villain section on the map page of the battle that has been selected to play. If the mission is playable in Competitive Mode you will see colored letters next to each villain type being added to the battle. These colored letters represent the cards you will be adding to the villain deck with each colored letter indicating a group of 4 cards. For instance, if Old Hob is pictured and has a (red R letter) and a (blue B letter) listed, you will add his set of red and blue cards to the villain deck. Continue until you have added all the indicated cards to the deck and a regroup card. The villain deck will consist of exactly 25 cards when built.

COMPETITIVE MODE ROUND SEQUENCE

Every round consists of three phases: the Setup Phase, the Battle Phase, and the Clean-up Phase. In the Setup Phase, heroes roll their Action dice. In the Battle Phase, each hero takes a turn. After every hero turn, the villain takes a turn. In the Clean-up Phase (once each hero has taken a turn, and the villain has taken 4 turns), the villain player regains 1 Focus, new minions spawn, and the round ends.

SETUP PHASE

ROLLING ACTION DICE

At the start of each round, players roll Action dice for each hero they control. If a player doesn't like their roll for a hero, they may spend 1 of that hero's Focus tokens to reroll some or all of that hero's Action dice. Dice rolls cannot be rerolled more than once, and all Action dice rerolls must be made before the first hero takes their turn. After rolling, players arrange their Action dice in a row in front of them, in any order they choose.

SHARING ACTION DICE

Heroes are trained to fight as a team. In addition to using their own Action dice, heroes may use the rightmost die of the hero to their left and the leftmost die of the hero to their right. This typically gives each hero a total of 5 actions to spend on their turn. Once all Action dice have been arranged, each hero takes 2 dice placeholder tokens with action icons matching their leftmost and rightmost dice, to represent the dice being shared with the heroes on either side of them. The rolled Chi action icon is always rotated before sharing dice.

IMPORTANT: *Do not pick up or reroll Action dice once the first hero has started their turn for the round. Unless a card or ability says otherwise, the order of Action dice cannot be changed for the duration of the round.*

The hero will always share the dice closest to the hero to their side. So April shares her Katana with Slash and her Shuriken with Hob.

BATTLE PHASE

HERO TURNS

After Action dice have been rolled and arranged, the hero players choose a hero to go first. Players do not have to determine the order for the rest of the heroes' turns at this time—they may decide as they go, choosing a new hero at the start of each hero turn.

On a hero's turn, they may spend their Action dice in any order, resolving each action as they go. The effects of each action are described under "Player-Controlled Actions and Icons." To mark Action dice as spent, slide them forward, separating the spent/exhausted dice from the yet to be spent/unexhausted dice.

Once a hero finishes spending Action dice (either because they've run out or because they do not wish to perform any further actions), their turn is over, and play passes to the villain.

SPECIAL MOVES

During a hero's turn, they may also use 1 (and only 1) of their special moves from among the special move cards they chose at the start of the battle. Using a special move may require a hero to spend Focus, Life, and/or some of their Action dice for the turn. See "Using Special Moves" for more information.

VILLAIN TURNS

After each hero's turn, the villain player takes a turn. This means that the villain player takes a total of 4 turns every round. During the villain's turn, the villain player plays 2 villain ability cards from their hand, resolving each card as it is played (see "Playing Villain Ability Cards" pg 21). After both cards have been resolved, the villain player refills their hand from the villain deck (up to 5 cards), and play continues with the next hero chosen by the hero players. There is no hand limit for the villain player, however, they may only refill their hand up to 5 cards (unless a card or ability increases this number).

ACTIVE VILLAIN ABILITY CARDS

Villain ability cards are played in front of the villain player (into Active Zone 1) and remain active for a short time after they are played (in Active Zones 1 and 2) and are eventually discarded. At the start of the villain's turn, any cards in Active Zone 2 are discarded (and cease to be active), and any cards in Active Zone 1 are moved to Active Zone 2. New cards should always be played in Active Zone 1. It is important to keep track of the order in which villain ability cards are played, since active cards can provide ongoing bonuses to certain types of villain figures (or even more unusual effects!).

CLEAN-UP PHASE

This sequence continues—with the heroes and villain alternating turns—until all 4 heroes have each taken 1 turn, and the villain player has taken 4 turns. At this point, the villain regains 1 Focus token from the pool (not to exceed their starting Focus for the battle), and new minions are spawned (see "Spawning New Minions" pg 35). Then, the round tracker is moved, and a new round begins.

ATHLETIC

WHILE THIS CARD IS ACTIVE, ANGEL RECEIVES MOVE +1, DOES NOT HAVE TO BREAK AWAY, AND IS NOT AFFECTED BY GLOW OR ROUGH TERRAIN.

ANGEL BRIDGE

FRIENDS AND ALLIES

THIS CARD MAY BE PLAYED AT ANY TIME IF THERE IS NOT A HERO ALLY IN PLAY.

APRIL MAY CALL UPON AN ALLY TO JOIN THE BATTLE. THEN, DISCARD THIS CARD. FRIENDS AND ALLIES MAY ONLY BE USED ONCE PER BATTLE.

UNLIKE OTHER SPECIAL MOVES, THIS CARD DOES NOT NEED TO BE PLAYED DURING YOUR TURN, BUT IT STILL COUNTS TOWARD YOUR ACTIVE SPECIAL MOVE LIMIT.

APRIL O'NEIL

JUST LET ME CATCH MY BREATH!

USE ONLY WHEN THERE ARE NO ENEMIES ADJACENT TO OLD HOB. SPEND ANY 3 NON-SHELL ACTION DICE ICONS. ROLL 2 BATTLE DICE. OLD HOB REGAINS LIFE EQUAL TO THE NUMBER OF HITS ROLLED AND REGAINS 2 FOCUS.

OLD HOB

MEDITATION

PLAY THIS CARD AT THE BEGINNING OF THE ROUND, BEFORE ROLLING ACTION DICE.

SPLINTER GIVES 1 OF HIS ACTION DICE TO EACH OF THE OTHER FRIENDLY HEROES UNTIL THE END OF THE ROUND AND REGAINS 4 FOCUS. SPLINTER MAY STILL USE ACTION DICE SHARED WITH HIM AS NORMAL.

UNLIKE OTHER SPECIAL MOVES, THIS CARD DOES NOT NEED TO BE PLAYED DURING YOUR TURN, BUT IT STILL COUNTS TOWARD YOUR ACTIVE SPECIAL MOVE LIMIT.

SPLINTER

Remember, a hero's special move card remains active until the start of the hero's next turn (unless the hero is knocked down and the card is returned to the player's hand). This means that you do not return active special move cards to your hand during the clean up phase.

PLAYER-CONTROLLED ACTIONS AND ICONS

Hero players perform actions by spending the icons on their Action dice, while the villain player performs actions by spending the icons on their played villain ability cards. In either case, the dice or cards provide the player with 1 or more action icons. When these action icons are spent, they allow the player to perform actions.

MOVE ICON (A.K.A. SKATEBOARD)

For each move icon spent, a character receives move points equal to the Move attribute listed on their hero or villain sheet. If a character's Move is 3, and they spend 1 move icon, they receive 3 move points. If they spend 2 move icons, they receive 6 move points. Move points are used to move around the map. If a character performs a different action of any sort before using all of the move points received from spending move icons, the remaining move points are lost. See "Movement" for more information.

MELEE ICON (A.K.A. KATANA)

For each melee icon spent, a character may choose an enemy figure adjacent to them (diagonal enemies count as adjacent) and make a melee strike against that figure. See "Melee Strikes" pg 18 for more information.

RANGED ICON (A.K.A. SHURIKEN)

For each ranged icon spent, a character may choose a non-adjacent enemy figure to make a ranged strike against. The enemy figure must be within line of sight of the attacking figure. See "Ranged Strikes" pg 19 for more information.

DEFENSE ICON (A.K.A. SHELL)

This is not an action per se, and it is never spent. Instead, the character receives a +1 bonus to their Defend attribute as long as the shell icon remains in play (i.e., until the Action die is rerolled or the villain ability card is discarded from play).

MIXED ICON

This is a combination of a melee, ranged, or move icon and a defense icon. It provides a +1 bonus to the character's Defend attribute just like the defense icon, but it also allows the character to perform the appropriate action (and may be combined with normal move/melee/ranged icons when doing so, as described below). The +1 bonus to Defend does not go away when the other icon is spent.

CHI ICON (HEROES ONLY)

Rolling a chi icon on an Action die is special, and represents a hero marshaling their inner strength. When a hero rolls a chi icon (after any Action dice rerolls have been made), that hero immediately regains 1 Focus (not to exceed their starting Focus for the battle) and rolls 1 Battle die to heal, if wounded (see "Healing Wounds" pg 35). Then, they turn the Action die to any other side of their choice.

COMBINING AND DIVIDING UP ACTION ICONS

A character may spend multiple icons of the same type on a single action in order to boost that action's effects. A character may NOT spend only part of an Action die's action icons on an action. If a character has a double katana icon available on a die or card, they cannot choose to spend only 1 of those katana on an action. In other words, multiple icons may be combined, but characters cannot "make change" from a single icon, whether it comes from a die or a card.

EXAMPLE 1: *Leo spends a double katana icon from one Action die and a single katana icon from another Action die to make a melee strike. He has spent a total of 3 katana on the melee strike and marks both dice as spent.*

EXAMPLE 2: *Leo only has one Action die left for the turn, a double katana. He wants to split it up to make 2 separate melee strikes with 1 katana each. However, this is not allowed, and he is forced to make a single melee strike using the double katana icon on his Action die.*

MOVEMENT

When a character performs a move action by spending 1 or more move icons, they receive move points equal to their Move attribute for each move icon spent. Thus, a character with 3 Move that spends 2 move icons receives 6 move points. These points are then used to move around the map. Normally, it costs 1 move point to move 1 space on the map, and diagonal movement is allowed, even if squeezing diagonally between 2 obstacles. Characters cannot enter a space containing another figure. They may move through knocked down figures, but not end their turn on the same space as them.

INTERRUPTED MOVEMENT

If a character performs any other action (such as making a melee strike), then any remaining move points are lost. This means that a character cannot move, attack, and then move again, unless they spend another move icon after making the attack.

BREAKING AWAY FROM ENEMIES

If a hero or villain is adjacent to any enemy figures (even diagonally) when attempting to move to another space, they must spend 1 extra move point for each adjacent enemy to break away. Thus, if Leonardo is next to 2 Foot Clan Ninja, it costs him 3 move points to move 1 space (1 point for the actual move, plus 1 extra move point per adjacent enemy). Characters do not have to break away from Knocked down enemies.

EFFECTS OF TERRAIN ON MOVEMENT

Blocking terrain cannot be moved into at all. In addition, other types of terrain may:

- Increase the move point cost to enter a space (slow terrain)
- Prevent a character from ending their move in a space (unstable terrain)
- Deal wounds to a character that enters a space (harmful terrain)

For the full effects of terrain, see "Terrain, Line of Sight, and Straight Lines".
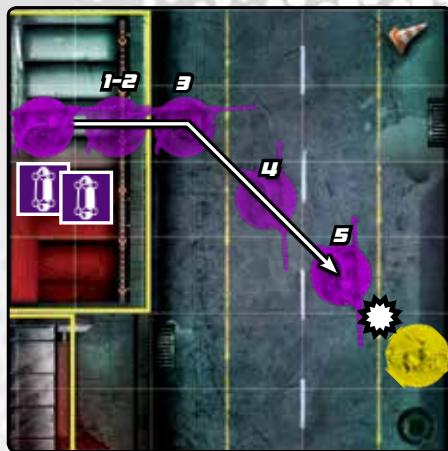
EXAMPLE 1: *Donnie has 6 move points after spending 2 move icons. He spends 5 to move adjacent to an enemy figure (paying 1 additional move point for moving into slow terrain), then makes a melee strike.*

As soon as Donnie makes the melee strike, his remaining move point is lost.
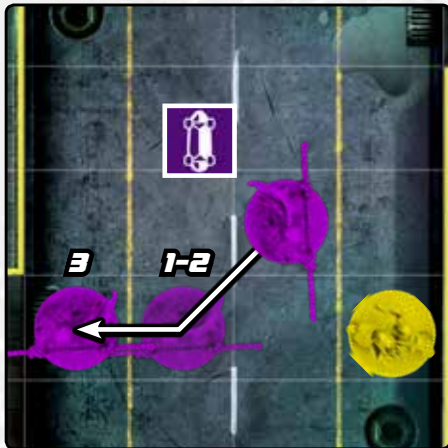
EXAMPLE 2: *After making an unsuccessful strike against the enemy figure, Donnie decides to spend another Move icon to move to safety. Donnie receives 3 move points and may use these to move again, but must pay 1 additional move point to break away from the adjacent enemy figure.*

MELEE STRIKES

When a character makes a melee strike by spending 1 or more melee icons, the controlling player chooses an enemy figure adjacent to the character as the target (enemies that are diagonal to the character count as adjacent, but enemies on different elevation do not). Knocked down characters cannot be targeted by melee strikes. The player then rolls Battle dice equal to the character's Attack attribute plus the number of melee icons spent on the strike.

EXAMPLE: *If Leo spends 3 katana to make a melee strike, he will roll 4 Battle dice (since his Attack attribute is 1).*

The hits from the strike are added up as indicated in the box below.

ROLL	ATTACK	DEFEND
	+1 HIT	+0 BLOCKS
	+2 HIT	+0 BLOCKS
	+0 HIT	+1 BLOCK

DEFENSE ROLL

The targeted figure then makes a defense roll to try and reduce the number of wounds they will suffer. The defending player rolls Battle dice equal to the target's Defend attribute plus the number of defense icons they currently have in play, whether from Action dice or villain ability cards. For instance, a Foot Ninja has a Defend attribute of 2, and there are 2 defense icons for Foot Ninja on villain ability

cards in play, so the villain player rolls 4 Battle dice. The hits from the strike are reduced by 1 for each 🛡 rolled on the Battle dice (down to a minimum of 0). However many hits are left are then applied to the target (see "Wounds" pg 35).

EXAMPLE 1: *Leo rolls a total of 5 hits on his melee strike, and the Foot Ninja rolls 2 blocks on his defense roll, so the Foot Ninja suffers 3 wounds.*

EXAMPLE 2: *Leo rolls a total of 2 hits on his melee strike, and the Foot Ninja rolls 3 blocks on his defense roll, so the Foot Ninja suffers no wounds.*

SPENDING FOCUS ON A STRIKE OR DEFENSE ROLL

As with rolling Action dice at the start of the round, players may spend 1 of their character's Focus tokens to reroll some or all of that character's Battle dice when making a strike or defense roll. Dice rolls cannot be rerolled more than once. In addition, the attacker must decide whether or not to reroll the strike before the defender makes their defense roll. Once the defense roll is made, the strike cannot be rerolled. The defender must give the attacker a chance to make this decision before rolling. If a special move or ability allows a hero or villain to reroll their battle dice for free, this is counted as their focus reroll (unless stated otherwise).

RANGED STRIKES

When a character makes a ranged strike by spending 1 or more ranged icons, the controlling player chooses an enemy figure that isn't adjacent to their character (not even diagonally) and is within line of sight (see "Terrain, Line of Sight, and Straight Lines" pg 28) as the target. KO'ed characters cannot be targeted by ranged strikes. A ranged strike is exactly the same as a melee strike, including the defense roll and the ability to spend Focus, except that the strike must be made in a straight line (see "Terrain, Line of Sight, and Straight Lines" pg 28), and it gets weaker the farther away the target is from the attacker. If the target is more than 2 spaces away from the attacker (calculated by the shortest route possible), then the strike's hits are reduced by 1 for every space beyond the second space. It's very difficult to hit enemies that are too far away.

EXAMPLE 2: *Raph targets a Foot Ninja 1 space away. Because Raph is in elevated terrain, he is considered to be non-adjacent to the Foot Ninja in Low terrain, therefor may make a ranged strike following standard range strike rules. No additional penalties apply.*
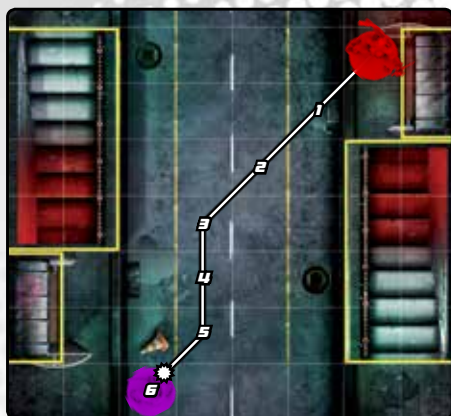
EXAMPLE 1: *Raph targets a Foot Ninja that is 6 spaces away from him, so the strike's hits are reduced by 4 (i.e., the total ra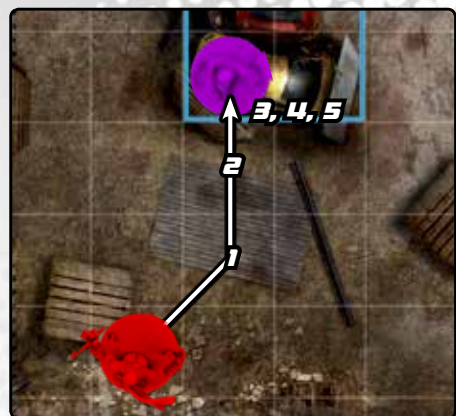nge minus 2). Raph still rolls the same number of Battle dice when making the strike, he just subtracts 4 from the hits before the defense roll is made.*

EXAMPLE 3: *Raph targets a Foot Ninja 3 spaces away in elevated terrain. Because Raph is attacking from low terrain into elevated terrain, the targeted Foot Ninja is considered to be an additional 2 spaces away. Raph subtracts 3 from his total Hits before the defense roll is made.*

GOING ON THE DEFENSIVE

Each time a hero suffers 1 or more wounds from an attack, they may choose to go on the defensive by turning 1 or more of their action dice to a side showing a defense icon and nothing else. If the hero's action dice do not have such a side, use the dice placeholder tokens to indicate it. A hero may only change their personal action dice, not dice that other heroes have shared with them. However, if a hero chooses to rotate dice that are shared to other heroes, those heroes must change their received dice as well.

USING SPECIAL MOVES

Each hero has several special move cards that their player chooses for them at the start of the battle. Unless otherwise specified, each turn, a hero may use 1 (and only 1) of their special move cards. To do so, the hero must spend the action icons, Focus, and/or Life indicated on the top of the special move card. (As usual, characters cannot "make change" when spending action icons on a single Action die). The hero then performs the special move as described on the card. The special move card remains face up in front of the hero's player board until the start of their next turn. While the card is face up, it is still active (which matters for a number of special moves) and also serves as a reminder that the hero has already used a special move this turn (i.e., they have reached their active special move limit).

> **IMPORTANT:** *If a hero is ever knocked down, if that hero has a special move card currently active, that card is immediately returned to the player's hand (unless stated otherwise).*
>
> *Remember, a hero may only use the special move cards that their player chose at the start of the battle. Unchosen special move cards cannot be used unless a game effect (such as Michelangelo's Party Dude!) says otherwise. Additionally, special moves may only be activated once per turn regardless of the hero's ability to pay the cost again (unless stated otherwise).*

ATTACK/HIT +X

Some special moves and abilities allow a character to make an Attack/Hit +X strike. This means that, depending on the conditions, the character may make a melee or ranged strike, adding X Battle dice to their roll (or X to their Hit value, in the case of AI-controlled villains). If the special move or ability requires the character to spend action icons in order to receive this bonus (usually indicated in parentheses), they must do so when paying the cost of the special move or ability. Any additional icons on the dice spent to activate the special move or ability are not lost but added to the bonus if that icon matches the requirement of the bonus.

HERO AND VILLAIN BASIC ABILITIES

Each hero and villain has an ability on their character sheet. These abilities are available for the hero or villain to use at different times during the battle depending on the ability. If a hero or villain leader is knocked down or there are no figures of their type on the board, the ability is no longer active and may not be activated until the figure stands back up or a figure is placed on the board (unless stated otherwise).

> **EXAMPLE 1:** Mikey wants to play Double Chuck, to do so he spends a double katana icon that Leo had shared with him.
>
>
>
> **DOUBLE CHUCK**
>
> MIKEY MAKES 2 ATTACK +1 (+1 DIE TO BOTH STRIKES PER ADDITIONAL KATANA SPENT) MELEE STRIKES.
>
> *MICHELANGELO*
>
> Because Double Chuck only costs 1 katana and has the bonus (+1 die per extra katana spent) the extra katana is not lost but instead boosts the attack.
>
> Mikey could also add more katanas to raise the power of the attack higher if he wished, to do this he would need to spend the extra action dice at the same time he pays for the cost of the attack (before battle dice are rolled).

PLAYING VILLAIN ABILITY CARDS

Each villain ability card indicates which type of villain figure it activates, how many figures it activates, and which action icons each of the activated figures receives. So, if a card says that 2 Foot Ninja activate with 1 move icon and 1 melee icon, then the villain player can choose up to 2 Foot Ninja figures in play and have them each perform a move action and a melee strike, just like the heroes' move actions and melee strikes. If a villain ability card activates multiple figures, the villain player must complete each figure's entire turn before moving on to the next figure.

> **IMPORTANT:** *The villain player may only activate a given figure once per turn. So, if Shredder was activated with the villain's first card, he may not be activated again with the villain's second card for the turn.*

SPECIAL ABILITIES

Villain ability cards may also have one or more special abilities listed on them. Each special ability indicates when it triggers, such as "when played," "when discarded," "this turn," or "while active."

- **When Played:** This ability occurs immediately when the card is played, before any of the action icons on it may be spent.
- **When Discarded:** This ability occurs immediately when the card is discarded from Active Zone 2.
- **This Turn:** This ability is active from the moment the card is played until the villain's turn ends.
- **While Active:** This ability is active from the moment the card is played until it is discarded from Active Zone 2.

> **IMPORTANT:** *Any special abilities on the card activate as described, even if the activated figure is currently Knocked Down (unless otherwise stated).*

DEFENSE ICONS

Some villain ability cards have defense icons on them. These cards add a bonus to the Defend attribute of that villain type, equal to the number of defense icons on the card (while the card is active). This affects all figures of that villain type, not just those activated by the card.

DESPERATION ACTIVATION

If the villain player desperately needs to activate a certain villain figure and doesn't have the cards in their hand to do so, they may choose to play a villain ability card face down to activate any 1 figure they control with 1 move icon, 1 melee icon, OR 1 ranged icon, (ex. Thug Brawlers may perform a ranged action when being activated by desperation, an action they normally cannot perform). This isn't particularly efficient, but it may sometimes be necessary. The villain player may also use desperation to attempt to awaken a knocked down villain leader.

EXAMPLE: If a Foot Ninja card activates 2 Foot Ninja and has 1 defense icon on it, all Foot Ninja in play receive a +1 bonus to the Defend attribute while the card is active, not just the 2 Foot Ninja activated by the card.

COOPERATIVE MODE SETUP

1. Players select a battle from the adventure comic. For your first battle, we recommend that you play the tutorial campaign.

2. Players select the heroes they wish to play. The total number of heroes is specified in the adventure comic. If there are more Hero characters than hero players, then split the heroes up among the hero players as you see fit.

For each hero a player controls, they receive:

- The hero's hero sheet
- The hero's Action dice
- The hero's figure
- A plastic base clip to put on the figure
- The hero's initiative card
- Life tokens equal to the hero's starting Life
- Focus tokens equal to the hero's starting Focus
- All of the special move cards for the hero

3. Players assemble the components for the AI as listed in the selected battle description:

- AI villain sheets
- AI villain initiative cards
- Villain figures

4. Players assemble the map as indicated in the battle description, placing the map tiles next to each other along with any tokens indicated.

5. Players place villain figures on the map in the indicated spaces, reserving any extra figures near the map in the "figure pool." Place the AI villain sheets so everyone can see them.
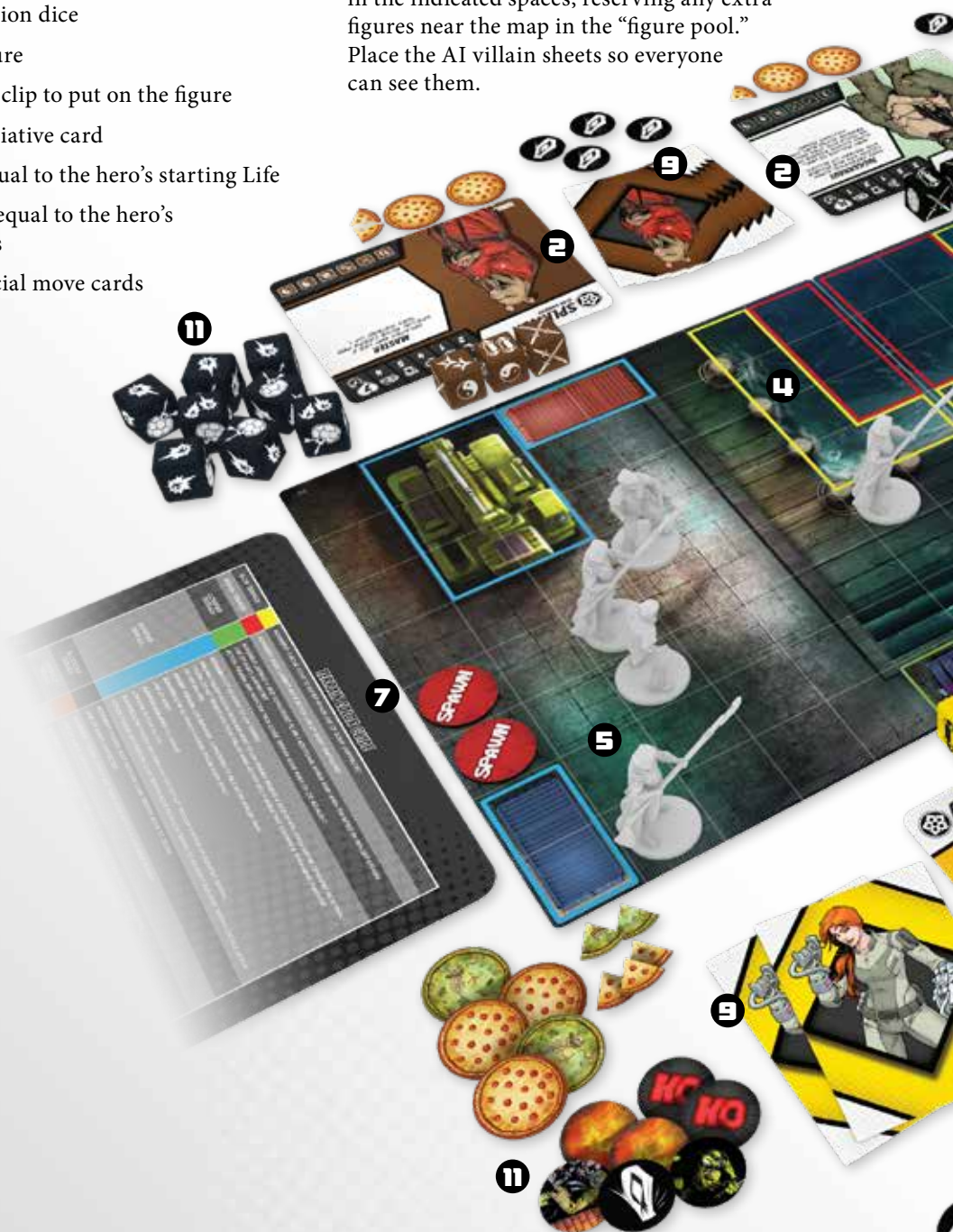
6. Players should review the map and any special rules for the battle to make sure everyone understands their win condition(s).

7. Place the terrain sheet next to the map so that all players can see it.

8. Collect the initiative cards for all heroes and villains in the selected battle. Shuffle them together to form the initiative deck, which will determine turn order and spawning priority. Place the initiative deck beside the map.

9. For each hero, the controlling player must choose a number of special move cards equal to their Skill, modified by the battle's Skill modifier (which is -1 for the intro battle). These special move cards will be available to use during this battle. Set any unchosen special move cards aside. They cannot be used during this battle.

10. The heroes place their figures in the hero start area as indicated in the battle description, 1 per space, arranged however they like.

11. Put the Battle dice, KO tokens, dice placeholder tokens, and extra Life and Focus tokens near the play area.

You're ready to begin!

COOPERATIVE MODE ROUND SEQUENCE

Every round consists of three phases: the Setup Phase, the Battle Phase, and the Clean-up Phase. In the Setup Phase, heroes roll their Action dice and the initiative deck is reshuffled. In the Battle Phase, initiative cards are drawn and figures are activated. In the Clean-up Phase (once the initiative deck runs out), new minions spawn, and the round ends.

SETUP PHASE

ACTION DICE

Heroes roll and arrange their Action dice. (See "Setup Phase" under "Competitive Mode Round Sequence" pg 14 for a full description).

INITIATIVE DECK

Shuffle all discarded initiative cards and any initiative cards still in play back into the initiative deck.

BATTLE PHASE

DRAW AN INITIATIVE CARD

Flip the top card of the initiative deck face up. If it is a hero card, that hero takes their turn, spending Action dice. If it is a villain card, all figures of that villain type activate (following the activation rules described in "Villain Turns" below). After the hero or villain's turn is complete, a new card is drawn.

HERO TURNS

When a hero initiative card is drawn, that hero spends their Action dice the same way they would in a Competitive Mode battle. On a hero's turn, they may spend their Action dice in any order, resolving each action as they go. The effects of each action are described under "Player-Controlled Actions and Icons." To mark Action dice as spent, slide them onto the Spent Dice Area of the hero's player board.

Once a hero finishes spending Action dice (either because they've run out or because they do not wish to perform any further actions), their turn is over, and a new initiative card is flipped.

VILLAIN TURNS

When a villain initiative card is drawn, ALL figures of that villain type activate. The only exception is for figures without a hero in their line of sight (see "Terrain, Line of Sight, and Straight Lines" pg 28). If there is no hero within a villain figure's line of sight, it does not activate (unless otherwise stated in the battle description).

LEADERS AND MINIONS

Leader and minion figure attributes play a major role in cooperative mode.

- Leader figures receive 3 actions per initiative card drawn (activation), are KO'ed if their life reaches 0 and do not respawn.
- Minion figures receive 2 actions per initiative card drawn (activation), are KO'ed if their life reaches 0 and may respawn at the end of each round.

SPECIAL ABILITIES AND ATTRIBUTES

Similar to player-controlled heroes and villains, Cooperative Mode villains each have at least 1 special ability on their villain sheet. Special abilities can come into effect at any time, so make sure all players are familiar with how these abilities are activated.

CLEAN-UP PHASE

Once the initiative deck has been exhausted and all figures have been activated, if able, the round is over. At this point, new minions are spawned (see "Spawning New Minions" pg 35). Then, the round tracker is moved, and a new round begins.

COOPERATIVE MODE ACTIONS AND ICONS

AI-controlled villain figures generally only perform move, melee strike, and ranged strike actions. (In some cases, AI figures may be able to perform terrain move actions as well). AI villain leaders receive 3 actions per activation, while AI minion figures receive 2 actions per activation.

ATTACK TYPE

Each AI villain has an attack type, either melee or ranged, which determines the type of strikes they can make. AI villains with a ranged attack type must not be adjacent and have line of sight to their targeted hero in order to make a strike. AI villains with a ranged attack type must be at least 2 spaces away from their targeted hero in order to make a strike and must have line of sight to that hero.

STRIKE RANGE

- **Strike Range:** A figure is within strike range if they are able to perform an attack action.

- **Optimal Strike Range:** A figure is within optimal strike range if they are able to perform an attack action without suffering an additional penalty to hits, due to being too far away.

- **Melee Type:** Figures adjacent to their target are considered to be within optimal strike range.

- **Ranged Type:** Figures not adjacent, but within line of sight of their target are considered to be within strike range. In addition, Figures within strike range, who's range strikes would not weaken due to distance, are considered to be within optimal strike range.

TARGETING PRIORITY

AI villain figures always move toward and target the closest hero within line of sight (unless that hero is knocked down). If 2 or more heroes meet these criteria (i.e., they are the same distance away from the AI villain figure and are within line of sight), determine the AI villain's secondary targeting priority (listed on the villain sheet). The types of secondary targeting priority are:

- Highest/Lowest Life
- Highest/Lowest Focus
- Highest/Lowest Skill

IMPORTANT: Targeting priority should be determined before each action, since it may change as the result of a strike.

EXCEPTION: When determining targeting priority for an AI villain with a ranged attack type, compare ALL heroes within strike range, not just the figure(s) closest to the attacker. (If there are no heroes within strike range of a figure with a ranged attack type, it will move toward and target the closest hero within line of sight as usual).

When comparing hero attributes/tokens for secondary targeting priority, always use the current attribute/tokens, including any modifiers (rather than the base attribute). If there is still a tie, the players choose which hero will be targeted.

MINION ACTIVATION

On an AI-controlled minion's turn, each figure completes its entire activation (i.e., all of its actions) before the next figure is activated (according to "Activation Order" below), unless otherwise stated on the villain sheet for that minion.

If multiple figures with a melee attack type are within strike range, or if multiple figures with a ranged attack type are the same distance from their targets, the players decide in which order to activate the figures.

ACTIVATION ORDER

1. Figures already within strike range. Figures with a melee attack type activate first, followed by figures with a ranged attack type (starting with the figure closest to its target and moving to the figure farthest away from its target).

2. All other figures, starting with the figure closest to its target and moving to the figure farthest away from its target.

If multiple figures are the same distance from their targets, the players decide in which order to activate the figures.

MOVEMENT

Each AI villain figure may only perform 1 move action per activation (up to their Move attribute) following targeting priority.

AI figures spend all their move points whenever possible. A figure within Optimal strike range will typically end its move action, unless doing so will prevent other activated figures from entering Optimal strike range. In this case, the figure will continue moving (while remaining in strike range) to allow other activated figures to enter strike range.

AI villains with a ranged attack type not within Optimal Strike Range, will always move towards the closest space that puts them into Optimal Strike Range.

- If a figure with a ranged attack type is adjacent to a hero but has no other targets within its Optimal Strike Range, it will spend a move action to move away from the hero (spending all Move points, if possible, and taking break away into account) and then attack.

- If a figure with a ranged attack type is adjacent to a hero and has other targets within its Optimal Strike Range, determine targeting priority as usual and only move the figure if necessary.

If an AI Villain's line of sight to a hero is broken during a move action, they are still considered to "remember" where the hero was until the end of that figures turn.

CLIMBING

AI villain figures may spend 2 actions to use the climb terrain move. Climb is not considered to be a move action and is only used if the targeted hero is in line of sight (but not within strike range) and on a different terrain level (elevated/low) from the AI villain figure. Climb is the only terrain move that AI-controlled figures may perform.

ATTACKING

When an AI villain figure is within strike range of a targeted hero and has line of sight for ranged strikes they perform a strike action against that hero. AI strikes are the same as standard strikes, except that no Battle dice are rolled. Instead, the AI villain figure deals hits equal to the Hit attribute on their villain sheet (minus any hits due to a ranged strike weakening over distance). The targeted hero rolls for defense as usual, and may spend Focus to reroll some or all of their Battle dice. AI villain figures might make multiple strikes in one turn, depending on their targeting priority.

After attacking, if an AI figure has any actions left, it will either attack again (if it is still within strike range of a hero) or it will move into strike range (if it hasn't already moved this activation). Keep in mind that a figure's target may change as the result of a strike (e.g., if the figure is adjacent to 2 heroes and its secondary targeting priority is Highest Life).

If an AI figure has already moved and is not within strike range of any heroes, it forfeits all remaining actions.

DEFENDING

AI villain figures do not roll Battle dice when defending against attacks. Instead, the figure blocks hits equal to the Block attribute on their villain sheet. Any unblocked hits will cause the figure to suffer wounds (see "Wounds" pg 35).

EXAMPLE 1: *A Thug Gunner is adjacent to Leo, but still has Mikey and Raph within strike range. The Gunner will stay where he is, spending his actions to attack Mikey following targeting priority (in this instance Mikey has more life).*
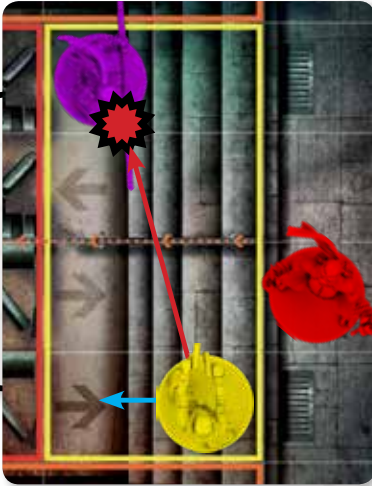
EXAMPLE 2: *A Thug Gunner is adjacent to Raph and has just used his first range strike to attack Donnie, successfully knocking him down. Because the Gunner now has no targets within strike range he spends his second action moving away from Raph (taking break away into account), putting Raph into strike range.*

EXAMPLE 3: *A Thug Gunner is not within strike range of any hero (because he is adjacent to Raph, or the heroes are too far away), the Gunner spends his first action moving away from Raph, (taking break away into account), and into a position that puts his targeted hero into strike range.*
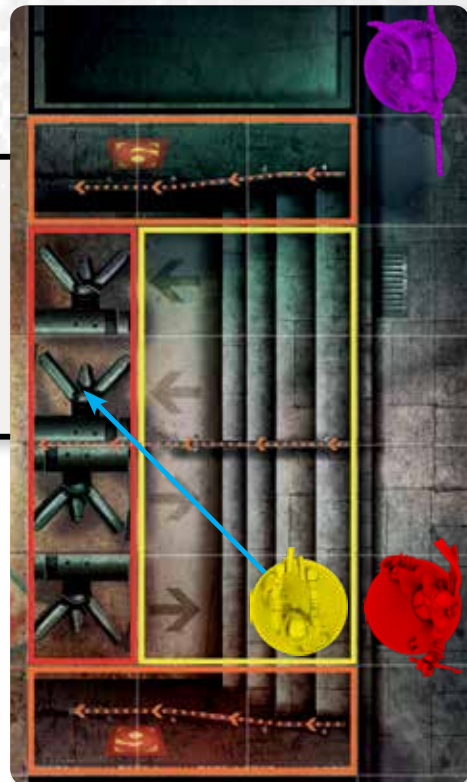
TERRAIN, LINE OF SIGHT, AND STRAIGHT LINES

TERRAIN TYPES

In *Teenage Mutant Ninja Turtles Adventures*, different terrain types can affect figures' movement, line of sight, and Attack/Defend attributes. The table below details all terrain types and their effects.

🟨 SLOW TERRAIN

EFFECT: It costs 1 additional move point to enter each space of slow terrain.
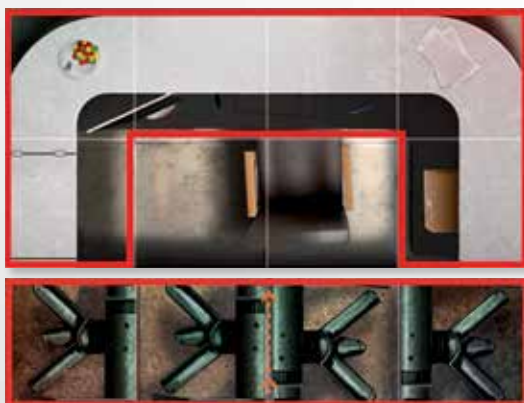
LOS: Unaffected

🟥 ROUGH TERRAIN

EFFECT: A figure that enters a space of rough terrain immediately ends its current move action and loses any remaining move points. This does not prevent the figure from starting a new move action. It merely ends the current move action.

LOS: Unaffected

🟩 COVERED TERRAIN

EFFECT: Figures on a space of covered terrain receive Defend +1 and are considered to be 1 additional space away when targeted by ranged strikes.

LOS: Unaffected

🟦 ELEVATED TERRAIN

EFFECT: Elevated terrain is not adjacent to low (non-elevated) terrain, except when figures are using the climb terrain move.

Figures on spaces of elevated terrain are considered to be 2 additional spaces away when targeted by ranged strikes from figures in spaces of low terrain.

Figures making a ranged strike from elevated terrain to low terrain suffer no additional penalty (standard ranged strike rules apply).

Falling: A figure that moves from elevated terrain to low terrain receives 4 Battle dice of hits (roll 4 Battle dice and add up all the hits rolled), which may be defended as normal. Figures do not receive hits from falling when moving into a space that contains a trash heap, a dumpster, or a fire escape. Leaping figures only check to see if they receive hits from falling at the end of their leap (figures do not receive hits from falling when leaping from one space of elevated terrain to another, even if there is low terrain in between).

LOS: When a figure draws line of sight into or across elevated terrain, consult the following list to see if line of sight is affected:

- Elevated terrain to elevated terrain: Unaffected
- Low terrain to low terrain through elevated terrain: No line of sight
- Elevated terrain to low terrain: Figures in elevated terrain may draw line of sight into low terrain, but not through a space of elevated terrain into a space of low terrain
- Low terrain to elevated terrain: Figures in low terrain may draw line of sight into elevated terrain, but not through a space of elevated terrain into another space of elevated terrain.
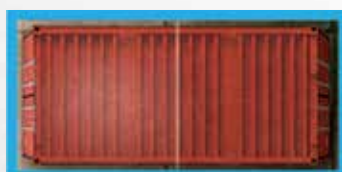
▭ UNSTABLE TERRAIN

EFFECT: Figures may move through a space of unstable terrain, but they cannot end a move action on one. If a figure would be forced to end its move on unstable terrain, that figure stops in a space just before the unstable terrain.

LOS: Unaffected
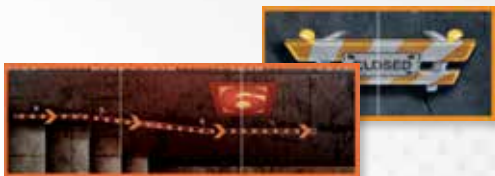
▭ OBSCURING TERRAIN

EFFECT: Figures on a space of obscuring terrain do not need to be broken away from and do not affect adjacent figures that are awakening.

Any strike made into or out of obscuring terrain costs twice as many action icons. (Note: this does not stack. I.e., if a figure makes a strike out of obscuring terrain AND into obscuring terrain, it still only costs twice as many action icons, NOT four times as many).
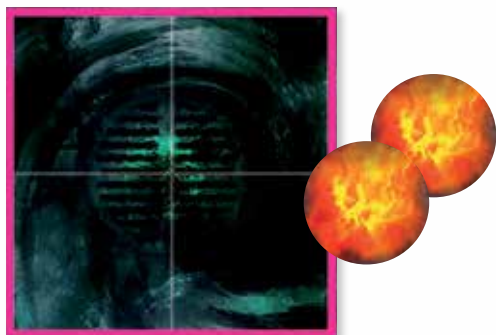
LOS: Figures may draw line of sight into, but not through, obscuring terrain.

▭ HARMFUL TERRAIN

EFFECT: Each time a figure enters a space of harmful terrain, it suffers 1 unblockable hit. If a figure starts its turn on a space of harmful terrain and does not move to a space of non-harmful terrain by the end of its turn, it suffers 1 unblockable hit.

LOS: Unaffected

▭ BLOCKING TERRAIN

EFFECT: Figures may not enter blocking terrain.

LOS: Figures may not draw line of sight into or through blocking terrain.

FIRE ESCAPES

EFFECT: Fire escapes are slow terrain and considered to be adjacent to both low and elevated terrain.

LOS: Unaffected

DOORS

EFFECT: While closed, a door counts as blocking terrain. While open, a door counts as an empty space of neutral terrain.

Characters adjacent to a closed door may open it by performing a Focus check against the difficulty indicated in the battle description (see "Focus Checks" pg 37).

Characters may also make melee and ranged strikes against a door. Rolling hits equal to the door's Focus check difficulty +3 (in a single roll) will open it.

To indicate that a door is open, flip the door token to its open side. A door cannot be closed again once opened.

LOS: While closed, a door counts as blocking terrain. While open, a door counts as an empty space of neutral terrain.

CAMERAS

EFFECT: If a hero enters a camera's line of sight, the camera is "alerted." The effects of this vary by battle.

At the start of each round, rotate each camera 90 degrees in the direction indicated on the camera token, if possible. (If a camera was rotated in the previous round, rotate it back to its original position). Each camera is then alerted once for each hero within its line of sight.

A camera will never rotate 180 degrees in the same direction, nor will it rotate to face an adjacent blocking line or space of blocking terrain.

Characters may make melee and ranged strikes against a camera. Rolling 3 hits (in a single roll) will destroy the camera without alerting it. Remove the camera from the map.

LOS: Cameras have line of sight (in a straight line) in the direction they are facing. A camera does not have line of sight to the space it occupies.

SMALL THROWING OBJECTS

EFFECT: Manhole covers, trash cans, and other similarly colored objects may be thrown by any player-controlled figure (see "Terrain Moves" pg 31). Once a small object has been thrown, remove it from the map (it is destroyed).

Open manholes have no game effect unless the battle description says otherwise.

LOS: Unaffected

LARGE THROWING OBJECTS

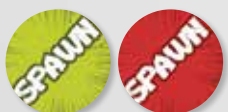**EFFECT:** Cars, dumpsters, and benches may be thrown by some figures.

Once a large object has been thrown, remove it from the map (it is destroyed).

LOS: Unaffected

SPAWNING LOCATION

EFFECT: Villain minion figures spawn on these spaces, using the rules set out in the battle description (see "Spawning New Minions" pg 35).

LOS: Unaffected

TERRAIN TYPES— LINES

GRINDABLE LINES

EFFECT: Figures may us the grind terrain move on these lines.

Arrows will dictate the direction in which figures may grind.

LOS: Unaffected

BLOCKING LINES

EFFECT: Figures may not cross blocking lines.

LOS: Figures may not draw line of sight through blocking lines.

OBSCURING LINES

EFFECT: Obscuring lines do not affect movement.

LOS: Figures may not draw line of sight through obscuring lines.

SLOW LINES

EFFECT: Figures must pay 1 additional move point to cross a slow line.

LOS: Unaffected

CLIMBABLE LINES

EFFECT: Figures may only cross a climbable line if they perform the climb terrain move.

LOS: Unaffected

TERRAIN MOVES

Terrain moves are moves found on the terrain sheet (and in this rule book), such as climb or leap. Any player-controlled hero or villain may use any terrain move by spending the appropriate action icons, Focus, and/or Life indicated on the terrain sheet. Terrain moves work just like special moves, except they don't count against a hero's active special move limit and do not remain active after use. See "Terrain Moves" for more information.

TAKE COVER

COST: 2 Move Icons

EFFECT: While on or adjacent to a space of covered terrain, a figure may use this action to take cover. Place a take cover token next to the figure to indicate this. Until the figure leaves the space in which it's taken cover, it receives Defend +2. This stacks with the normal Defend +1 bonus figures receives when on a space of covered terrain.

CLIMB

COST: 2 Move Icons

EFFECT: A figure may use this action to move from a space of low terrain to an adjacent, empty space of elevated terrain (or vice versa). When climbing from elevated terrain to low terrain, figures do not receive hits from falling.

CROUCH

COST: 2 Move Icons

EFFECT: While adjacent to a car, dumpster, or road block, a figure may use this action to crouch behind the object(s). Place a crouch token next to the figure to indicate this. Until the figure begins a new action, line of sight may not be drawn to this figure through the object it's crouching behind.

LEAP

COST: 3 Move Icons

EFFECT: Leap up to 3 spaces in a straight line. Leaping figures don't have to break away, aren't affected by slow or rough terrain, and may pass through, but not land on, other figures. Line of sight is broken while leaping.

GRIND

COST: 3 Move Icons

EFFECT: While adjacent to a grindable line, figures may use this action to move along the line as far as desired, following the arrows. Grinding figures may make an Attack +2 melee strike against each enemy figure adjacent to the rail as they move. Grinding figures must end their move in an empty space adjacent to the grindable line.

THROW SMALL OBJECT

COST: Melee +

EFFECT: While adjacent to or in the same space as an object that can be thrown, make a ranged strike as normal, except that katana may be spent as though they were shuriken. Then, remove the thrown object from the map (it is destroyed).
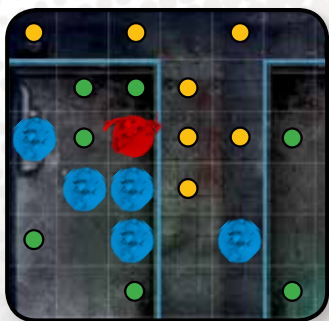
EXAMPLE 1: *Raph pays 3 move icons to perform the leap terrain move. He may now move safely (ignoring breakaway) in a straight line to any of the green marked spaces. Raph may also move to any of the yellow marked spaces, but this will result in him suffering 4 battle dice of fall damage.*

EXAMPLE 2: *Mikey spends 2 skateboard icons to perform the Grind terrain move (this costs 1 icon less due to Mikey's ability). Each figure Mikey passes adjacent while grinding, suffers an attack +2 melee strike by Mikey. Mikey ends his grind in a space adjacent to the grind rail.*
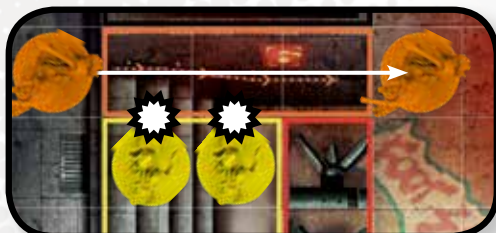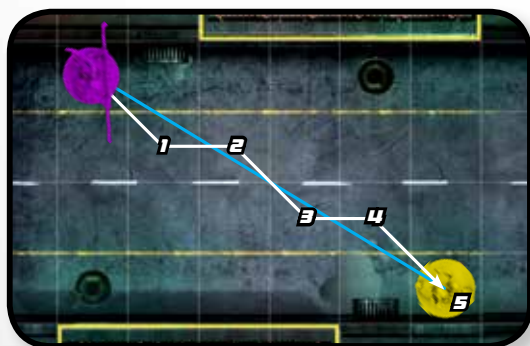
Line of Sight

A figure has line of sight to its target if a straight line from the figure's space to the target space can be drawn without crossing any terrain that blocks line of sight. Figures do not block line of sight unless they are giant, in which case the space they occupy counts as blocking terrain (for purposes of determining line of sight only).

Straight Lines - Line of Sight / Ranged Strikes:
When measuring a ranged strike, a straight line is a line from the center of one space to the center of another space. The distance is always determined by the shortest possible route between the two spaces.


Straight Lines - Movement:
When a straight line is required for movement it is considered to be orthogonal or diagonal movement only (like a queen in chess).

EXAMPLE 1:

- *Line of sight may be drawn through friendly figures*

- *Line of sight may be drawn through enemy figures*

- *While target is crouching, line of sight may not be drawn through the object they are crouching behind*
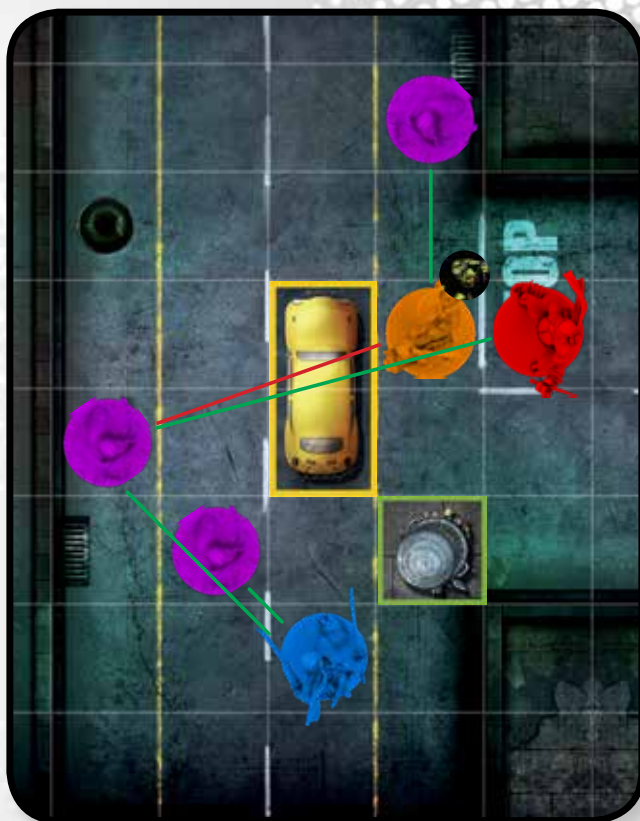
EXAMPLE 2:

- *Line of sight may not be drawn through blocking terrain*

- *Line of sight may be drawn into a space of obscuring terrain, but not through a space of obscuring terrain.*

EXAMPLE 3:

- *Line of sight may be drawn from elevated terrain to elevated terrain, unless line of sight is broken by other means (blocking terrain, elevated terrain, giant figure, obscuring terrain)*

- *Line of sight may be drawn from low terrain to low terrain, unless line of sight is broken by other means (blocking terrain, elevated terrain, giant figure, obscuring terrain)*

- *Line of sight may be drawn from elevated terrain to low terrain, unless line of sight passes through a space of elevated terrain first or it is broken by other means (blocking terrain, giant figure, obscuring terrain).*

- *Line of sight may be drawn from low terrain into elevated terrain, but not through a space of elevated terrain, unless line of sight is broken by other means (blocking terrain, giant figure, obscuring terrain)*
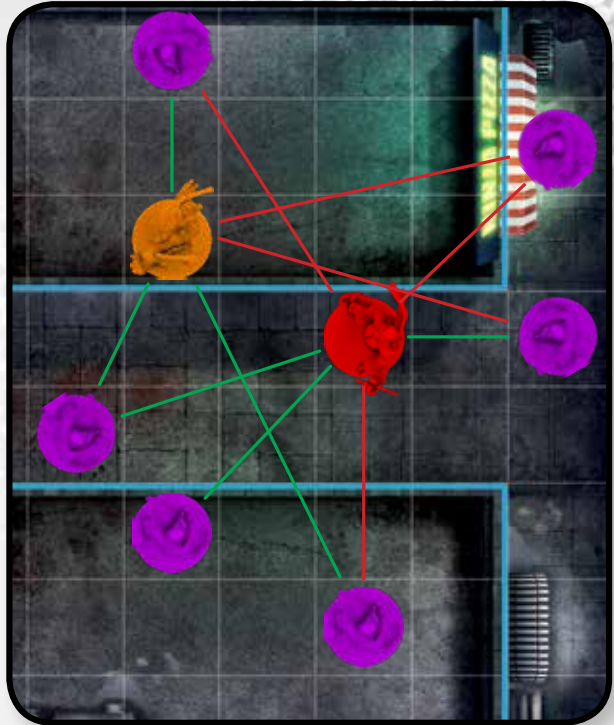
CHARACTER ATTRIBUTES

All characters have supplemental attributes in addition to their basic ones.

LEADER

Leader figures are unique, meaning, in most cases there is only one of this character in each battle. During Competitive play Leaders can be knocked down and may attempt to awaken, while in Cooperative play, Leaders are KO'ed from the battle and do not respawn and are granted 3 actions per activation.

MINIONS

Minions are not unique, and may respawn in both competitive and cooperative play (depending on the selected battle). Minions are granted 2 actions per activation in cooperative play.

FACTION

Beyond being a hero or villain, each character belongs to a faction. Some figures have abilities that only affect a particular faction, and some battles give bonuses to particular factions.

MACHINE

Machine figures are not affected by obscuring terrain.

GIANT

Giant figures take up more than one space on the map and block line of sight. When a giant figure is knocked down, it becomes slow terrain. Giant figures count as 2 figures when breaking away and follow standard awakening and desperation activation rules. Giant figures cannot perform terrain moves and are not affected by slow terrain.

TINY CHARACTERS

Tiny figures cannot perform terrain moves.

SPACE SHARING

Tiny figures of the same minion type may share a single space. Tiny figures may not share spaces with any other figures.

ATTACKING

When attacking, tiny figures do so as a space together, making a single melee or ranged strike for the group, rather than individual ones. Attack or Hit attributes for tiny figures can be found on their character sheet.

DEFENDING

When defending, tiny figures do so as a space together, making a single defense roll (or determining a single Block value) for the group. Defend or Block attributes for tiny figures can be found on their character sheet.

AWAKENING AND BREAK AWAY

When calculating awakening or break away, tiny figures are counted by the spaces they occupy, not the individual figures within those spaces.

SPAWNING

Tiny figures follow standard spawning rules (see "Spawning New Minions" pg 35). If three tiny figures already occupy a spawning location space, no new figures may spawn there.

MOVEMENT

Individual tiny figures move independently from one another, even when sharing the same space, and are not affected by slow terrain.

COMPETITIVE MODE - Movement of tiny figures is determined by the villain player. The villain player may move individual tiny figures into the same space (not to exceed 3 tiny figures in a single space) or separate a group of 2 or 3 tiny figures to have each figure move in a different direction. (There is strength in numbers, but individual tiny figures can occupy more spaces, blocking hero movement and affecting awakening and break away to a greater degree). When performing a desperation activation, one space of tiny figures may activate.

COOPERATIVE MODE - Tiny figures do not receive 2 actions in the same way as other minions. Instead, at the start of their turn, all tiny figures of the same minion type that aren't within strike range perform a move action. Then, all tiny figures of that minion type perform an attack action, if able. Move actions are always performed before attack actions, even if some tiny figures are already within strike range. AI-controlled tiny figures will never attack twice in the same turn.

SPAWNING NEW MINIONS

At the end of each round, new minions automatically spawn for the villain. Half the figures (rounded up) of each type of minion in the figure pool (i.e., the figures not currently on the map, either because they are KO'ed or because they didn't start the battle on the map) spawn.

EXAMPLE: *There are 5 Foot Clan Ninja, 2 Foot Clan Bruisers, and 1 Foot Clan Elite in the figure pool. The villain spawns 3 Ninja, 1 Bruiser, and 1 Elite.*

COMPETITIVE MODE SPAWNING

The villain player takes all spawned figures and places them on empty spaces in the spawning locations indicated in the battle description. The villain cannot spawn more figures in a given round than there are empty spawning location spaces on the map. If there are more spawned figures than empty spawning location spaces, the villain player decides which figures spawn and which do not.

COOPERATIVE MODE SPAWNING

The players take all spawned figures and place them on empty spaces in the spawning locations indicated in the battle description. 1 figure of each minion type must be placed before spawning a second figure of any type (and 2 figures of each type must be placed, if possible, before spawning a third, etc.). Empty spawning location spaces closest to the heroes must be filled first. In the case of a tie, the players decide where to place figures.

STUN

Some abilities can cause a figure to become stunned. If a figure becomes stunned, place a stun token next to the figure. A figure may have more than 1 stun token at a time. While a figure is stunned, it may not activate. A stun token can be removed in the following ways.

HERO (PLAYER-CONTROLLED):

- Spend 1 non-shell action icon

VILLAIN (PLAYER-CONTROLLED):

- Spend 1 non-shell action icon
- Play a villain ability card face down

VILLAIN (AI-CONTROLLED):

- Spend 1 action

WOUNDS

When unblocked hits are dealt to a character, they suffer wounds equal to the number of hits received. For minions, place Life tokens next to them on the map to indicate the wounds they've suffered. For heroes and villain leaders, remove Life tokens from their character sheets.

Once a character has suffered wounds equal to or greater than their Life attribute, that character is knocked down (see "Knocked Down Figures, Awakening, and KO Tokens" pg 36).

HEALING WOUNDS

Characters may be healed in a number of ways, such as villain ability cards, special move cards, or chi. Typically, this means rolling Battle dice (according to the card or ability) and then regaining Life equal to the number of hits rolled (results may be rerolled once at the cost of a Focus). For example, each chi icon rolled on Action dice allows a hero to roll 1 Battle die to heal. A character cannot be healed past their Life attribute. Any excess healing is wasted.

KNOCKED DOWN FIGURES, AWAKENING, AND KO TOKENS

When a hero or player-controlled villain leader's life is reduced to zero they are knocked down, lay the figure on its side in the space it occupies and return any active special move cards to the players hand (unless specified on the card). When a villain minion is knocked down it is KO'ed, remove it from the map and return it to the figure pool. When an AI-controlled villain leader is knocked down, it is KO'ed, remove it from the map permanently (unless otherwise stated in the battle description).

A figure that is knocked down cannot be attacked, nor can it be the target of any special moves (unless otherwise stated). In addition, a figure that is knocked down doesn't force enemies to break away, it can't perform any actions or special moves, and may not use their character ability (unless otherwise stated). Characters may move through, but may not end their move on, spaces occupied by knocked down figures.

If there are no villain minions on the board their ability can no longer be activated.

AWAKENING HEROES
If a hero is knocked down, on their next turn, they roll Battle dice equal to their

Defend attribute, modified by:

- +1 die per defense icon on their action dice
- +2 dice per adjacent non-knocked down hero
- -3 dice per adjacent non-knocked down villain leader
- -1 die per adjacent villain minion

IMPORTANT: *Focus may not be spent to reroll this roll.*

The hero regains Life equal to the hits rolled on the Battle dice and stands up if they have accumulated at least as much Life as their Awaken attribute (the number below their Life attribute—e.g., 8 Life for Leonardo). The awakened figure may now continue their turn as normal without penalty. However, if they have not regained enough Life to stand up yet, place a KO token on their hero sheet. The hero forfeits their turn and will have to attempt to awaken again on their next turn. Heroes continue receiving KO tokens every turn until

they awaken (any KO tokens received remain on their hero sheet even after awakening). In some battles, if a hero remains knocked down and keeps receiving KO tokens for multiple turns in a row, the villain wins!

AWAKENING PLAYER-CONTROLLED VILLAIN LEADERS
If a player-controlled villain leader is knocked down, the next time that villain is activated (including desperation), they roll Battle dice equal to their Defend attribute, modified by:

- +1 die per defense icon on active villain ability cards
- -2 dice per adjacent non-knocked down hero
- +3 dice per adjacent non-knocked down villain leader
- +1 die per adjacent villain minion

IMPORTANT: *Focus may not be spent to reroll this roll.*

The leader regains Life equal to the hits rolled on the Battle dice and stands up if they have accumulated at least as much Life as their Awaken attribute (the number below their Life attribute—e.g., 7 Life for Karai). The awakened figure may now continue their turn as normal without penalty. However, if they have not regained enough Life to stand up yet, place a KO token on their villain sheet. The leader forfeits their activation and will have to attempt to awaken again on their next activation. Villains continue receiving KO tokens every turn they attempt to awaken (any KO tokens received remain on their villain sheet even after awakening). However if a knocked down villain leader does not activate for a full round they automatically receive a KO token. In some battles, if a leader remains knocked down and keeps receiving KO tokens for multiple turns in a row, the heroes win!

AWAKENING AI-CONTROLLED VILLAIN LEADERS
Normally, in Cooperative Mode, AI-controlled villain leaders do not awaken. They are KO'ed and removed from the map permanently (they are considered to have received a KO token, unless otherwise stated in the battle description).

However, if players want an added challenge, they may choose to play with awakening rules for AI-controlled villain leaders. When a villain leader is knocked down, place it on its side as you would with heroes. Each time the villain leader's initiative card is drawn, it regains Life equal to its Block attribute. Once its Life equals half of its Life attribute (rounded up), it stands up and takes its turn without penalty. (Each time its initiative card is drawn and it does NOT regain enough Life to stand up yet, place a KO token on its villain sheet. Any KO tokens received remain on its villain sheet even after awakening.)

TOTAL PARTY KILL

In every battle, regardless of other win conditions, if all heroes are knocked down at the same time, the villain wins immediately.

FOCUS

Focus is available to both the heroes and the villain. Focus may be spent after any die roll (unless stated otherwise) to reroll some or all of the dice rolled. However, no dice roll may be rerolled more than once.

The villain player starts each battle with the amount of Focus indicated in the battle description and regains 1 Focus at the end of each round when spawning new minions. The villain player may never exceed their starting Focus.

Heroes start each battle with the amount of Focus indicated on their hero sheet. However, they only regain Focus when they roll chi on their Action dice (1 Focus per chi icon rolled) or when a special move or ability allows them to regain Focus. A hero may never exceed their starting Focus.

In Cooperative Mode, the villain never has Focus.

FOCUS CHECKS

Focus checks are used to perform certain scenario-specific activities, such as unlocking doors and hacking computers. To perform a Focus check, a hero must spend an Action die with at least 1 non-shell action icon on it, then roll Battle dice equal to their Focus attribute, adding up the hits. If the total number of hits is equal to or greater than the difficulty of the Focus check, the hero succeeds. If the total number of hits is fewer than the difficulty of the Focus check, the hero fails, but they may try again by spending another Action die.

WINNING THE GAME

The game continues until one of the two sides completes their win condition(s) for the current battle, at which point that side wins. Win conditions can be anything, ranging from crossing to the other side of the map, to staying alive a certain number of rounds, to hacking into a computer and escaping. However, the villain player always wins, regardless of other win conditions, if all heroes are knocked down at the same time.

SAVING YOUR PLACE

After completing a battle, you may wish to continue playing through the adventure comic. If you don't wish to do so immediately, use the victory bookmark to save your place. Simply place the bookmark in the comic at the start of the next battle with the winner of the previous battle (either the villains or the heroes) facing toward the front of the comic. The next time you play, make sure the side that won the previous battle receives any benefits listed in the battle description.

This is the only thing that changes during setup. The heroes are all fully healed at the start of each new battle and may choose completely different special move cards.

Players do not have to keep the same heroes throughout an adventure.

ALLIES

Sometimes, as a reward for winning the previous battle (or because of a special rule in a particular battle), one side will be given the opportunity to call upon an ally. When this happens, the heroes (or villain) look at all available allies and choose one of them, then receive the benefits listed on that ally card. Villain ally cards may also be used as difficulty modifiers in Cooperative Mode battles.

TRACKING ROUNDS

The victory bookmark can also be used to track rounds. Place a manhole cover token on the first space of the bookmark at the start of the battle. Once all heroes have taken 1 turn and the villain has taken 4 turns (or once the initiative deck runs out), move the token to the next space.

ADDITIONAL RULES

UNAWARE FIGURES

Some battles feature unaware figures. These figures cannot be activated until they become aware. Figures become aware through means indicated in the battle description.

CARRYING CHARACTERS

Some battles feature characters (typically represented by tokens) that can be carried. These characters are not playable.

Figures in the same space as (or an adjacent space to) a character that can be carried may pick that character up by spending ALL of their remaining move points AND move actions (a minimum of 1 move point or move action must be spent). While carrying a character, figures must spend 1 additional move point per space to move. Carried characters cannot be transferred to another figure.

A figure may drop a carried character in its current space at any time without spending move points or move actions (this happens automatically if the figure carrying the character is knocked down). Carried characters cannot be thrown.

A figure carrying a character cannot perform terrain moves.

CARRYING ITEMS

Some battles feature items that can be carried. During their turn, figures in the same space as (or an adjacent space to) an item may pick that item up. There is no cost to pick up an item. Picking up an item ends a figure's current move action.

HANDING OFF CARRIED ITEMS

Figures may hand off a carried item to an adjacent friendly figure by making a melee strike (special moves may not be used for this). A figure handing off an item must roll 1 hit, plus 1 additional hit for each adjacent enemy figure. For example, if a figure is adjacent to 2 enemy figures, they would need to roll 3 hits in order to successfully hand off a carried item.

THROWING CARRIED ITEMS

Figures may also throw a carried item to a non-adjacent friendly figure by making a ranged strike (special moves may not be used for this). The throwing figure must have line of sight to the catching figure. A figure throwing an item to another figure must roll hits equal to the number of spaces away the catching figure is from the throwing figure, plus 1 additional hit for each enemy figure adjacent to the catching figure. For example, if the catching figure is 4 spaces away and adjacent to 2 enemy figures, the throwing figure would need to roll 6 hits in order to successfully throw a carried item.

INTERCEPTING THROWN ITEMS

If a thrown item passes through a space containing an enemy figure, that figure may attempt to intercept the item for free. Roll Battle dice equal to the intercepting figure's Move attribute. If any double hits are rolled, the figure intercepts the item and is now carrying it.

DROPPING CARRIED ITEMS

A figure may drop a carried item in the space it occupies, or an adjacent space, at any time. Dropping an item ends a figure's current move action. If an attempt to hand off or throw a carried item fails, place the item in the empty space nearest to the intended target. If there is more than one such space, any opposing players choose which space to place the item in. If a figure carrying an item is KO'ed, place the item in the space that figure occupied.

AI VILLAIN FIGURES AND CARRIED ITEMS

AI villain figures ignore break away while carrying items, but they may not hand off or throw items. If an item is thrown through a space containing an AI villain figure, that figure will attempt to intercept the item. The hero players will roll Battle dice for the AI figure to determine if the interception is successful.

HACKING COMPUTERS

A figure adjacent to a computer may hack it by performing a Focus check against the computer's difficulty.

DOWNLOADING DATA

Once a computer has been hacked, the hacking figure (and only the hacking figure) may spend non-shell action icons from their Action dice to download 1 data per icon spent. If a figure downloading data suffers 1 or more wounds, the process is disrupted. The computer remains hacked for that figure, but they must start the download over.

FAQ

CAN I PLAY COOPERATIVE MODE WITH A PLAYER CONTROLLING THE VILLAIN?

If players are looking for a different or faster way to play the game, they can try playing Cooperative Mode with a player controlling the villain. Assemble the initiative deck as you would for a normal Cooperative Mode battle. The villain player will control the actions of all villain figures.

CAN I CREATE MY OWN ARCADE BATTLES?

It is encouraged that players begin to modify or create their own Arcade Battles after first playing through the missions in the Adventure comic. When creating your own Battle there are some considerations to take into account:

- **HERO COUNT** - When building a battle the number of heroes is key. This is the baseline for the difficulty level.

- **LEADERS AND MINIONS** - A good foundation to start with is 1 villain leader and 1 minion type for every 2 heroes.

- **SPAWN POINTS** - Spawn points are used to change the pressure level of a battle. Adding 2 - 4 spawn points for every minion type is an excellent starting point for any battle. Remember for cooperative play, line of sight is essential for spawn point activation.

The most important thing to remember is to play the battle - if its too easy, add or increase the villain pool or spawn points. If the battle is too difficult reduce the figure pool or remove some spawn points.

COMPETITIVE COOPERATIVE

If players want to keep score to see who the best ninja is for each of your cooperative battles follow this formula:

KO Villain Leader = 5 points

KO Minion = 1 points

Player/Hero knocked down = -5 points

CAN I COMBINE THIS GAME WITH ANY OTHER TMNT ADVENTURES SYSTEM GAME?

Yes, all TMNT Adventures System games are cross-compatible. This means you can bring the heroes found in this box into any other TMNT Adventures System game, as well as the ability to interchange villains and allies. Play out the story from a different point of view or create your own battle - the options are limitless!

BUT WHAT ABOUT OTHER ADVENTURES SYSTEM GAMES? IS TMNT ADVENTURES ALSO COMPATIBLE WITH THOSE?

Yes, all the dice sharing characters (usually the heroes) from each Adventures System game are cross compatible with each other Adventures System game. The laws of physics, space and time can be bent to your will by creating amazing crossovers and stories you only ever dreamed possible.