

LEVEL 7[®]

[OMEGA PROTOCOL]

UPDATES: 1ST EDITION TO 2ND EDITION

MISSION GUIDE

Note: any maps that use a door completely covering a room tile have an added graphic to explain this stack.

P. 3 - SETUP

Add to the end of this section:

Note: in most missions, passage tiles are not placed during setup but only when a room is explored. These passages are faded out.

P. 3 - RESERVES

Add to the end of this section:

The rules of the mission may also add enemies not in the reserves.

P. 3 - DOOR MARKERS

Replace the first sentence with:

This section lists the door markers available to the overseer and any restrictions on how they can be placed.

(Note: "marker" is also added after the word "door" in the rest of the book to clarify model placement when opening a door.)

P. 3 - ENERGY POOL MINIMUM

Replace the last sentence with:

They always discard down to fifteen tokens.

P. 8 - SECONDARY TIMER TOKEN PLACED

Replace this section with:

After the secondary timer token has been placed on the round tracker, the overseer can open one door during each of their Activate Enemies steps for three adrenaline, and the Speed stat of all clones becomes 7.

P. 8 - CRISIS POINT

Replace the first sentence with:

The Crisis Point is triggered at the start of the ninth round or when the secondary timer token on the round tracker has reached two.

P. 8 - HARD MODE

Replace this section with:

The Crisis Point is triggered when the secondary timer token is placed.

P. 9 - OVERSEER'S DASHBOARD

Add Cave In to the list.

P. 9 - SETUP

Add the header Uncertain Passages after the second paragraph.

P. 10 - GAMEPLAY

Add a sentence after the second sentence:

A commando can perform only one hacking challenge during a turn.

P. 11 - SETUP

Replace the last sentence with:

See the Gameplay rules for when to place the lab tech figure on the map.

P. 11 - OVERSEER'S DASHBOARD

Add Cave In to the list.

P. 12 - GAMEPLAY

Replace the first sentence of the second paragraph with:

The overseer can only open these doors by destroying them with the following rules.

Add a new paragraph to the end of this section:

When a player opens a heavy security door, they place the lab tech on any space in the room.

(Note: the pointer labeled "Lab Tech" is also removed from the map.)

P. 12 - CENTRAL ROOM REVEALED

Replace the first sentence of the first paragraph with:

When the first door to the central room is opened by a commando, read the following out loud:

P. 13 - CRISIS POINT

Replace the next to last sentence with:

During the Activate Enemies step after the Crisis Point has been triggered, the overseer can spend three adrenaline to open any door, except a heavy security door, that connects a hidden room to the explored portion of the map.

P. 13 - THE LAB TECH

Replace the first sentence with:

The lab tech's figure is controlled by the highest-ranking commando and performs one free move action during that commando's turn.

P. 13 - COMMANDO VICTORY

Replace the first sentence with:

When a commando first opens a door to the central room, they roll a black die.

P. 14 - OVERSEER'S DASHBOARD

Add Cave In to the list.

P. 15 - THE LAB TECH

Replace the first sentence with:

The lab tech's figure is controlled by the highest-ranking commando and performs one free move action during that commando's turn.

P. 15 - CRISIS POINT

Replace the next to last sentence with:

In addition, the overseer can open one door that connects a hidden room to the explored portion of the map at the start of each of his Activate Enemies steps by spending three adrenaline.

P. 16 - SETUP

Replace this section with:

Dr. Cronos is used in this mission to represent the Ghin the commandos mistake for him. Build the map according to the Mission 6 Setup diagram, placing Cronos on the specified space.

P. 16 - DOOR MARKERS

Replace the first sentence with:

Shuffle the Jammed, Locked, and Short Circuit door markers and draw three. Then use unlocked door markers for the remaining doors.

P. 16 - ROOM STACKS

Add a new bullet point to the end of the list:

- RECON PATROL, VANGUARD, VENT

P. 17 - MISSION 6 SETUP (MAP)

Add a door marker to tile 10B between the commando starting area and the right edge.

P. 17 - GAMEPLAY

Replace the first sentence with:

Cronos performs a free move activation at the start of each Activate Enemies step.

Add to the end of this section:

Cronos cannot activate, except to perform a free move activation, until the Crisis Point.

P. 17 - CRISIS POINT

Add to the end of this section:

After the Crisis Point is triggered, Cronos must end each of his actions on tile 1A.

P. 17 - HARD MODE

Replace this section with:

Cronos can perform two free move activations at the start of each Activate Enemies step before the Crisis Point.

P. 19 - GAMEPLAY

Replace the last sentence with:

Instead, place the door marker next to the Impending Ambush dashboard ability to reduce its cost.

P. 20 - GAMEPLAY

Add to the end of this section:

Enemy models can move off the map in this mission. An enemy on the exit passage tiles can move into the implied spaces beyond the exit until its base is no longer on a passage tile.

P. 21 - OVERSEER'S DASHBOARD

Add Cave In to the list.

P. 21 - CRISIS POINT

Replace this section with:

A Crisis Point is not triggered in this mission. Commandos can be killed at any time.

P. 21 - OVERSEER VICTORY

Replace this section with:

The overseer wins if a hybrid moves completely off the map through the enemy passage markers labeled Exit.

P. 22 - OVERSEER'S DASHBOARD

Add Cave In to the list.

P. 23 - GAMEPLAY

Replace the fourth sentence of the second paragraph with:

If it is the primed charge with detonator, that commando takes the marker as an item.

P. 23 - HARD MODE

Replace this section with:

No bomb marker is primed. To prime a bomb, a commando must increase their adrenaline by one and pass a 3 Intelligence Challenge.

DASHBOARD

CLONE FLANKERS

Replace the second paragraph with:

You can then pay two adrenaline tokens directly to the bank to spawn a clone at a vent. You can spawn up to three additional clones this way.

CAVE IN

Replace the text with:

Interrupt: Place two rubble markers on any tile. Any figure in a space with or adjacent to a rubble marker when it is placed suffers a melee attack of three black dice. Abilities cannot prevent this attack or modify the figure's stats in response to it. This attack cannot affect downed commandos.

KIT CARDS

TAKE DOWN THAT TARGET

Replace the text with:

At any time during the Commando Activation Phase, you can choose an enemy in your LOS. You and other commandos gain an additional red die on attacks against that enemy until the end of the round.

ANTI-GHIN GAS GRENADE

Replace the second sentence with:

If an enemy moves onto or begins an activation on the marker, the overseer must spend one adrenaline.

MARKSMANSHIP

Add a second paragraph:

You can reroll one die from each attack made with your M501 Shotgun.

HOBBLER DRONE

Replace the first sentence with:

Choose one clone or hybrid within eight spaces.

M501

Add Shotgun to the title.

Replace the last sentence with:

If an attack is against a clone, roll four red dice for it instead of four black dice.

TAUNTER DRONE

Reduce the ranged defense stat to 3 and the melee defense stat to 2.

Replace the second paragraph with:

During your turn, the taunter drone can take one free move action.

TRIGGERED EXPLOSIVES

Replace the second and third paragraphs with:

If you are not within two spaces of it, you can detonate it. If you have LOS to the marker, you can detonate it as a free interrupt. If you do not have LOS to the marker, you can detonate it during your turn as a free action.

When you detonate the triggered explosive, remove the marker. Figures and combatant markers in the area affected suffer one red die of damage.

SURVIVALIST

Replace the text with:

You do not take damage from Environmental Dangers such as Corrosive Gas and Peril.

SPOTTER

Replace the first sentence with:

You and other commandos roll an additional red die on ranged attacks targeting enemies within five spaces of you until the end of the round.

ADVANCED ARMOR UPGRADE

Reduce the kit card cost to 1.

NAPALM GRENADE

Add:

You can use this action twice during a mission.

MASKER

Replace the first sentence with:

During the Commando Planning Phase, when you or any commando within a five-space aura of you discards any number of adrenaline tokens, roll a black die.

DISRUPTOR

Replace the first sentence with:

Enemies that begin the Activate Enemies step of an Overseer Phase within a four-space aura of you cost the overseer one additional adrenaline to activate.

BLUR

Replace the first sentence with:

Interrupt: You and commandos within one space of you gain +1 Ranged Defense until the end of the round.

STANCE CARDS

CAUTIOUS ADVANCE (TEAM LEADER)

Replace the text with:

Interrupt: You can interrupt an enemy action with an attack. The enemy must be in your LOS and within three spaces of a commando (including you).

You cannot make a ranged attack with this action if you are adjacent to an enemy.

CAUTIOUS ADVANCE (RIFLEMAN)

Replace the text with:

Interrupt: You can interrupt an enemy action with an attack. The enemy must be in your LOS and within six spaces of you.

You cannot make a ranged attack with this action if you are adjacent to an enemy.

PRONE

Replace the second sentence with:

You can reroll up to two dice from each attack made with your M501 Shotgun.

RECKLESS ADVANCE (RECONNAISSANCE)

Replace the text with:

After you perform an attack action, place your figure in an adjacent space.

CAUTIOUS ADVANCE (HEAVY SUPPORT)

Replace the text with:

Interrupt: You can interrupt an enemy action with an attack. The enemy must be in your LOS and within four spaces of you.

You cannot make a ranged attack with this action if you are adjacent to an enemy.

DOWNED

Replace the text with:

You can perform only move and trade actions.

Med packs have no effect on you.

You cannot use the abilities granted by your kit cards.

CONCENTRATING

Replace the text with:

Increase the range of Countermeasures kit card abilities by +2.

ENEMY CARDS

BLASTER

Replace the main rules text with:

At the beginning of its activation, this figure gains power tokens until it has four.

Replace the Rail Gun text with:

During this figure's activation, the overseer can spend any number of its power tokens. For each token spent, this figure adds one red die to an attack or gains an additional attack during the same combat activation.

WARRIOR CLONE

Combine the two weapon names and replace the text with:

During a combat activation, this weapon can make an attack against any target within range, ignoring LOS, if this figure does not move.

REJECT

Replace the first sentence with:

Remove a wound token from this figure at the start of each Overseer Phase.

FEAR HUNTER

Replace the second paragraph with:

During its activation, if this figure is adjacent to a door, you can spend two adrenaline to discard the door marker without resolving its rules. The newly connected room is explored normally.