Specter Ops

Set-Up:
1. Choose 1 Agent player who determines the Mission Objective locations by rolling a dice for each area (4). Then, place tokens blue side up on board. Take Movement Sheet.
2. For 4 players, don't reveal the objective locations until they are activated. Agent will secretly circle on sheet.
3. Agent chooses **secretly** 1 character and 3 equipment cards (5 with 4-players).
4. Remaining players pick hunter characters, place in vehicle, token at K17 (K23 for 4-players).
5. In a 2-player game, 1 player controls 2 hunters.

Objectives (winning the game):
- <u>AGENT</u> – activate 3 of the 4 mission objectives and escape by reaching space A3, N1, or W3. (H1 with 4-players).
- <u>HUNTERS</u> – kill the agent (knock away all HP, 4, 6, or 8) or prevent escape in 40 turns.

Agent Rules:
- Take first turn on **N1**. Can use 1 Equipment Cards before or after moving. Text describes how to use.
- Moves 0-4 spaces (diagonal is ok) on sheet. If 0-2 spaces, reply "no motion" if Hunter's use car sensor next turn.
- Agent can't move through/onto Hunters/structures.
- If agent's movement ends in direct line of sight of a hunter, place figure and reveal character if haven't already.
- **Line of sight is Up/Down/Left/Right (orthogonal) to the next obstacle**.
- Line of site on the road covers both lanes! Line of Sight is not diagonally!
- If agent is seen by a hunter, but agent doesn't end in sight, place "last seen" marker on last space visualized.
- Same goes if Agent is on the board and then disappears, place the "last seen" marker appropriately.
- To complete an objective, Agent must be adjacent (diagonal is ok) to location at the **beginning** of their turn and announce completion of objective by flipping/placing marker to red side, then take turn.
- <u>Holo Decoy vs The Gun</u> – Agent simply acts like they were attacked and possibly hit if attack was "successful," but they mark nothing and take no damage. See back of rulebook.

Hunter Rules:
- Hunters take turns in any order (may change each round), but each character must finish before next one goes.
- Hunters move 0-4 spaces (diagonal is ok), if agent can be seen, figure must be placed, Hunter can **attack once**.
- <u>Attacking</u>:
  - Count the number of spaces away the Agent is, roll a dice, must be **equal to or greater for a hit**. Example, 4 spaces away would need a 4, 5 or 6 to hit.
  - If a **6 is rolled**, roll another time and add value (repeat when a 6 is rolled). 6+6+4 is a 16 space away hit!
  - If a **1 is rolled**, automatic miss! If the Hunter is standing on top of the Agent, don't roll, **automatic hit**!
- <u>Vehicle</u>:
  - Only moved on the road up to 10 total spaces in a round by agent(s) in the vehicle.
  - Can Enter/Exit vehicle if Hunter is adjacent (diagonal ok). This will end movement.
  - Vehicle doesn't block line of sight and Agent/Hunter can move through it.
  - Hunter in Vehicle can't attack nor be stunned, but still can see for line of sight.
  - A hunter in the vehicle can use the **motion sensor** instead of moving, Agent must say cardinal direction relative to vehicle, but if they moved 0-2 spaces the previous turn, they announce "no motion detected"
- If a hunter becomes **stunned**, place a marker nearby. Hunter can only move 2 spaces next turn and can't attack!

Rules for 5 players will not be covered here, see rulebook pg 7. For veterans of the game.