

MASS EFFECT™

THE BOARD GAME



RULEBOOK

MASS EFFECT: THE BOARD GAME

DESIGNERS
ERIC M. LANG,
CALVIN WONG TZE LOON 黃子倫

DEVELOPMENT
ANDREW DOUTHWAITE,
DOM WESTERLAND, JAMES HEWITT,
JESS GIBBS, JUSTIN TALSMa

WRITING
CALVIN WONG TZE LOON 黃子倫

NARRATIVE WRITING
CALVIN WONG TZE LOON 黃子倫,
GAVIN DADY

EDITING
JIM JOHNSON,
ROBERT HEBBLETHWAITE

GRAPHIC DESIGN
MICHAL E. CROSS, AKHA HULZEBOS,
MIKE KAY, JANE ROBERTSON,
STEPHANIE TORO, CHRIS WEBB,
MARK WHITTINGTON, LEIGH WOOSEY

CORE MINIATURE 3D DESIGN
TITAN-FORGE.COM

UPGRADE MINIATURE 3D DESIGN
JOANA ABBOTT, BEN DE BOSDARI,
SEAN BULLOUGH,
DOMINGO DÍAZ FERMÍN,
COLIN GRAYSON,
JONNY LA TROBE-LEWIS,
CHRIS ‘CHRISPY’ PEACEY

3D RENDERING
DOMINGO DÍAZ FERMÍN

ART DIRECTION
ROCÍO MARTÍN PÉREZ

COVER ARTIST
DAVID BENZAL

INTERIOR ARTIST
DAVID BENZAL

MAP ARTIST
JOSE ESTERAS

PROOFREADING
JIM JOHNSON,
ROBERT HEBBLETHWAITE

PROJECT MANAGEMENT
GAVIN DADY
CHRIS SHEPPERSON

PLAYTESTING
ALAN WAFER, HAQ KAMAR,
AMELIA CHUNG, HONG DI-ANNE,
MAJA ŠKRIPELJ, MISTY BURGESS,
VYRIA DURAV, NIKKI VALENS,
Z SVELA, MATT FAULISI, PHYPHOR,
NICHOLAS LIM, TOM SHEEN,
M YEAGER, JOEY SCHOUTEN,
AMANDA VALLERAND, JON SNEATH
MANUEL CORREIA, ISAAC CHILDRES,
ZACH CARTER, ADRIAN FRANCIES,
STEVEN SITES, PEER SYLVESTER,
DEREK PORTER, CARL GANNON,
GEORGIOS PANAGIOTIDIS,
AMANDA “PANDA8NGEL” WONG,
CONOR BAKER, LEIGH BARLOW,
MATT MORAN, STEFAN ROSALIND

MODIPHIUS ENTERTAINMENT

CHIEF CREATIVE OFFICER
CHRIS BIRCH

CHIEF OPERATIONS OFFICER
RITA BIRCH

MANAGING DIRECTOR
CAMERON DICKS

HEAD OF BRAND
SAMANTHA WEBB

HEAD OF CREATIVE SERVICES
JON WEBB

HEAD OF DEVELOPMENT
SOPHIE WILLIAMS

HEAD OF FINANCE
LUC WOOLFENDEN

CREATIVE COORDINATOR
KIERAN STREET

LOGISTICS AND
PRODUCTION MANAGER
PETER GROCHULSKI

LEAD ART DIRECTOR
ROCÍO MARTÍN PÉREZ

ART DIRECTOR
ARIEL OREA

STUDIO COORDINATOR
ROCÍO MARTÍN PÉREZ

PHOTOGRAPHER
FÁTIMA MARTÍN PÉREZ

LEAD 3D DESIGNER
JONNY LA TROBE-LEWIS

SENIOR 3D DESIGNERS
JOANA ABBOTT, DOMINGO DÍAZ
FERMÍN, CHRIS ‘CHRISPY’ PEACEY

SENIOR 3D PLASTICS DESIGNER
COLIN GRAYSON

3D DESIGNERS
BEN DE BOSDARI, SEAN BULLOUGH

STUDIO PAINTER
CALLUM FRANCE

STUDIO TERRAIN DESIGNER
JULIAN JERATSCH

LEAD GRAPHIC DESIGNER
AKHA HULZEBOS

PRINCIPAL GRAPHIC DESIGNER
MICHAL E. CROSS

GRAPHIC DESIGNERS
STEPHANIE TORO, CHRIS WEBB,
MARK WHITTINGTON, LEIGH WOOSEY

AUDIO AND VIDEO PRODUCER
STEVE DALDRY

EDITOR
BRYCE JOHNSTON

GAMES DESIGNERS
JACK CAESAR, JAMES HEWITT

COMMUNITY AND DESIGN ASSISTANT
DOM WESTERLAND

SCHEDULING AND DESIGN ASSISTANT
JUSTIN TALSMa

2D20 DEVELOPER
NATHAN DOWDELL

RPG DESIGN ASSISTANTS
ANDY DOUTHWAITE, JESS GIBBS

PROJECT MANAGEMENT
OFFICE TEAM LEAD
BŁAŻEJ KUBACKI

SENIOR PROJECT AND
PROCESS MANAGER
GAVIN DADY

PROJECT MANAGERS
DANIEL LADE, JAMIE MACKENZIE,
BEN MAUNDER,
HARALAMPOS TSAKIRIS

PROJECT MANAGEMENT ASSISTANT
ROBERT HEBBLETHWAITE

OPERATIONS MANAGER
JOHN WILSON

FACTORY MANAGER
MARTIN JONES

SENIOR PRODUCTION OPERATIVES
DREW COX, WARWICK VOYZEY

LEAD PRODUCTION OPERATIVE
JAKE PINK, MILES TURNER

PRODUCTION OPERATIVES
THOMAS BULL,
REBECCA CARTWRIGHT,
LOUIS HARTLEY-EDWARDS,
JAKE SKINNER-GUY,
CHRISTOPHER LEIGH

ASSEMBLY TEAM
ELAINE ELIZABETH HUGHES,
NICHOLA JONES,
MICHELLE RICHARDS

TOOL MAKERS
LUKE GILL, DAVID HEXTALL,
ANTHONY MORRIS

CUSTOMER SERVICE AND
ACCOUNTS MANAGER
LLOYD GYAN

COMMUNITY MANAGER
APRIL HILL

PR MANAGER
SOPHIE MAY

TRANSLATIONS AND
PUBLISHING MANAGER
MATT TIMM

DISTRIBUTION AND
KEY ACCOUNTS MANAGER
GARY MOORE

SALES ACCOUNT MANAGER
MATT VANN-HINTON

MARKETING COORDINATOR
SHAUN HOCKING

MARKETING MANAGER
SHAREEF DAHROUG

MARKETING ASSISTANT
GEORGIE REEVE

CUSTOMER SUPPORT
REPRESENTATIVES
CHRIS DANN, JAGDEEP THIARA

OPERATIONS ASSISTANT
STEPHANIE CATALA

WEBSTORE MANAGER
APINYA RAMAKOMUD

FINANCIAL ANALYST
VALYA MKRTHCHYAN

ACCOUNTS PAYABLE MANAGER
OFELYA MNATSAKANYAN

ACCOUNTS RECEIVABLE SPECIALIST
AND FINANCE COORDINATOR
HOLLIE SHEPPERSON

BIOWARE

FRANCHISE ART DIRECTOR
DEREK WATTS

FRANCHISE GAME DIRECTOR
PRESTON WATAMANIUK

EXECUTIVE PRODUCER
MICHAEL GAMBLE

LEAD EDITOR
KARIN WEEKES-WEST

NARRATIVE EDITOR
RYAN CORMIER

CONSUMER PRODUCTS
LICENSING LEAD
DEVON GARDNER

FAN EXPERIENCE PRODUCER
CARYS RICHARDS

FAN EXPERIENCE PRODUCER
MAD BEE

MODIPHIUS ENTERTAINMENT LTD.
2ND FLOOR, 39 HARWOOD RD,
LONDON SW6 4QP, UNITED KINGDOM

INFO@MODIPHIUS.COM
WWW.MODIPHIUS.COM

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In the year 2186, the civilizations of the galaxy are at war with a relentless, artificial enemy called the Reapers. Commander Shepard's warnings of their arrival were all ignored, and now the Reapers have invaded the galaxy in force, crushing all resistance.

Earth has fallen. Palaven, the turian homeworld, is under siege, and their military might barely holds the enemy at bay. The Reapers are pressing into the galaxy on all fronts, and it is only a matter of time before the races of Citadel Space are crushed beneath their onslaught.

But there is still hope. Commander Shepard has assembled a crew of trusted allies aboard the Systems Alliance stealth frigate, the Normandy. They have the schematics for the mysterious Prothean superweapon, the Crucible, but constructing it alone will not be enough.

Shepard and the Normandy crew are racing to forge alliances, build a unified front capable of defeating the Reapers before they overtake the galaxy and complete their harvest of all biological life.

All the while, the insidious terrorist organisation Cerberus advances their own agenda of human supremacy at any cost, led by the mysterious Illusive Man and his army of ruthless operatives.







"Commander Shepard,

Since you took out the Cerberus lab on Sanctum, N7 Special Forces have hit every other lab we could find. Cerberus has caught on and moved their research efforts off-world. They've retrofitted one of their cruisers as a mobile research facility and now keep it on the move. I've received reports of more abductions, like the one you stopped on Benning, and several refugee ships have unexpectedly dropped off the grid. Cerberus could be holding those abductees on that cruiser as hostages, or worse, as test subjects.

Their latest hiding place was the storm above Hagalaz. Taking a page out of the Shadow Broker's book, I suppose. We only found them because the cruiser appears to have suffered a massive systems failure and crashed on the night side of the planet.

Although these nights are a lot longer than Earth's, unfortunately it's almost morning and daybreak will bring the most powerful storm on the other side of the Attican Traverse.

The Normandy is the only Alliance ship in range. I need you to see what Cerberus was up to. Interference from the storm is degrading comms, so there's no way Cerberus can get their research off-planet except by portable data transfer. We have recovery assets on the way, but they won't arrive until after the storm hits and tears that ship to pieces.

Shepard, your orders are: Whatever you do, keep that research data out of Cerberus' hands. When the storm is over, I don't want them to recover their work from the wreckage. Denying them those assets will be a major blow. Retrieve the research if possible, or destroy it if there's no other choice. Alternatively, find a way to fortify the ship until the fleet arrives. If you find prisoners along the way, get them out of there.

The storm is coming, Shepard. Get it done."

– Admiral Hackett

OVERVIEW

Mass Effect: Priority Hagalaz is a co-operative tactical action game for 1-4 players, following the crew of the *Normandy* as they infiltrate a downed Cerberus cruiser. The game takes place over a campaign of three **Main Missions** and two optional **Loyalty Missions** (each taking around 45 minutes), which can be played in a single sitting or split across multiple play sessions.

THE SQUAD

Each Mission always features four Squadmates: Commander Shepard, and three others chosen from Garrus, Liara, Tali and Wrex.

- **Commander Shepard** is a capable all-rounder whose leadership makes the squad more than the sum of its parts.
- **Garrus Vakarian** grants the squad several options for powerful, precise ranged attacks.
- **Liara T'Soni** unleashes powerful biotic effects to predict, negate and impede enemy actions.
- **Tali'Zorah nar Rayya** fights alongside her faithful combat drone, Chatika vas Paus, sabotaging defenses and unlocking doors.
- **Urdnot Wrex** is a master of close-ranged combat, and a defensive powerhouse.

You can use the same Squadmates in each Mission of your campaign, or change your line-up for each Mission – it's up to you. Also, players are free to change which Squadmate(s) they control between Missions.

SHARING CONTROL

In a game with four players, each player will control a single Squadmate – but you still use four Squadmates, even if you have fewer players.

A solo game is easy – the player controls all four Squadmates.

If there are two players, each one controls two Squadmates.

In a three-player game, one player controls two Squadmates, and the others control one each.



WAR READINESS

At the end of the campaign, the players' level of success is determined by how many **War Readiness** points they have scored.

War Readiness is scored each time the squad completes a Mission, and can also be scored by completing Secondary Objectives during a Mission.

VICTORY AND DEFEAT

Each Mission has clearly defined parameters for Victory and Defeat. Victory comes in two varieties: **Paragon Victory** (usually requires extra effort but scores higher War Readiness) and **Renegade Victory** (ruthless and efficient path to victory). Whether a Mission ends in Victory or Defeat, the squad will always advance to the next Mission and continue the campaign. However, if the first two Main Missions are failed, the squad fails in its assignment, and the campaign ends early.

COMPONENTS

COMMANDER SHEPARD

Just like in the Mass Effect video game, Commander Shepard is a versatile character.

As such, there are two different Commander Shepard miniatures. You only need to use one each time you play – leave the other in the box.

Both use identical rules, so this is simply a case of personal preference.

SQUADMATES AND ENEMIES

Squadmates are represented during play by plastic miniatures, and have a corresponding Squadmate Sheet which lists their unique special rules.

There are two types of Enemies – **Minions** (numerous foes that appear in multiple Missions) and **Elites** (tough, boss-level adversaries). Both are represented by double-sided tokens.

Character is used throughout the rules as a catch-all term for Squadmates, Minions and Elites.



Rulebook
(x1)



Mission Book
(x1)



Narrative Book
(x1)



Hazard cards
(x64)



Enemy tokens
(x86)

Cerberus
Minions
(x30)

Reaper
Minions
(x30)

Unique Elite
Enemies
(x26)



Downed
Squadmate
tokens
(x4)



Turret Status
tokens
(x6)



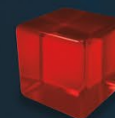
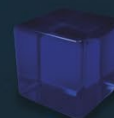
Objective
tokens
(x7)



Refugee
tokens
(x7)



Damage / Biotic Effect
tokens
(x20)



Tracking cubes
(x15)



Squadmate miniatures
(x6)



Campaign Map board
(x1)



Squadmate Sheets
(x5)



Rage
tokens
(x5)



Command
tokens
(x3)



Proximity
Mine
tokens
(x3)



Renegade
tokens
(x8)



On Point token
(x1)



Locked Door
/ Unlocked
Door tokens
(x8)



Loot tokens
(x12)



Medi-gel
(x5)



Grenade
(x2)



Grenade
Cache
(x1)



Intel
(x4)



Enemy Bag
(x1)



Strategy
dice
(x12)



Paragon
dice
(x2)



Marker Pen
(x1)

MARKING BOXES

On the Campaign Map, Mission Book and Squadmate Sheets, there are boxes that can be marked to indicate progress, completed objectives and unlocked abilities.

To mark a box, fill it in using the wet-erase marker pen included in the game box.

When the campaign is over, clear all of the boxes by wiping them first with a lightly dampened cloth, then a dry cloth.

MARKING WAYPOINTS

The Campaign Map features Waypoints, the open dots with arrows leading to them like those at the bottom of Guns of Cerberus, shown here. When a mission is selected, tick the Waypoint at the bottom. After playing the mission, tick the Paragon, Renegade, or Failure box, then follow the arrows and select your next mission by ticking that Waypoint. This helps you remember which path you have selected between game sessions.



- 1 Enemy's name
- 2 Attack Value
- 3 Shield Value
- 4 Tag
- 5 Challenge level

ENEMY TOKENS



Both kinds of Enemies – **Minions** and **Elites** – are represented by tokens.

The front of an Enemy token is its **Active** side, and shows the Enemy's name and artwork, along with an **Attack Value** and a **Shield Value**.

TAGS

Some Enemy tokens have a **Tag**, granting them an additional special rule. There are four Tags: **Pin**, **Ranged**, **React** and **Rush**. These will be explained in full later, on page 31.

STUNNED ENEMIES

The reverse of an Enemy token is its **Stunned** side, showing the Enemy is currently not Active. This side does not show an Attack Value or a Tag, but still shows a Shield Value. In addition, the Stunned side of each Minion token shows 1, 2 or 3 ♦; the more ♦ the token has, the more of a challenge it will present. ♦ are used to determine which Minion tokens are used in each Mission, as described on page 12.

ELITE ENEMIES

Elite Enemies vary from Mission to Mission, and have their own rules box on the Mission Rules page (as shown in the example below). This shows their token, their **Spawn icon** (which will be found on the map), and a special rule applying to them. Also, Elite Enemies have variable Shield Values; their token will show a X shield, and their entry in the Elite Enemies section will show a **Resilience Tracker** with multiple spaces. This is explained later, on page 32.

- 1 Elite Enemy's name
- 2 Shield Track
- 3 Special Rule
- 4 Tag



STORY PARAGRAPHS

The Narrative Book contains a series of numbered **Story Paragraphs**. At various points, you will be instructed to read a specifically-numbered paragraph.

You should avoid reading any paragraphs that you have not been explicitly instructed to read.



PAY ATTENTION!

Think of Story Paragraphs as cut-scenes in a video game. Don't skip them – you might miss out on some information vital to completing your Mission!

- 1 When you turn to a Story Paragraph, read the narrative text at the top of the entry aloud.
- 2 Then read and resolve the rules text that follows.





"Shepard, analysis of the crashed cruiser has isolated three primary objectives. The reactor, the research data core, and the kinetic barrier generator. You only have time to reach one of those before the storm arrives.

Accessing the data core will allow us to steal Cerberus' research, but they could salvage the ship's wreckage after the storm has passed.

Overloading the reactors will destroy the ship – and all hope of any data recovery or salvage.

I am also detecting signs of the captives Admiral Hackett mentioned. By diverting power from the research core, you can boost the ship's kinetic barriers long enough to preserve it and protect the prisoners until the Alliance arrives. However, if you do this, the data banks will be lost.

The storm is only a few hours away, Shepard. I recommend moving fast. Displaying potential routes to each objective. The mission is yours."

– EDI

- 1 You will be instructed to mark Waypoints to show which Mission you will attempt next.
- 2 The Paths between Main Mission boxes indicate the order in which Missions can be attempted. For example, after completing mission 2B Atlas Binary, the squad may choose to attempt a Loyalty Mission, and once that is completed, progress to 3A Reactor Control or 3B The Mainframe.
- 3 Intel Caches can be found during Missions, and are tracked by marking these boxes. Every third box you mark lets a Squadmate unlock a new Ability.
- 4 When a Mission ends, you will be instructed to mark one of its three Outcome Boxes:
 - Paragon Victory
 - Renegade Victory
 - X Defeat
- 5 Filling in a Loyalty Waypoint indicates the team will attempt a Loyalty Mission before progressing to the next Main Mission.
- 6 Each Squadmate has a unique Loyalty Mission that can only be attempted once. When selecting a Loyalty Mission, mark the corresponding Squadmate's box. You can only attempt two Loyalty Missions maximum during a campaign.
- 7 Track your War Readiness across the campaign by marking these boxes. Can you get a perfect score?

THE CAMPAIGN MAP

The **Campaign Map** tracks the squad's progress through the crashed cruiser, Mission by Mission.

Each Mission has its own box on the map, and they are split into three **Stages**. You will play one Mission from Stage One, one from Stage Two and one from Stage Three, following one of the **Paths** after each Mission to determine which one will come next.



During the campaign, you will have the option to attempt up to two **Loyalty Missions**, which take place between the Main Missions. Each of Shepard's Squadmates has a unique Loyalty Mission. By undertaking their Loyalty Mission, Shepard builds a stronger bond with the Squadmate and – if the Mission is successful – unlocks a unique Ability for them.

CHARTING A PATH

Whenever you finish a Main Mission, you will be instructed to mark another Waypoint. When you do, fill in the path between the Mission you just finished, and the newly-marked Waypoint. This gives you a visual reminder of the route the squad has taken as it heads deeper into the crashed Cerberus ship.

In the example (shown below), the squad started their campaign with Guns of Cerberus, then completed a Loyalty Mission. The next Mission they play will be Atlas Binary.



THE MISSION BOOK

The Mission Book is made up of a number of **Mission Spreads** – one for each Mission the squad can attempt. A Spread is made up of a **Mission Rules** page and a **Mission Map** page.

MISSION RULES PAGE

The left-hand page of a Mission Spread is the Mission Rules page. It shows setup instructions, Enemy forces, Mission Objectives, and any special rules applicable to this Mission.

- 1 A narrative introduction will be found here.
- 2 This box shows any special rules that apply when setting up the Mission.
- 3 Each Mission, you will face either Reaper or Cerberus forces. Information on Enemy forces is found in this box.
- 4 This box lists any special rules that apply during this Mission.
- 5 This section shows the Objectives for this Mission - the ways in which the squad can achieve victory.
- 6 The Mission's Elite Enemy (or Enemies) will be shown here.
- 7 A Mission is failed if time runs out, or if Shepard is Downed. This box explains how this can happen, and what to do if it does.
- 8 Some boxes on this page may have Progress Boxes, which you will be instructed to mark under certain circumstances.



MISSION MAP PAGE

The right-hand page of a Mission Spread is the Mission Map page, which acts as the game board during play.



Hexes

The Mission Map is made up of a grid of **hexes**. Each hex can contain a single **character** (a Squadmate or an Enemy) as well as any number of tokens (Loot tokens, Objective tokens, Turret Status tokens and so on).

Map Iconography

Walls, Obstacles and Enemy Spawn hexes are clearly marked on the map, and remain in effect during the game. Other icons (Objective tokens, Loot tokens, Refugee tokens, Door tokens and Turret Status tokens) indicate where tokens are placed during setup, and have no effect once the Mission begins.

A full guide to map icons can be found on the back of the Campaign Map. You can place this next to the Mission Book during play, for ease of reference.

- 1 Walls create a solid barrier between two hexes. Characters can't move or attack through walls, and the hexes either side of a wall never count as being Adjacent.
- 2 During setup, doors are placed on these icons. Green icons represent unlocked doors, and orange icons represent locked doors.
- 3 Spawn hexes indicate where Minions are set up at the start of a Mission, and where Enemy reinforcements will enter play.
- 4 Objective tokens are placed on these icons at the start of a Mission, representing points of interest or key locations.
- 5 Loot tokens are placed on these icons at the start of a Mission, representing useful items that can be collected.
- 6 An Elite Spawn hex marks the starting position of a powerful Elite Enemy.
- 7 Refugee tokens are placed on these icons at the start of a Mission, representing civilians that can be rescued.
- 8 Turret Status tokens are placed on these icons at the start of some Missions, with their Active side showing.
- 9 Obstacles sit between hexes like walls, but they only affect attacks - they don't impede movement or prevent the hexes from being adjacent.
- 10 Start hexes indicate where the Squadmates are set up at the start of a Mission.

INTERACTING WITH THE MISSION MAP

During play, characters can interact with the Mission Map in a number of ways.

Out of Bounds

Each Mission Map represents an enclosed area. Anything outside of the grid of hexes is **Out of Bounds**, meaning characters cannot move out of the grid unless a Mission rule specifically allows them to do so.

Adjacency

Any two hexes sharing a border are **adjacent** unless the border features a **wall** or **locked door**. This is important when resolving certain rules. **Obstacles** do not prevent hexes from being adjacent.

In Diagram 1 (below), Garrus is adjacent to each of the four hexes containing a green checkmark. Note the Obstacle does not prevent this. The two hexes with red crosses are not adjacent to Garrus, due to the wall and the locked door.

DIAGRAM 1



Counting Distances

Sometimes, you will need to count the distance between two hexes. To do this, count the shortest route from the first hex to the second, moving only between adjacent hexes (you cannot pass through walls or locked doors). Count how many hex borders you cross – this is the distance.

Sometimes, a special rule will instruct you to count the distance between two hexes, ignoring walls and locked doors.

In Diagram 2 to the right, the Husk is four hexes away from Garrus. If the wall were not there, the Husk would be three hexes away from Garrus.

If the rules state something must be “within three hexes”, this means the distance between those hexes can be no greater than 3 – in the example, the Husk and Garrus are within three hexes of each other only if the wall is ignored.

DIAGRAM 2



DIAGRAM 3



Line of Fire

Some rules allow a character to attack (or otherwise affect) a target within its **Line of Fire**.

Imagine six straight lines radiating out from the character's hex, as shown in Diagram 3 to the left. A target within one of these lines is within the character's **Line of Fire** as long as there are no walls, doors (locked or unlocked) or Obstacles directly between them.

Obstacles and doors bordering the attacking character's own hex are ignored, as are intervening characters.

In Diagram 4 to the right, Garrus' player wants to make an Attack.

- Husks 1, 5, 6 and 7 are in Garrus' Line of Fire, despite the intervening characters, and the Obstacle (which is ignored, as it borders Garrus' hex).
- Husk 2 is not, as there is an Obstacle in the way that does not border Garrus' hex.
- Husk 3 is not, as it is not in one of the six straight lines radiating out from Garrus' hex.
- Husk 4 is not, as there is a wall in the way.

DIAGRAM 4



SHROUDED AREAS

As this area is completely separated from the Squadmates by walls and doors, it is Shrouded.



Shrouded Areas

Some Mission maps are made up of multiple different areas, separated by walls and doors (whether they are locked or unlocked). At the start of a Mission, any area that does not contain at least one Squadmate is **Shrouded**.

Enemies in Shrouded areas do not Activate, and cannot be targeted by Attacks or Abilities. To represent this, they are placed so that their token's Stunned side is face-up.

A Shrouded area is revealed the first time a Squadmate stands in a hex bordered by an unlocked door leading into the area. When this happens, flip all Enemy tokens in the area to their Active side. The area no longer counts as being Shrouded.

SQUADMATE SHEETS

Each Squadmate has a unique **Squadmate Sheet**, which sits in front of the player controlling them.

1 MOVE

2 AIM
During setup, place a tracking token on the first space of the Aim Tracker. This is the Aim token.
After making your Strategy Roll, move the Aim token 1 space to the right for each ★ you rolled.
The number above the Aim token's current space is your Aim Value.

3 MISSION

4 REVIVE

5 EXPERIENCE

6 CONCUSSIVE SHOT
Deal 1 Damage to an Enemy in Garrus' Line of Fire.
If the Enemy is at least 3 hexes away from Garrus, Deal 3 Damage instead.

7 ARMOR PIERCING ROUNDS
Deal 1 Damage, plus your current Aim Value, to an Enemy in Garrus' Line of Fire.
Then return the Aim token to the first space of the tracker.

8 MARKSMAN
Move the Aim token 2 spaces to the right.

9 ASSASSINATION
Deal 1 Damage to an Enemy in Garrus' Line of Fire. Resolve this up to 3 times.
Then move the Aim token to the left until it reaches either a space with a ★ icon, or the first space of the tracker.

10 TURIAN REBEL
Make a Move Action. During this Action, Enemies cannot make Opportunity Attacks against you, and you are not affected by the ★ Tag.

11 PROXIMITY MINES
Take 3 Proximity Mine tokens when this Ability is unlocked, then again when setting up subsequent Missions.
When an Enemy moves into or spawns in a hex that is adjacent to Garrus, you may discard a Proximity Mine token to deal 2 Damage to that Enemy.

12 CALIBRATE
Once per turn, when resolving Concussive Shot, Marksman or Assassination, you may deal 1 additional Damage for each ★ icon that is to the left of the Aim token.

13 COMPLETE GARRUS' LOYALTY MISSION TO UNLOCK

This acts as a control panel of sorts, tracking various information and listing all of the Squadmate's special rules and their unique Abilities.

- During play, you will place dice on Action Slots to make Actions with the Squadmate. You can only place a die in a slot that has a matching icon.
- This box shows the Squadmate's Core Ability, which activates at the start of their turn. Each Core Ability uses a different unique element - for example, Garrus has the Aim Tracker.
- A Squadmate lose Shield Points when they are attacked. These regenerate fully at the end of each Round.
- A Squadmate with no Shield Points loses Hit Points instead. If their Hit Points drop to zero, they are Downed, and their Squadmate Sheet is flipped face-down.
- As Squadmates defeat Enemies, they earn Experience Points, which you will track by marking these boxes. There is one column for each Mission.
- In addition to their Core Ability, each Squadmate has a number of Ability Boxes. Each one contains an Action they can make (with its own Action Space) or a Special Rule that applies to them.
- At the start of the campaign, you can only use Abilities with solid blue backgrounds. Abilities with black backgrounds must be Unlocked first.
- To show that an Ability has been unlocked (and can be used), you will mark the box in the top-right corner.
- Ability boxes with red borders are Advanced, and cannot be unlocked until the required Ability or Abilities are unlocked.
- Each Squadmate has a special Loyalty Ability, which can only be unlocked by completing their Loyalty Mission.

DOWNED SQUADMATES

A Squadmate who runs out of Hit Points is **Downed**, and their Squadmate Sheet is flipped face-down (as shown below).

When this happens, follow the instructions on the sheet. As soon as another Squadmate revives you, you will be back in the fight!



Garrus
He/Him

LOCKED DICE

☐ ☐ ☐

If there were any dice on your sheet, move them to the spaces above. Otherwise, move 3 dice from the Pool to the spaces above.

These dice are Locked and cannot be removed from this sheet until you are Revived.

WHEN YOU ARE DOWNED:

Replace Garrus with your Downed token. If there is a face-down Hazard card next to your sheet, return it to the bottom of the deck without looking at it.

While you are Downed, you cannot roll or allocate dice or use Abilities, and you do not resolve a Hazard card at the end of your turn. In effect, your turn is entirely skipped.

WHEN YOU ARE REVIVED:

Place Garrus in the same hex as your Downed token, or in a hex that is adjacent to it. Then remove your Downed token from the map.

If your turn has already passed this Round, remove the dice from the spaces above and set them aside until the end of the Round.

If your turn has yet to happen this Round, draw a Hazard card without looking at it, and place it face-down next to this sheet. Then remove the dice from the spaces above and set them aside; the next time a player makes a Strategy Roll, these dice are included.

Flip this sheet over. Restore your Shield Points to full, and your Hit Points to 1. Place your Aim Tracker on its starting space.

MISSION COMMANDER

If Commander Shepard is Downed, the Mission ends in failure.

As such, Shepard's Squadmate Sheet does not have a Downed side. Instead, each side has identical rules text, but shows different artwork for Shepard, corresponding to the two different Commander Shepard miniatures. Use whichever side of the board matches your chosen miniature.

SETTING UP A MISSION

WELCOME TO HAGALAZ

If you have not yet played the first Mission in your campaign, read **Story Paragraph 76** before following the steps on this page.

1. PREPARE MISSION

- A** Consult the Campaign Map to see which Mission you will attempt next. (See *Charting a Path* on page 11).

- B** Open the Mission Book to the Spread for that Mission, and place it in the center of the playing area.

- C** Read the **Additional Setup Instructions** box on the Mission Rules page; if any instructions in the box contradict the ones below, the ones in the box take precedence.



2. FILL THE ENEMY BAG

- A** Find the thirty **Minion tokens** that match those shown in the **Enemy Forces** box on the Mission Rules page. Place them face-down in the playing area, so their **Challenge Rating** icons can be seen, and return the other thirty Minion tokens to the game box.

- B** If the Enemy Forces box shows a **Low Challenge** icon, return any tokens showing a **Medium Challenge** or **Extreme Challenge** icon to the game box.

- C** If the Enemy Forces box shows a **Medium Challenge** icon, return any tokens showing an **Extreme Challenge** icon to the game box.

- D** The numbers on the token icons in the Enemy Forces box indicate how many tokens of each type should be left. Place these into the Enemy Bag and shuffle by giving it a good shake.

Low	Medium	Extreme

LOYALTY MISSIONS

If the next Mission is a Loyalty Mission, choose a Squadmate whose Loyalty Mission box on the Campaign Map has not yet been marked, and read the Story Paragraph listed in the box.



(For example, if you choose Garrus, read Story Paragraph 66, then mark his box.)

ENEMY BAG SETUP EXAMPLE

This Mission's Enemy Forces box shows the Cerberus Minion tokens - Assault Troopers, Guardians and Engineers - and a Medium Challenge icon. It also notes that there should be eight of each token.



Of the ten Assault Trooper icons, five have **Low Challenge** icons, and three have **Medium Challenge** icons. These are placed into the bag.



The two remaining tokens, which have **Extreme Challenge** icons, are returned to the box. This is then repeated for the Guardians and Engineers.

3. PREPARE ENEMIES

- A** Consult the **Enemy Forces** box on the Mission Rules page. Find the matching **Hazard Deck** (Cerberus or Reaper), shuffle it, and place it face-down next to the Mission Book. Return the other Hazard Deck to the game box.
- B** Find the tokens for any **Elite Enemies** shown on the Mission Rules page and place them in the matching **Elite Spawn hexes**.
- C** Place a random **Minion token** (drawn from the Enemy Bag) into each **Spawn hex**. Place them with their Active side face-up, unless they are in Shrouded Areas (see the *Shrouded Areas* sidebar on page 16).



4. PREPARE MAP

- A** Shuffle the twelve **Loot tokens** together, face-down. Place one face-down on each hex that contains a **Loot icon**.
- B** Place **Objective, Refugee, Locked / Unlocked Door** and **Turret Status** tokens on the map, as indicated by matching icons. Ensure Turret Status tokens are placed with their Active side showing.
- C** Read the **Additional Rules** and **Objectives** boxes on the Mission Page.



5. DEPLOY SQUAD

- A** Choose the three **Squadmates** who will accompany Commander Shepard for the Mission, and divide them among the players (see the *Sharing Control* sidebar on page 4). Return the unused Squadmate's components to the game box.
- B** Each player takes the **Squadmate Sheet** and **miniature** for the Squadmate(s) they are controlling.
- C** On each Squadmate Sheet, place a **tracking cube** on the furthest-right spaces of the **Hit Point** and **Shield Point** trackers.
- D** Starting with Shepard and going clockwise around the board, place each Squadmate's miniature in a **Start hex** that does not already contain a Squadmate.
- E** Follow any additional setup instructions shown in each Squadmate's **Core Ability** box.
- F** Place the **On Point token** and the twelve **Strategy Dice** next to Shepard's Squadmate Sheet. Add 1 **Paragon die** for each **Paragon Victory** marked on the Campaign Map. Return any unused Paragon dice to the game box.
- G** Each player takes a **Renegade token** for each **Renegade Victory** that is marked on the Campaign Map, and places them next to their Squadmate Sheet. Return any unused Renegade tokens to the game box.



Place any remaining components within reach. You are now ready to begin the Mission.



MISSION 2B: MISSION OBJECTIVES

ENEMY FORCES

ADDITIONAL SETUP INSTRUCTIONS

ADDITIONAL RULES

MISSION FAILURE

ELITE ENEMIES



WIREX
He/Him

BLOOD RACE
During setup, place your Blood Race token in the Blood Race slot. When making your Strategy Roll, the Blood Race token will be used to determine if you roll.

WHAT KROGAN DO BEST

WIREX FACT

CARRUS
He/Him

MARKSMAN
Move the Aim token 2 spaces to the right.

TURIAN REBEL
Make a Move Action. During this Action, Enemies cannot make Opportunity Attacks against you, and you are not affected by the **WARP** tag.

PROXIMITY MINES
Take 3 Proximity Mine tokens when this Ability is unlocked, then again when setting up subsequent Missions.

COMPLETE CARRUS LOYALTY MISSION TO UNLOCK

ASSASSINATION
Deal 1 Damage to an Enemy in Carrus' Line of Fire. Resolve this up to 3 times.

OVERLOAD
Disable a Turret or Stun a Minion that is in Carrus' Line of Fire, and within a number of hexes equal to your current Aim Value.

CALIBRATE
Once per turn, when resolving Consecutive Shot, Marksmen or Assassination, you may deal 1 additional Damage for each **AIM** token that is to the left of the Aim token.

SHEPARD
She/Her

COMMAND
During setup, place the 3 Command tokens into the spaces below, with their blank faces showing.

ARENALINE RUSH
Before you resolve Shoot, you may move into an adjacent hex.

BARRIER
After completing a Move Action, regain a Shield Point.

CARNAGE
Deal 2 Damage to an Enemy in Shepard's Line of Fire.

WARP
Whenever an Enemy adjacent to Shepard suffers Damage, it also takes a Biotic Effect token.

MEDICINE
When you use your Command Ability, the Target Squadmate also recovers 1 Hit Point.

INCINERATE
After making your Strategy Roll, deal 2 Damage to an Enemy within 2 hexes. If it is a Minion, it is also Stunned.

HACK
Disable a Turret or Stun a Minion in Shepard's hex, or unlock a door bordering Shepard's hex.

SHOOT
Deal 1 Damage to an Enemy in Shepard's Line of Fire.

BIOTIC CHARGE
Make a Move Action. Then deal Damage to an adjacent Enemy equal to the number of Movement Points spent.

IMMUNITY
When another Squadmate is targeted by an Enemy Attack, you can flip a Ready Command token to its blank side. If you do, the Squadmate suffers no Damage.

LIARA
She/They

ANALYSIS
During setup, place a tracking token on the first space of the Analysis Tracker. This is the Analysis token. The number above its current position is your Analysis Value.

LIFT
Deal 1 Damage to an Enemy in Liara's Line of Fire, and give it a Biotic Effect token.

WARP AMMO
The target of Pistol Shot also takes a Biotic Effect token.

PISTOL SHOT
Deal 1 Damage to an Enemy in Liara's Line of Fire.

BIOTIC EXPLOSION
When Pistol Shot Defeats an Enemy, each Enemy that was adjacent to it takes a Biotic Effect token.

SINGULARITY
Deal 2 Damage to an Enemy in Liara's Line of Fire and to each Enemy adjacent to the target.

PLAYING A MISSION

ON POINT

Each Round, one Squadmate is **On Point**. This is shown by placing the **On Point token** next to their Squadmate Sheet. They will take the first turn in the Round, and their player (the **On Point player**) may have some additional duties during play.

Commander Shepard is always On Point at the start of a Mission, but the On Point token passes to a new Squadmate at the end of each Round.

THE STRATEGY POOL

The twelve Strategy Dice form the **Strategy Pool**. During their turn, each player rolls the Pool, then chooses three dice from it to make Actions. This means the Pool gets smaller over the course of the Round, so players whose Squadmate goes earlier will have more options available to them.

STRATEGY DIE ICONS

Each Strategy die shows the following icons:



Move
(2 Movement Points)



Move
(3 Movement Points)



Standard Action



Enhanced Action



Move (2 Movement Points)
or Standard Action



Core Ability

SEQUENCE OF PLAY

A Mission is split up into a number of **Rounds**, which follow a strict pattern of three **Phases**:

1. Preparation Phase
2. Squadmate Phase
3. End Phase

The Phases always happen in this order. Once the End Phase has been completed, a new Round begins. This continues until the Mission ends in victory or defeat.

PREPARATION PHASE

In the Preparation Phase, draw a **Hazard card** for each Squadmate, and place it face-down next to their Squadmate Sheet without looking at it. If a Squadmate is Downed (see page 18), no Hazard card is drawn for them.

Then, the On Point player gathers the twelve Strategy Dice to form the **Strategy Pool**. Dice that are Locked by a Downed Squadmate (see page 18) will reduce the size of the Pool.

SQUADMATE PHASE

In the Squadmate Phase, each Squadmate takes a turn, starting with the **On Point** Squadmate and continuing clockwise around the table.

A Squadmate's turn has three steps, which happen in order:

- a. Strategy Roll
- b. Actions
- c. Hazard card

STEP A: STRATEGY ROLL

The player picks up all of the dice that remain in the Strategy Pool, and rolls them.

Before a player rolls the Strategy Pool, they can choose to **Lock** a single die rolled by the previous player, keeping the result that it showed at the end of their turn.

This cannot be done for the On Point Squadmate's Strategy Roll; as they are going first in the Round, they must always roll all of the dice in the Pool.

Diagram 5 (on the right) shows the dice at the end of the second Squadmate's turn. Before the third Squadmate picks up the dice to roll them, they could choose to keep the die showing an Enhanced Action, and roll the other five.

Core Abilities

Each Squadmate has a Core Ability on their Squadmate Sheet. This is a special rule which can trigger at the start of their turn:

- Shepard can **Command** the other Squadmates, leading them as a team and coordinating their efforts.
- Garrus can **Aim**, allowing him to place precision shots and take out significant threats.
- Liara can use **Analysis**, predicting enemy movements and averting hazards.
- Tali's **Combat Drone**, Chatika, can rove ahead to attack enemies and hack doors and Turrets.
- Wrex can unleash his **Blood Rage** to deal damage to multiple Enemies at once.

When a player rolls the Strategy Pool, each  icon they roll will trigger the current Squadmate's Core Ability, as explained on the Squadmate Sheet. Once this has been resolved, the player re-rolls any dice showing  icons. Repeat this process (trigger the Core Ability, then re-roll) until there are no  results remaining.

STEP B: ACTIONS

A Squadmate can take up to three Actions on their turn.

To take an Action, the current Squadmate's player selects a die from the Strategy Pool, and allocates it to an Action Space on their Squadmate Sheet showing a matching icon (see the sidebar to the right). Then resolve the corresponding Action, as described below.

Each Action Space can only be used once per Round. To show this, the die is left on the space. (Note some Actions have more than one Action Space, so they can be used more than once).

Once there are three dice on the Squadmate Sheet, the Actions step of the turn is over. Note a Squadmate must always take three dice from the Pool on their turn; if they do not wish to make three Actions, they may place dice on matching Action Spaces without resolving the Actions themselves.

DIAGRAM 5



ACTION SPACES

There are three types of Action Space. Each one can only have dice showing specific icons allocated to it.



A **Move Action** space can have any die showing a Move Action icon allocated to it.



A **Standard Action** space can have any die showing a Standard Action or Enhanced Action icon allocated to it.



An **Enhanced Action** space can only have a die showing an Enhanced Action icon allocated to it.

THE PIN TAG



Immediately after an Enemy with the Pin tag makes an **Opportunity Attack**, the Squadmate's Move Action ends, even if it still has Movement Points left.

ENHANCED ACTIONS

Some Actions provide an improved effect if an Enhanced Action die is used. For example, Commander Shepard's **Shoot** Action (shown to the right) deals additional Damage when an Enhanced Action die is used.

Basic Actions

At the top of each Squadmate Sheet, there are Action Spaces for three types of **Basic Action: Move, Mission** and **Revive**. These Actions are common to all Squadmates.

Move

When a die is allocated to this Action, the Squadmate can make a **Move Action**, using 2 or 3 **Movement Points** depending on which die icon was allocated.

Each Movement Point lets you move the Squadmate into an adjacent hex. Any points that are not spent by the end of the Action are lost.

A Squadmate can move into a hex containing another Squadmate, as long as it does not end its Action there. A Squadmate cannot move into a hex containing an Enemy. If a Squadmate is adjacent to an Enemy and moves so it is no longer adjacent to that Enemy, it will provoke an **Opportunity Attack** as described on page 31.

Mission

A die can only be allocated to this Action if there is a rule on the Mission Rules page that allows this to happen. When this is the case, the rules will explain what happens when a die is allocated here.

Revive

When a die is allocated here, choose a Downed Squadmate in an adjacent hex. That Squadmate is **Revived**, following the instructions on the back of their Squadmate Sheet.

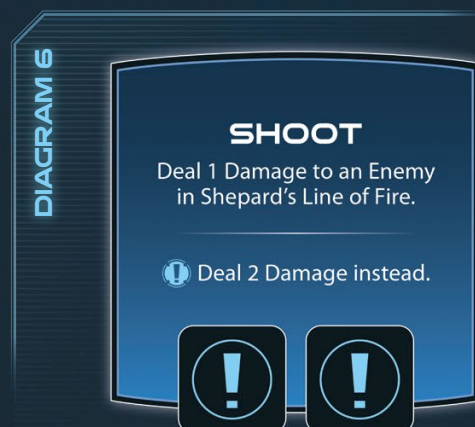
Ability Actions

In addition to the Basic Actions that are available to all Squadmates, each Squadmate has a number of unique Actions available in their Ability Boxes.

When a die is allocated to an Action Space in an Ability Box, resolve the text in the box.

Remember: at the start of the campaign, only the Ability Boxes with solid blue backgrounds (as shown in Diagram 6 below) are available. Ability boxes with black backgrounds must be **unlocked** before they can be used, as described on page 27.

A detailed breakdown of each Squadmate's Abilities can be found starting on page 36.



Shepard's player can use the Shoot ability from the start of the Campaign, without needing to unlock it.

Damaging Enemies

Many Actions allow Squadmates to deal points of **Damage** to Enemies. This is tracked by placing **Damage tokens** next to the Enemy.



If the total amount of Damage suffered by an Enemy equals or exceeds its **Shield Value**, the Enemy is **Defeated**. Defeated Minions are returned to the **Enemy Bag**, while Defeated Elites are simply removed from the board. Defeating an Enemy using an Ability will also award 1 XP.

At the end of a Round, all Damage tokens allocated to Enemies are removed from the Mission Map, representing your foes' shields recharging. Make sure you pick your targets carefully!

Elite Enemies handle Damage a little differently, as explained on page 32.

STEP C: HAZARD CARD

Once a Squadmate has made their Actions, their player flips the Hazard card next to their Squadmate Sheet so it is face-up, then resolves it, and finally places it face-up in a discard pile next to the deck. If the Hazard Deck runs out, shuffle the discard pile and turn it face-down to create a new deck.

Most Hazard cards will instruct the player to **Activate** one or more Enemies. When multiple enemies are Activated, do this one at a time, starting with the one that is closest to the Squadmate who just took their turn (referred to as the "current Squadmate" on the cards) and moving outwards. When there is a choice of Enemies to Activate, the player may choose. Enemies that are Stunned are not Activated.

An Activated Enemy will **Attack** a Squadmate if it is adjacent to one, or if it has a **Ranged Tag** and there is a Squadmate in its Line of Fire. If it cannot not make an Attack, it will **Advance** instead.

Attacking

First, select a target for the Enemy. Each Squadmate that is adjacent to the Enemy is a potential target; if the Enemy has the Ranged Tag, each Squadmate in its Line of Fire is also a potential target. The Enemy will Attack whichever potential target has the fewest Hit Points remaining before they are Downed. If two or more potential targets have equally low Hit Points, the current Squadmate's player may choose.

When a Squadmate is Attacked, they suffer **Damage** equal to the Enemy's **Attack Value**, as described in the **Squadmate Damage** sidebar.

THE REACT TAG



If an Enemy with the **React Tag** suffers Damage but is not Defeated, it moves one hex towards the Squadmate who attacked it.

THE RANGED TAG



An Enemy with the **Ranged Tag** can Attack non-adjacent Squadmates, as long as they are within its **Line of Fire** (see page 15).

SQUADMATE DAMAGE

Each time a Squadmate suffers a point of Damage, they lose a **Shield Point**. Move the tracking cube on their **Shield Point Tracker** one space to the left.

Once the cube reaches the first space on the Tracker, the Squadmate's shields have failed. While this is the case, each point of Damage the Squadmate suffers causes them to lose a **Hit Point** instead. Move the tracking cube on their **Hit Point Tracker** one space to the left.

If a Squadmate's **Hit Points** are reduced to 0, they are **Downed**. If Shepard is Downed, the Mission immediately ends in failure. If any other Squadmate is Downed, flip their Squadmate Sheet over (set aside any dice in their Action Slots) and follow the instructions listed there.

THE RUSH TAG



An Enemy with the **Rush Tag** can use up to 4 Movement Points when Advancing, instead of 2.

INVALID ACTIVATIONS

If a Hazard card instructs you to Activate an Enemy type, and no Enemies of that type are currently on the board, **Spawn a Minion** at the closest empty Spawn hex to the current Squadmate. Do this once for each Enemy type that cannot be Activated.

Advancing

The Enemy **Advances**, using 2 Movement Points.

Each Movement Point lets the Enemy move into an adjacent hex. Any points that are not spent by the end of the Activation are lost. An Enemy cannot move into a hex containing another character.

The player must follow these instructions, but is otherwise free to choose where the Enemy moves:

- If possible, the Enemy must end its move so that it is in a position to Attack the current Squadmate.
- Otherwise, it must end its move so that it is in a position to Attack the nearest Squadmate.
- Otherwise, it moves as far as possible towards the nearest Squadmate.

Spawning Minions

Some Hazard cards will instruct the player to **Spawn a Minion** at a specific **Spawn hex**, usually the one that is closest to or furthest from the current Squadmate. Only empty Spawn hexes are counted; if a Spawn hex already contains a character (either an Enemy or a Squadmate), it is ignored.

To spawn a Minion, draw a random token from the Enemy Bag and place it in the selected hex, with its Active side showing.

If all Spawn hexes are occupied, Minions cannot be Spawned.

END PHASE

In the End Phase, each Squadmate recovers all their Shield Points. Move the tracking cube on their Shield Track to the furthest-right space.

Then, remove any Damage and Biotic Effect tokens (see page 32) from all Enemy tokens, and flip any Stunned Enemies that are not in Shrouded areas to their Active side.

Finally, the On Point token is passed to the Squadmate whose sheet is to the right of the current On Point Squadmate. If that Squadmate is currently Downed, pass it to the right again, continuing until it reaches a Squadmate who is not Downed.

Then a new Round begins.

ADDITIONAL RULES

UNLOCKING ABILITIES

Each Squadmate Sheet shows a number of **Locked Abilities**, which cannot be used until they have been **unlocked**. Once an Ability has been unlocked, mark the box in the top-right corner to show this; it can now be used for the rest of the campaign.

There are three ways that an Ability can be unlocked:

- The Squadmate earns enough XP (see below).
- An “Intel Gathered” box with a 📍 icon is marked (see page 30).
- The players are instructed to unlock an Ability by a Story Paragraph.

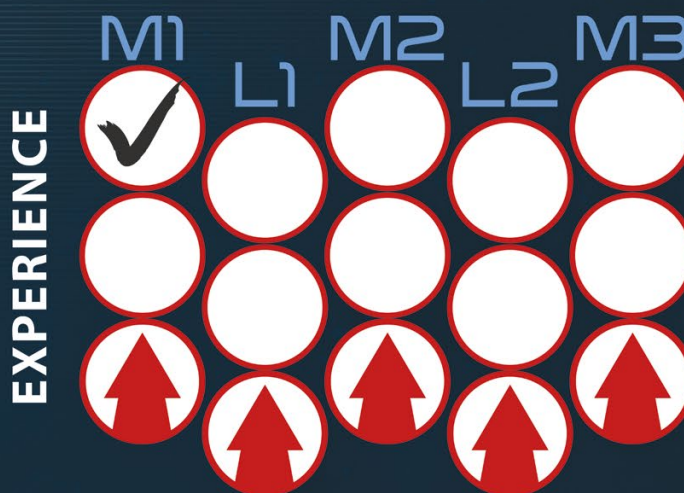
As soon as one of these criteria are met, the Squadmate’s player immediately unlocks an Ability of their choice.

EARNING XP

At the top-right of each Squadmate Sheet is the XP Tracker, as shown in Diagram 7 to the right. This has a column for each Mission (three Main Missions, and two Loyalty Missions), each made up of three boxes. Each column is filled from top to bottom.

Whenever a Squadmate’s Action causes an Enemy to be **Defeated**, they gain XP. To show this, mark one of the boxes in the current Mission’s column of that Squadmate’s XP Tracker. When all three boxes in a column have been filled, the Squadmate may unlock an Ability. A Squadmate may only gain three Experience per mission. Additional enemy Defeats do not overflow to the next column.

DIAGRAM 7



ADVANCED ABILITIES AND LOYALTY ABILITIES

Some unlockable Abilities are **Advanced**, and cannot be unlocked until another specific Ability has been unlocked.

This is indicated by a red border, a text note indicating the required Ability, and an Ability Matrix indicating the location of the required Ability on the Squadmate Sheet.

Three of Shepard's Advanced Abilities require two specific Abilities to be unlocked, instead of one.

Each other Squadmate has one Loyalty Ability, which can only be unlocked by following the Story Paragraph instructions after completing their Loyalty Mission.

In Diagram 8 to the right, Krogan Battlemaster cannot be unlocked until What Krogan Do Best has been unlocked.

DIAGRAM 8

WHAT KROGAN DO BEST

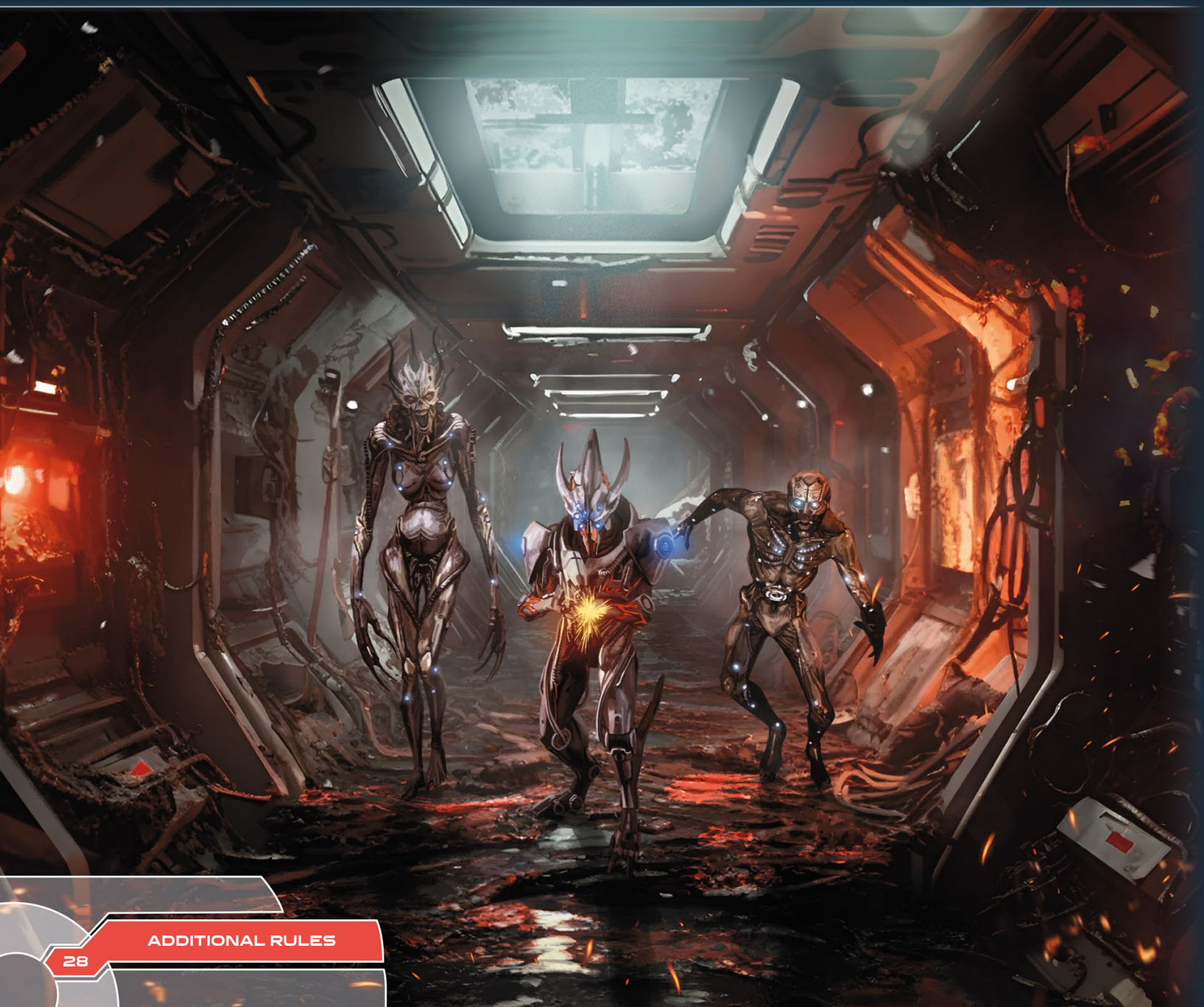
At the start of your turn, you can taunt an Enemy that is not adjacent to any Squadmates.

Move the Enemy up to 2 hexes. It must end this move closer to Wrex than it was.

REQUIRES
WHAT KROGAN DO BEST

KROGAN BATTLEMASTER

At the start of any Action you make, you can flip an Enraged token to its Calm side to move Wrex into an adjacent hex.



PARAGON DICE AND RENEGADE TOKENS

When the squad achieves a Paragon or Renegade Victory, it will gain a bonus for the rest of the campaign. These come in the form of Paragon dice and Renegade tokens.

PARAGON DICE

Each time the squad achieves a Paragon Victory, they gain a Paragon die. This is added to the Strategy Pool in each subsequent Mission.

On their turn, a Squadmate can select one or more Paragon dice from the Pool **in addition to** the three dice they are normally allowed to select. This allows them to make four (or even five) Actions in a turn.

When a Squadmate is Downed, any Paragon die on their Squadmate Sheet are set aside; at the start of the next Round, they are returned to the Strategy Pool irrespective of whether or not the Squadmate is still Downed.

PARAGON DIE



RENEGADE TOKENS

At the start of each Mission, each Squadmate receives a Renegade token for each Renegade Victory that has been marked on the Campaign Map.

After rolling the Strategy Pool at the start of their turn, but before triggering their Core Ability, a player can return one of their Squadmate's Renegade tokens to the game box, and then change the result of a single die to any result they choose.

RENEGADE
TOKEN



LOOT TOKENS

When a Squadmate moves into a hex containing one or more Loot tokens, those tokens are flipped face-up and added to the squad's **Inventory**. Place them next to Shepard's Squadmate Sheet to show this.

Any Squadmate can use Loot tokens from the Inventory, following the rules below.

GRENADE AND GRENADE CACHE TOKENS

At the start or end of any Action that a Squadmate makes, they can discard a **Grenade** or **Grenade Cache** token from the Inventory to throw a Grenade.

Pick a target hex in the Squadmate's Line of Fire, and within three hexes. Each Enemy in the target hex, or adjacent to it, suffers two damage if a Grenade token was discarded, or three damage if a Grenade Cache token was discarded. Then return the token to the game box.

Any Grenade or Grenade Cache tokens that are being carried at the end of a Mission are returned to the game box.

GRENADE
TOKEN



GRENADE
CACHE
TOKEN



MEDI-GEL TOKENS

At the start or end of any Action that a Squadmate makes, they can discard a **Medi-gel token** from the Inventory to use it on themselves or another Squadmate within two hexes.

The chosen Squadmate immediately recovers up to 2 Hit Points.

Then return the token to the game box.

Any Medi-gel tokens that are being carried at the end of a Mission are returned to the game box.

MEDI-GEL
TOKEN



INTEL CACHE TOKENS

At the end of a Mission, for each Intel Cache token that is in the squad's Inventory, mark an empty **Intel Gathered** box on the Campaign Map. (These should be marked in order, from left to right).

If a box with a  icon is marked, one Squadmate can immediately unlock a new Ability (see *Unlocking Abilities* on page 27).

Then return all Intel Cache tokens to the game box.

INTEL
CACHE
TOKEN



TURRETS

When the squad faces Cerberus forces, the map will also show a number of Turrets, each with its own Turret Status token. Characters can freely enter a hex containing a Turret.

Each Turret has a Line of Fire in a similar way to a character. Unlike a character's Line of Fire, a Turret's Line of Fire includes its own hex, but only extends in a single direction, indicated by an arrow on the token. A Turret's Line of Fire never changes, so they can be avoided with relative ease.

Turrets are activated by Hazard cards, which will cause them to deal Damage to each Squadmate in their Line of Fire. If a Squadmate is in the Line of Fire of multiple Turrets, each one will deal Damage in turn, one at a time. The amount of Damage the Turret deals will be shown on the Hazard Card.

When a Turret is Disabled (usually by a Squadmate's Ability), flip its token so that the Disabled side is showing. It no longer has a Line of Fire, and cannot deal Damage.



ADDITIONAL ENEMY RULES

OPPORTUNITY ATTACKS

If a Squadmate is adjacent to an Active Enemy, and it moves so it is no longer adjacent to that Enemy, the Enemy makes an Opportunity Attack. This deals Damage to the Squadmate equal to the Enemy's Attack Value.

If multiple enemies make Opportunity Attacks, they are resolved one at a time, starting with the Enemy with the highest Attack Value, and continuing in order from highest to lowest.

If a rule forces a Squadmate to move, this does not provoke Opportunity Attacks.

TAGS

Some Enemy tokens show a **Tag** in addition to their Attack and Shield Values. There are four Tags, each with their own rules:

	Pin	Immediately after an Enemy with a Pin Tag makes an Opportunity Attack, the Squadmate's Move Action ends, even if it still has Movement Points left.
	Ranged	An Enemy with the Ranged Tag can Attack non-adjacent Squadmates, as long as they are within its Line of Fire (see page 15).
	React	If an Enemy with the React Tag takes Damage and is not Defeated, it immediately moves one hex towards the Squadmate that inflicted the Damage, as though it were Advancing. The player controlling that Squadmate can choose the specific hex it moves into, as long as it ends the move as close to the attacking Squadmate as possible.
	Rush	An Enemy with the Rush Tag can use up to 4 Movement Points when Advancing, instead of 2.

RESILIENCE TRACKER EXAMPLE

This Ravager suffered 4 Damage in the first Round, which exhausted its first level of Shield Value. It then suffered 6 Damage in the second Round, which exhausted its second level of Shield Value. It still needs to suffer 5 Damage in order to be Defeated.



ELITES

Each Mission features one or more Elite Enemies which are harder to Defeat than Minions. To represent that they are tougher, they have a Resilience Tracker.

A Resilience Tracker is made up of a column of Shield Values, each with a progress box next to it. In order to Defeat an Elite Enemy, you must exhaust every level of Shield Value in its Resilience Tracker from top to bottom.

As soon as the Damage suffered by an Elite Enemy is equal to the current top Shield Value on its Resilience Tracker, that Shield Value is exhausted. Any excess Damage from that Attack is disregarded. Mark the Shield Value's progress box, and remove all Damage tokens from the Enemy. You must then exhaust the next level of Shield Value down, and so on, until none remain.

Once the last level of Shield Value has been exhausted, the Enemy is Defeated, and the Squadmate who inflicted the last point of Damage gains 1 XP.

STUNNING ENEMIES

Some Actions allow Squadmates to **Stun** enemies.

When an Enemy is Stunned, flip it so its Stunned side is face-up. Stunned enemies cannot make **Opportunity Attacks**, and are never Activated.

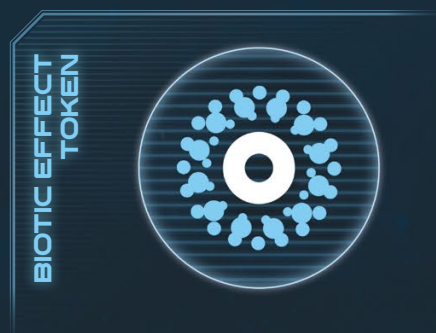
In the End Phase, all Stunned enemies (that are not in Shrouded Areas) are flipped back to their Active side.

BIOTIC EFFECTS

Some Squadmates have the ability to give Enemies **Biotic Effect** tokens. These are placed on the Enemy in the same way as a Damage token, and stay in place until the end of the Round.

An Enemy token with a Biotic Effect token counts its Attack Value as 2 lower, to a minimum of 0.

An Enemy token cannot have more than one Biotic Effect token.



MISSION OBJECTIVES

Each Main Mission has a Paragon Objective, a Renegade Objective and a Secondary Objective:

Paragon Objectives (blue box) will end the Mission when completed, resulting in a Paragon Victory. This is usually more challenging, but scores more War Readiness.

Renegade Objectives (red box) will end the Mission when completed, resulting in a Renegade Victory. This is usually a more direct route to victory, but scores less War Readiness.

Secondary Objectives (yellow box) are optional. They have no bearing on the Mission's success or failure, but offer additional rewards if they are completed.

LOYALTY OBJECTIVES

Loyalty Objectives (purple box) only appear in Loyalty Missions, in place of the Paragon and Renegade Objectives. Completing one will end the Mission, and score a small amount of War Readiness. Also, they allow the Squadmate whose Loyalty Mission is being attempted to unlock a special Ability.

PRELIMINARY OBJECTIVES

Sometimes, a Paragon, Renegade, or Loyalty Objective is attached to a **Preliminary Objective** (gray box) by an arrow. The Paragon or Renegade Objective cannot be attempted at the start of the Mission, and any text in that Objective's box should be ignored for the moment.

When the Preliminary Objective has been completed, mark the box in its top-right corner. Now, the attached Paragon, Renegade, or Loyalty Objective can be attempted, and any text in its box comes into effect.

ENDING A MISSION

A Mission can end in one of four ways:

- The **Paragon Objective** is completed, resulting in a **Paragon Victory**.
- The **Renegade Objective** is completed, resulting in a **Renegade Victory**.
- Time runs out, resulting in a **Failure**.
- Shepard is Downed, resulting in a **Failure**.

In a Loyalty Mission, there is no Paragon or Renegade Objective, but if the Loyalty Objective is completed, the Mission ends in victory.

The Mission Rules page gives instructions on what to do in each case. Generally, when the Mission ends, you will be instructed to read a Story Paragraph, mark the outcome on the Campaign Map, and possibly receive an additional reward of some kind.

PARAGON AND RENEGADE PATHS

Throughout the campaign you will have the option to choose Paragon or Renegade Mission Objectives. The outcomes are always mutually exclusive - you can choose only one.

Paragon Objectives involve altruism, heroism, and a desire to find a less confrontational approach. These Objectives require extra effort and self-sacrifice to ensure the safety of others, but will ultimately result in a more rewarding victory overall.

Renegade Objectives are achieved by approaching a mission with ruthless pragmatism and callous efficiency. These Objectives focus on achieving the primary mission, often forgoing side objectives that do not have an immediate, personal reward.

SAVING PROGRESS

You don't need to play through a whole campaign in a single sitting. Packing the game away between Missions is easy; your progress is recorded by the marks you've made on the Campaign Map and Squadmate Sheets.

If you prefer a more high-tech option (or if you wish to track multiple campaigns at once), the QR code to the left will direct you to the *Mass Effect: Priority Hagalaz Campaign Tracker*.

CAMPAIGN
TRACKER



MAP FEATURES

Some Mission Maps include icons which indicate the presence of certain special features.

BONUS LOOT ICONS

Bonus Loot icons may be referenced in the Additional Setup Instructions of certain Missions.

If this is not the case, a Loot token is placed into each hex with a Bonus Loot icon during setup, as if it were a regular Loot icon.

BONUS
LOOT ICON



FAST TRAVEL ICONS

Some Missions feature transport shuttles, access panels, or similar. These are represented by matching pairs of **Fast Travel icons**.

A Squadmate in a hex with a Fast Travel icon can spend a Movement Point to move to the other hex that shares the same Fast Travel icon. This does not provoke Opportunity Attacks by Enemies.

Enemies cannot make use of Fast Travel hexes.

FAST TRAVEL
ICONS



INFERNO ICONS

Some Missions feature areas of intense, scorching flame. These are **Inferno hexes**, and are marked with an Inferno icon.

When a Squadmate or Minion moves into an Inferno hex, it suffers 1 Damage. In addition, at the start of the Round, each Squadmate or Minion in an Inferno hex suffers 1 Damage. Elites are unaffected.

When Activating a Minion, it will only move into an Inferno hex if there is no other way for it to fulfill its movement criteria.

INFERNO
ICON



COOLANT LEAKS

Some Missions feature jets of freezing gas, resulting from extensive damage to mechanical areas. These are **Coolant Leak hexes**, and are marked with a Coolant Leak icon.

When a Squadmate ends their turn in a Coolant Leak hex, they suffer 2 Damage. Enemies are unaffected by Coolant Leaks.

COOLANT
LEAK ICON



TERMINAL ICONS

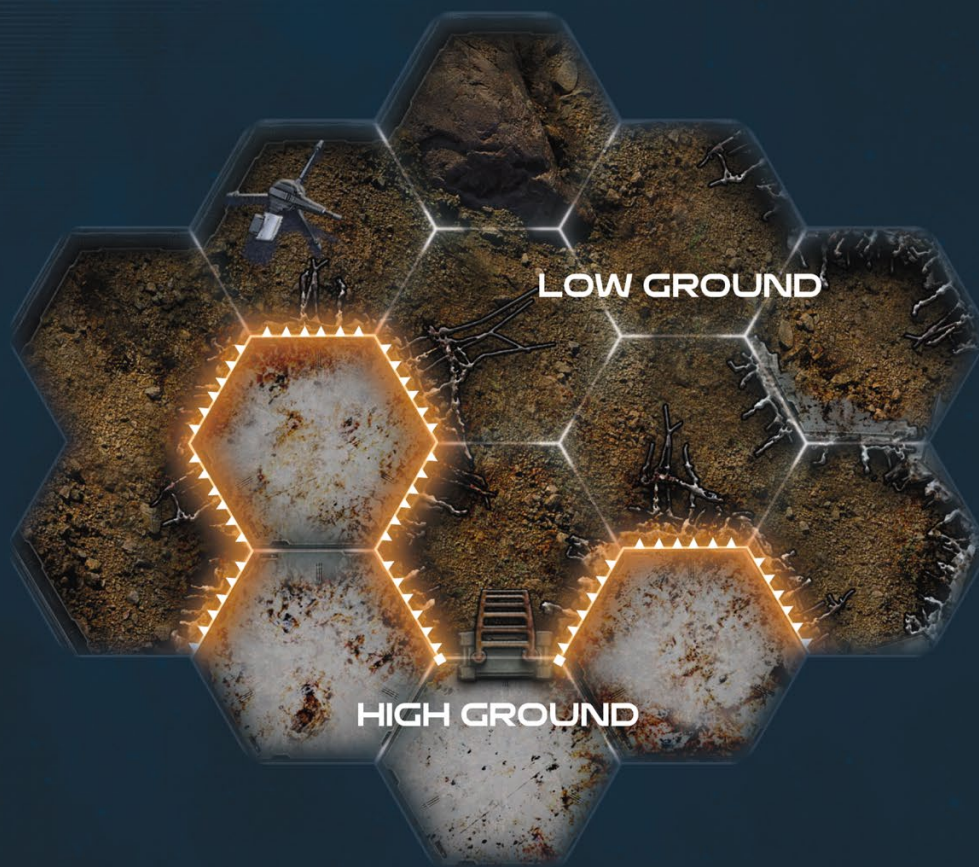
Some Missions feature computer terminals, indicated by **Terminal icons**.

A hex containing a Terminal icon is a **Terminal hex**, and will have special rules indicated in the Mission Objectives.



ELEVATION CHANGE ICONS

DIAGRAM 9



Some Missions feature elevation changes, representing trenches or raised platforms. These are represented by **Elevation Change icons**, which sit on the border between two hexes.

The hexes on one side of an Elevation Change icon are **High Ground**, and the hexes on the other side are **Low Ground**, as shown in Diagram 9 (above).

A character can move freely from High Ground to Low Ground across an Elevation Change icon, but cannot move from Low Ground to High Ground. Otherwise, the hexes on either side of an Elevation Change icon still count as being adjacent.

A character never counts as being in the Line of Fire of a character or Turret at a different elevation, unless they are in adjacent hexes.

SQUADMATE COMMENTARY

This section gives additional clarifications and commentary on how certain Squadmate Abilities and components work during play.

COMMANDER SHEPARD

COMMAND TOKENS

A Ready Command token is one that has been flipped so its *Command* side is face-up.

WARP

This Ability has no effect on enemies with a Biotic Effect token, as they cannot have more than one (see page 32).

BARRIER

This Ability only triggers when you complete a **Move Action**. Other rules or Abilities letting you move Shepard – for example, the *Adrenaline Rush* Ability – do not allow you to regain a Shield Point.

INCINERATE

The rules for counting distances can be found on page 15.



GARRUS VAKARIAN

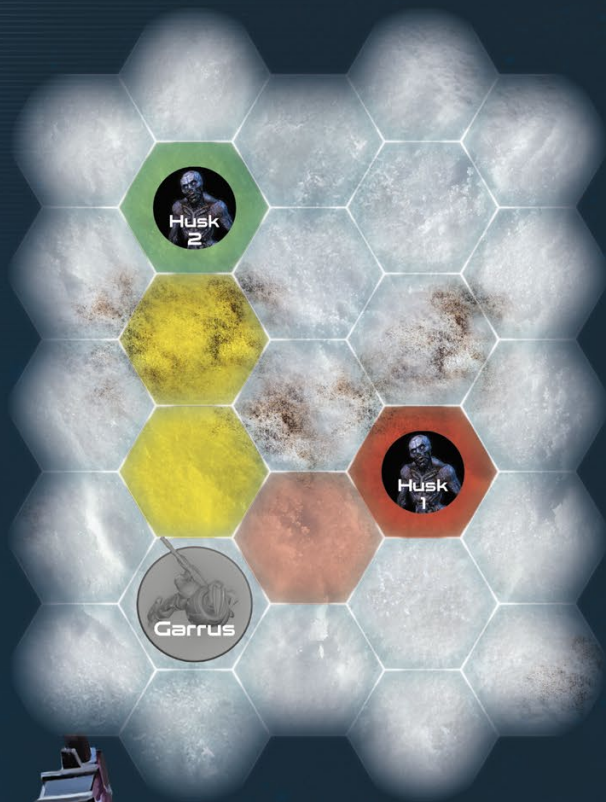
CONCUSSIVE SHOT

The Enhanced version of this Action can only be used against Enemies 3 or more hexes away from Garrus, following the rules for counting distances (see page 15).

In Diagram 10 to the left, Garrus is using Concussive Shot with an Enhanced Action die. Husk 1 is two hexes away, so is not a valid target for the Enhanced version of the Action; however, Garrus could still use the Enhanced Action die to perform the standard version of the Action, and deal 1 Damage.

Husk 2 is three hexes away, so can be dealt 3 Damage with the Enhanced version of Concussive Shot.

DIAGRAM 10



TURIAN REBEL

The number of Movement Points available when making this Action depends on the die icon you allocate to the Action Space, in the same way as a standard Move Action.

OVERLOAD

The rules for counting distances can be found on page 15. This Ability can only Stun a Minion, not an Elite.

PROXIMITY MINES

Garrus' Proximity Mine tokens are replenished at the start of each Mission once he has unlocked this Ability.

If you unlock this Ability during a Mission, immediately take the three Proximity Mine tokens.

CALIBRATE

If your Aim Value is 2 or 3, the *Concussive Shot*, and *Assassination* Abilities can deal 1 additional Damage to the target. If your Aim Value is 4 or more, those Abilities can deal 2 additional Damage. You can only do this once per turn. Note this has no effect on the *Armor-Piercing Rounds* Ability.



LIARA T'SONI

ANALYSIS

You can decide whether to use *Analysis* after making your Strategy Roll *and* after moving the Analysis token one space to the right for each 🎲 you rolled.

You can only choose Hazard cards face-down next to a Squadmate Sheet – you cannot choose ones still in the deck!

STASIS / SINGULARITY

Remember only Minions can be Stunned, not Elites.

PISTOL SHOT

The rules for counting distances can be found on page 15.

LIFT / WARP AMMO / BIOTIC EXPLOSION

Remember an Enemy can only have one Biotic Effect token (see page 32).

PURE BIOTIC

Remember to apply the rules for counting distances – you can only count via adjacent hexes, so this Ability cannot be used, for example, to target an Enemy behind a closed door.

SHADOW BROKER INTUITION

You can use this Ability when an Enemy targets **any** Squadmate, not just Liara.

ASARI CONTROLLER

Once you have unlocked this Ability, Enemies with Biotic tokens effectively count as having no Tags. This means enemies with the Ranged Tag cannot Attack Squadmates not adjacent to them, and will behave accordingly.



TALI'ZORAH NAR RAYYA

COMBAT DRONE

Chatika is a token, not a **character**. It cannot be damaged, and Enemies effectively ignore it.

PISTOL BURST

The rules for counting distances can be found on page 15.

SABOTAGE TURRET

Disabled Turrets do not normally have a Line of Fire, but they temporarily gain one for the purposes of resolving this Ability.

SABOTAGE ENEMY

If Liara has unlocked the *Asari Controller* Ability, you can still choose an Enemy with a Ranged Tag, even if it has a Biotic Effect token.

ENERGY DRAIN

If you have full Shield Points, you can still use this Ability to deal Damage – the other part of the rule, which lets you regain a Shield Point, is simply ignored.



URDNOT WREX

RAGE TOKENS

Rage tokens are double-sided. An Enraged token is one that has its *Enraged* side face-up. A Calm token is one that has its *Calm* side face-up.

WHAT KROGAN DO BEST

When determining whether an Enemy is closer to Wrex than it was at the start of its move, use the rules for counting distances (page 15).

KROGAN BATTLEMASTER

You cannot use this Ability if all your Blood Rage tokens are showing their *Calm* side. In addition, you can only use this Ability once per Action.

LIFT GRENADE

You can use this Ability on an Enemy that already has a Biotic Effect token, but remember that they can only ever have one Biotic Effect Token (see page 32).

SHOOT IT 46 MORE TIMES

The second time you resolve the *Shotgun Blast* Action using this Ability, you deal the same amount of Damage as the first. In other words, if you allocated a Standard Action icon, deal 2 Damage both times; if you allocated an Enhanced Action icon, deal 4 Damage both times.



ACHIEVEMENTS



DETONATOR



DATA ARCHIVIST



PRESERVER



ICON REFERENCE

MAPS

	Terminal		Terminal 1		Terminal 2
	Fast Travel (A)		Fast Travel (B)		Minion Spawn
	Elite Enemy Spawn		Elite Enemy Spawn		Elite Enemy Spawn
	Start Hex		Start Hex (Shepard)		Start Hex (Garrus)
	Start Hex (Liara)		Start Hex (Tali)		Start Hex (Wrex)
	Coolant Leak		Inferno		Map Exit

TOKENS

	Objective		Refugee		Loot
	Bonus Loot		Door (Locked)		Door (Unlocked)
	Active Turret		Disabled Turret		Shield Value
	Rage		Command		Attack Value
	Damage		Biotic Effect		Proximity Mine
	Tali's Drone: Chatika				

ENEMY TOKENS

	Rush Tag		React Tag		Ranged Tag
	Pin Tag		Stunned		Low Challenge
	Medium Challenge		Extreme Challenge		

CARDS

	Spawn Nearby		Spawn Far Away		Activate
	Activate Elites		Activate Enemy		Activate Spawned Enemy
	Special instruction		Activate Furthest Enemy		

DICE

	Standard Action		Move (3 Movement Points)		Core Ability
	Move (2 Movement Points)		Enhanced Action		Move (2 Movement Points) -OR- Standard Action

SQUADMATE SHEET

	Health		Shield		Standard Action
	Downed		Enhanced Action		Aim
	Depleted Shield				