Based on a UBISOFT creation

FARCRY®

ESCAPE FROM ROOK ISLANDS



RULEBOOK

UBISOFT

FUNFORGE



39 Character standees



6 Character boards



9 double-sided Enemy boards



7 double-sided Mission boards



1 Rulebook



4 Insanity markers + 4 Insanity trackers



9 Holsters and 9 Sacks boards



8 double-sided Enemy life boards



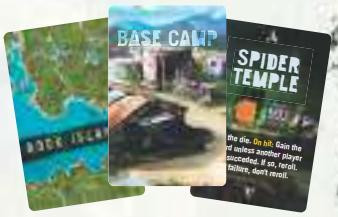
28 Item cards



27 Talent cards



43 Weapon and Mod cards



32 Exploration cards



18 Anecdote cards



7 Insanity cards



2 Mission cards & 2 Help cards

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1 Round token and
4 double-sided Round trackers



1 double-sided
Rogue board



1 Cover ruler



20 Damage tokens: 8 × 1 point,
8 × 2 points, 4 × 4 points



24 Status tokens: Ink Curse (front) /
6 × Impair, 6 × Bleed, 12 × Insanity (back)



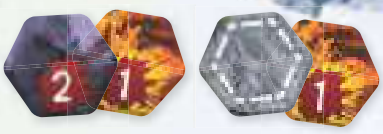
28 Experience tokens: 4 × 100 XP,
8 × 200 XP, 4 × 500 XP, 4 × 1000 XP,
4 × 2000 XP, 4 × 4000 XP



21 Money tokens: 6 × $100, 7 × $200,
2 × $500, 3 × $1000, 3 × $2000



16 Hide tokens: 4 × 1 hide,
8 × 2 hides, 4 × 4 hides

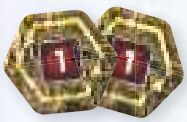


40 Ink Puddle /
Fire tokens

21 Rock Rubble /
Fire tokens



2 Mine tokens



6 Vine Wall tokens



26 Leaf tokens: 8 green,
7 blue, 6 amber, 5 crimson



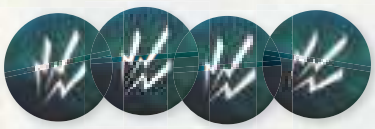
11 Loot tokens: 1 Relic, 2 Molotov,
3 Bandage, 2 Ammunition, 3 Money



13 Bandage tokens



5 Vaas' Trick tokens



4 Impulse tokens



6 Weapon tokens:
1 Silver Dragon, 5 Machetes



72 Ammunition tokens



1 Exploration token



2 Supply Drop tokens



9 Amanita tiles (front) /
5 Suspension Bridge,
4 Red barrel (back)



7 Wood Crate tiles (front) /
3 Stone Pillars,
4 Komodo Nest (back)



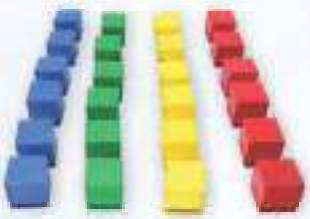
4 Bunker Door tokens



1 dice tower



24 plastic standee bases: 4 clear,
5 red, 5 green, 5 yellow, 5 blue



24 wooden cubes: 6 red, 6 green,
6 yellow, 6 blue



2 sets of 6 colored dice

COMPONENTS

Example of a Player's setup



- **A** **Character board** – Place the all the tokens gained during the mission here (Insanity, Money, XP, Hides, Leaves).
- **B** **HP dial** – Rotate it to display your current health points.
- **C** **MP dial** – Rotate to display your current movement points.
- **D** **Base max health** – The number of health points (HP) you have at the start of the mission. You can never exceed the maximum HP value with healing (can be modified by your Talents and Insanity).
- **E** **Base movement points** – Number of movement points (MP) available at the start of the mission (can be modified by your Talents and Insanity). At the start of each of your turns, you regain all your MP.
- **F** **Status area** – Any gained Status markers go here.
- **G** **Impulse area** – Place the Impulse token here.
- **H** **Bandage area** – Place your Bandage tokens here.
- **I** **Character name**
- **J** **Turn Action reminder**
- **K** **Talents** – Place your Talents here.
- **L** **Weapons** – Spread out your equipped Weapon cards and their Mods, with their possible ammunition tokens.
- **M** **Discard** – Place used items, gained loot tokens, and discarded cards here.
- **N** **Sack** – To store your carried items.
- **O** **Holster** – To store your carried unequipped weapons.
- **P** **Weapon Mods** – When equipping Mods to weapons, place them splayed upward, under the Weapon card.
- **Q** **Inventory** – Includes all items and unequipped weapons in your Sack and Holsters.

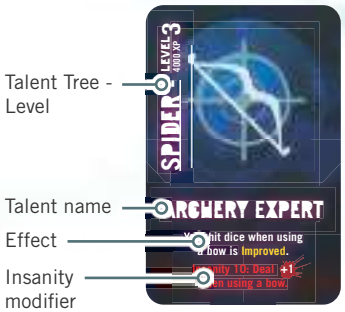
X The value represent the damage dealt.

+X A value noted with a «+» represent a damage increase.

X The value represent the amount of health.



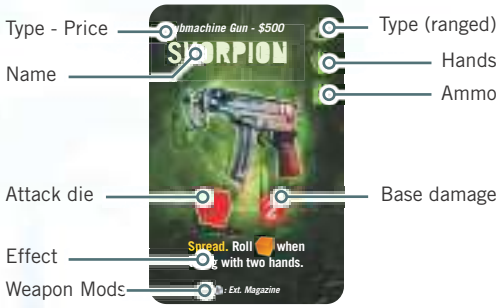
Exploration card



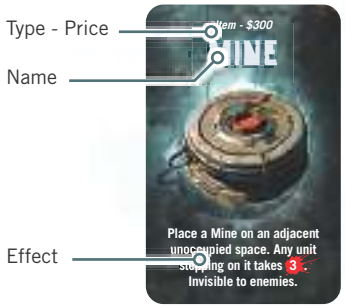
Talent Card



Attachment Card



Weapon Card



Item Card



Potion Card

Example of a Enemy board setup





- **A** **Basic Enemy life tracker**
- **B** **Red Enemy life area**
- **C** **Blue Enemy life area**
- **D** **Green Enemy life area**
- **E** **Yellow Enemy life area**
- **F** **Boss life tracker** (available in 12, 16, 20, and 36 HP versions)
- **G** **Behavior used during combat**
- **H** **Max Health** – The number of HP each enemy of this type has at mission start
- **I** **Movement Points** – The number of MP each enemy of this type has each turn
- **J** **Weapons used**
- **K** **Backside info** – The enemy featured on the other side of the board
- **L** **Rank** – Turn order relative to other Enemy types
- **M** **Enemy name**






7
10
3
6
9
1
8
OLIVER
FIST PUNCH
MACHETE
KEITH
LIZA
2
ANECDOTE - WHEN
ALL IS QUIET.
4
ANECDOTE - WHAT
5
WEAPONS
WEAPON MODS

GAME SETUP

MISSION SETUP

If it's your first time playing the game, you can start either with the Introduction mission to get acquainted with the game *(see Mission 0, p. 28)* or directly with Mission 1 *(see Mission 1, p. 29)*.

Each mission briefing describes the setup, components required, enemies, objectives, and any mission-specific rules.

Assemble the two gameboards noted in the mission briefing and place them in the center of the table. Place the units, tiles, and tokens on the board on the indicated spaces. Loot and Leaf tokens are chosen randomly and placed face down 1.

Place the Round board corresponding to the chosen mission on the table with the Round tracker on the first space 2.

Place the tokens you'll be using regularly during the game, like Ammo, Leaves, Status, Loot, Damage, Fire, and Madness tokens, next to the Gameboards 3.

If specified in the Event section of the mission briefing, prepare the Anecdote Factory 4 *(see Anecdote Factory p. 24)*.

Shuffle the Madness cards and place them in a deck next to the board. Make a deck for each of the other card categories (Object, Talent, Exploration, Weapons, and Accessories); place them next to the board 5.

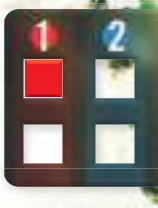
Place a set of 6 colored dice on each side of the Mission boards for easy access.

ENEMY SETUP

Take the Enemy tokens listed in the mission briefing and place them on colored bases. If the mission requires several enemies **of the same type**, place them on different-colored bases. (No two enemies of the same type can ever have the same color.) Then place them on or beside the gameboards, as specified in the briefing 6.

For each enemy in the mission, take the corresponding Enemy board and a suitable Life board (4 colors for basic enemies; red for bosses). Place them from left to right and top to bottom according to their Rank, starting from the highest. This set of boards is called the **Enemy Chain** *(see Managing Enemies, p. 18)* 7.

For each enemy present on a plastic base, place a Life cube of the corresponding color atop their life tracker *(see Enemy Board, p. 5)*.



PLAYER SETUP

If this is your first mission:

Each player: Choose a Character board, place it in front of you, and place an Impulse token and 2 Bandage tokens on the corresponding slots. Place your Character token on a transparent base.

Take the following basic Weapon cards: Machete (and 1 Machete token) and Fist Punch; place them to the right of your board *(see Player Setup p. 4)*. You start the mission equipped with these two weapons 8.

If you're playing a saved game:

Each player: Take your Character board from your Save bag; place 1 Impulse token and 2 Bandage tokens on the corresponding slots 8.

Retrieve your previously acquired talents, items, weapons, and resources from your Save bag. Place the Ammunition tokens corresponding to each weapon's capacity on each Weapon card. You can then freely trade, buy, or craft before starting the mission.

In all cases:

Choose a starting point (represented by the yellow stars) for the mission and place your character on it 9.



Reserve an empty space to the left of your Character board for your discard pile *(see General Concepts, p. 25)* 10.

Set the HP and MP dials to your character's current maximum value (possibly modified by talents and madness level), then begin the mission.

CREDITS

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Illustrations: Polar Studio, Funforge Studio & UbiSoft
Rules editing & Proofreading: François Kayat-Guizol & Gersende Cheylan.
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INVENTORY



To help you in the missions that make up this game, you'll have 3 types of card in your inventory: Items, Weapons, and Weapon Mods.

Item cards are the single-use items you'll take with you on missions to help you overcome challenges and to make things easier. You can find them as loot during missions *(see Pick Up Loot, p. 13)*, buy them, or craft them *(see Buying Cards and Crafting on the next page)*.

Weapon cards are the primary means of defeating enemies who try to block your path. Some are offered at the start of a mission but most must be purchased between missions.

Weapon Mod cards are permanent upgrades attached to your weapons *(see Weapon Mods in the next column)*. They can only be purchased between missions.

INVENTORY MANAGEMENT

Your inventory space is not unlimited. You start the campaign with the capacity to carry one item, and two hands to carry your weapons.

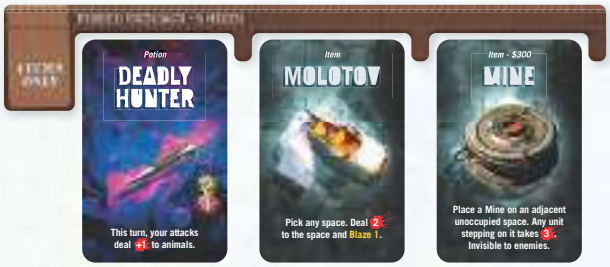
To increase your carrying capacity, you'll need to make sacks and holsters *(see Crafting on the next page)*. Holsters are also a key element in weapon swapping.

Items and Sacks

You have the basic ability to carry a single item. Simply place the card beneath your Character board to do so.

If you want to carry more items, you must place them in a Sack. Sack boards have a number of slots, into each of which you can place only one Item card.

Once your inventory is full, you can't take any more Item cards. To make room, you can either put a card in your discard zone without using it, or give it to another player. Between missions, you can also put it in the team's stash.



Rugged Rucksack board with 3 items

Weapons and Holsters

You have the basic ability to use both hands to equip weapons.

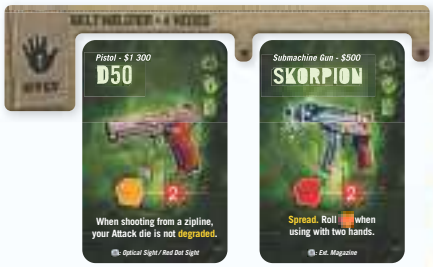
Each weapon displays a hand icon to indicate the number of hands required to use it. If you already have a two-handed weapon, you can't equip another. You can, however, equip yourself with two one-handed weapons instead *(see Switching Weapons, p. 13)*.

To carry more weapons, to adapt to different situations, or simply to avoid reloading at an inopportune moment, you'll need to use Holsters.

There are two different types of holster: belt holsters for one-handed weapons, and backpack holsters for two-handed weapons. These holsters can only hold the corresponding weapons.



Backpack Holster with 1 2-Handed weapon



Belt Holster with 2 one-handed weapons

Note: Weapons and items not brought on the mission are left in the Team Stash and cannot be used during the mission.

Important: Sacks and holsters are limited to one of each type per player: 1 Sack, 1 Belt Holster, and 1 Backpack Holster.

THE TEAM STASH

In this game, basic resources such as money, hides, leaves, weapons/accessories, and unused items are stored in the Team Stash and are available to all players.

Collecting and managing them is a team effort. It's essential to discuss how to use them. You can store them in any player's plastic bag, or in a separate bag. Experience points are not part of the Team Stash.

Remember: Weapons and items not brought on the mission are left in the Team Stash and cannot be used during the mission.

WEAPON MODS



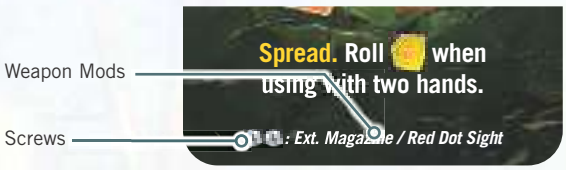
You can upgrade Weapons with Weapon Mods bought between missions *(see Buying Cards on the next page)*.

At the bottom of each Weapon card, you'll see which mods are compatible with it, and how many you can fit (0 screws = no Weapon Mods; 1 screw = 1 Weapon Mod; 2 screws = 2 Weapon Mods).

Before starting a mission, you can swap Weapon Mods between your weapons or exchange them with other players. You must always respect the following rules: The Weapon Mod must be compatible with the weapon to which it is attached AND the weapon must have an empty screw slot for it.

When upgrading a weapon, splay the Weapon Mod card behind the Weapon card, with its top visible to reveal its effect *(see Player Setup, p. 4)*. When you attack with this weapon, the effect of the Weapon Mod is activated at the same time as the weapon.

Note: If you change weapons during a mission, the Weapon Mods remain attached to the weapon. You must wait until the end of the mission to separate them.



Example: *This weapon can be modded with 2 different Weapon Mods: Extended Magazine and Red Dot Sight. Unfortunately, it only accepts one Weapon Mod at a time, so you have to make a choice.*

BUYING CARDS

Between missions, you can buy weapons, mods, or items with the money earned during missions and explorations. Purchases are decided collectively, and distributed among players by mutual agreement.

Refer to the corresponding deck of cards. Only cards with a price at the top of the card can be purchased. Cards without a price cannot be purchased.



To buy a card, remove a value of Money tokens equal to the corresponding sum from the Team Stash and return it to the box (you can make change).

Then place the purchased card in a suitable slot in your inventory, or leave it in the Team Stash for later use.

Important: You can't buy anything during missions.

CRAFTING

Between missions, you can make potions using leaves, and make sacks or holsters from the hides you've collected.

To do so, discard the combination of tokens needed to make the desired item from the Team Stash.

- If you make a sack or holster, take the corresponding tile and give it to a player, or place it in the Team Stash for later use. Sacks can be used to store objects. Holsters store weapons (belt holster for one-handed weapons, backpack holster for two-handed) *(see Inventory Management, previous page)*.

- If you make a potion, take the corresponding card from the Item card deck and place it in a player's inventory (there must be room) or in the Team Stash for later use.

Note: If the item you wish to craft is no longer available (all copies are already in play), you cannot craft it. Don't forget that you can freely give or exchange Item cards with other players between missions.

Sacks and Holsters List

Sack/Holster	Effect	Components
Simple Sack	Allows you to carry 2 items at the same time.	Hide ×2
Rugged Sack	Allows you to carry 3 items at the same time.	Hide ×5
Heavy-Duty Sack	Allows you to carry 4 items at the same time.	Hide ×12
Belt Holster	Allows you to carry 2 one-handed weapons.	Hide ×4
Backpack Holster	Allows you to carry 1 two-handed weapon.	Hide ×6
Double Back Holster	Allows you to carry 2 two-handed weapons.	Hide ×20

Potions List

Potion	Effect	Components
Nature Boy	For 2 rounds, you can choose any leaf when you pick one up.	Blue Leaf ×1
Sprint Burst	Gain +2 MP.	Blue Leaf ×2
Medicine	Heal 3 HP.	Green Leaf ×2
Animal Repellent	For 2 rounds, animals will not target you.	Amber Leaf ×2
Fireproof Balm	You become immune to fire damage this turn.	Crimson Leaf ×2
Endorphin Boost	You receive a 100% heal.	Green Leaf ×2, Blue Leaf ×2
Deadly Hunter	This turn, your attacks deal +1 damage to animals.	Amber Leaf ×2, Crimson Leaf ×1
Sharpshooter Elixir	This turn, all your weapon dice throws are improved.	Crimson Leaf x2, Amber Leaf x1

FLOW OF THE GAME

Far Cry - Escape from Rook Islands consists of 7 game missions in campaign mode. You must complete the scenarios in order to escape from the Rook Islands.

Between missions, you'll explore the islands to gather crafting materials, hunt animals and explore hidden temples.

Through these missions and explorations, players improve their characters, their weapons, their equipment, the objects they use, the ability to fight, and overcome the challenges presented to them; with the ultimate goal of completing the game's campaign and escaping Rook Islands.

A mission is divided into several rounds. Each round consists of three parts: the Event phase, the Player turn, and the Enemy turn.

EVENT PHASE

When setting up the mission, the corresponding Round board is placed next to the Gameboards. This Round board features all the events happening during the mission.

A mission can feature 2 kinds of events: Round-based events, triggering at the start of each round or in a specific round, and Condition-based events, triggering when a specific condition is met during the game.

Round-based Events



At the start of each round, advance the Round Tracker token one step.

When you move the Round Tracker token, see if there is an arrow pointing from the new Round number to an event. If this is the case, resolve the event immediately.

If there is no arrow, or after the event has been resolved, it's time to resolve the events noted under the title "At the Start of Each Round".

Each mission requires you to resolve the 2 Insanity events (shuffling previous Insanity cards and applying new Insanity cards) but some missions will add more events to process at the start of each round.

Once all the Round-based events have been resolved, the Player turn starts *(see next page)*.

Condition-based Events

Condition-based events are resolved when their condition is met during the mission. Theses events are not linked to a specific round, and have no arrow next to them.

While playing, keep each condition-based event in mind so you can resolve it when you should. They can happen either during the Player turn or the Enemy turn.

Example: *The enemies have finished their turn of Round 2, Mission 3.*

Now Round 3 begins. The players advance the Round Tracker token to position 3 (1).

Because there is an arrow pointing from the Round number to an event, the players resolve it immediately. They place the Berserker on Spot 1, noted on the gameboards as instructed (2).

Then they process each step indicated on the Event board (3):

- *Checking the Anecdote Factory (see Anecdote Factory, p.24).*
- *Resolving the 2 Insanity events.*
- *Resolving the 2 triggered events, "Intruders!" by rolling a die for each spawn point (4), and "All is fine." by spreading the fire on the Weed patches present on the gameboards (5).*

Once done, the players can start their turn.





PLAYER TURN

From the second round on, at the beginning of the round, straighten up all your Talent and Weapon cards used during the previous round. Flipped cards remain face down.

During their turn, all players play **simultaneously**, using any number of their available actions at any point in the turn. This means that players can act at the same time (*see General Concepts, p. 20*).

You can perform 3 kinds of actions during your turn:

- **Repeatable actions:** You can perform them many times per turn.
- **Limited actions:** You can perform them only once per turn.
- **Unique actions:** You can perform them only once per mission.

Repeatable Actions *(see p. 11)*

- Interact with a special object
- Make a standard move
- Make an acrobatic move
- Make a cautious move
- Pick up a Loot/Leaf token

Limited Actions *(see p. 13)*

- Switch weapons
- Use an item
- Reload a weapon
- Attempt a takedown
- Use a "once per turn" talent
- Give to / Trade with another player
- Use a bandage
- Attack with a weapon

Unique Actions *(see p. 15)*

- Use your Impulse Power
- Use a "once per mission" Talent

Also, you are explicitly obligated to finish resolving your action before taking a new one.

The turn ends once all players have spent all their available actions, or when everyone agrees to end the Player turn.

At the end of the Player turn, if a player or ally is on a Fire patch or has a Bleed token, they lose 1 health point *(see Blaze and Bleed, p. 24).*

ENEMY TURN

During this turn, enemies will do everything they can to halt your progress and prevent you from escaping the Rook Islands. You'll face humans (basic enemies and bosses), but also guard dogs and wild animals. Each type of enemy has a list of specific behaviors it must follow *(see Enemy Management, p. 18).*

Although players don't play during this turn, some cards marked "During the Enemy turn" will allow you to take actions during this turn.

At the end of the Enemy turn, if an enemy or wild animal is on a Fire patch or has a Bleed token, it loses 1 health point *(see Blaze and Bleeding p. 24).*

END OF MISSION

The mission ends in failure either when all players die, or when the main objective become impossible to complete.

The mission is a success immediately once the main objective of the mission is completed *(see Mission Briefings, p. 28)*. Check the secondary objectives' requirements and if they are also filled, add their rewards to the main objective's.

If the mission is a success:

1- Each player gains the total amount of experience from the completed objectives. Add the corresponding Experience tokens to your Save bag.

2- Add the money rewards from the mission objectives and all the money rewards collected by the players to the Team Stash *(see General Concepts, p. 25)*.

Note: The money reward is the total for the whole team, not multiplied by the number of players.

3- Gain all the tokens present on your Character board; Experience tokens go into your Save bag, Money tokens go into the Team Stash.

4- Count the Insanity tokens you collected on your Character board during the mission and increase your Insanity tracker accordingly *(see Insanity, p. 20)*. Return them to the box afterwards.

5- Return all elements from your discard zone to the box.

6- Gain the Exploration token. You can use right away or at the start of your next game session to hunt for crafting materials and rewards *(see Exploration Treks, p. 22)*.

If the mission is a failure:

Reset your board to its saved game settings by returning all tokens from your discard zone and your Character board to the box.

Note: When returning a Molotov loot token from your discard zone to the box, also return the Molotov card to the Item deck, whether it is in your discard zone or in your inventory.

Take all cards from your discard zone, and place them in your Save bag, along with your Character board, Insanity tracker, and other cards.

This allows you to properly restart a failed mission without having to remind yourself of what the state of your saved game was.

ALLIES

An allied unit is there to help players succeed in their mission. There are two types of allies: player-controlled allies and autonomous allies.

Player-controlled allies are marked "controlled ally" on their board. Their actions are decided collectively by the players, and they act at the same time as the players during the Player turn.

Autonomous allies are marked "autonomous ally" on their board. They have a set of instructions to follow, and are placed in the enemy chain according to their rank. They follow their instructions as a regular enemy would during the Enemy turn.

In either case, enemies regard your allies as potential targets, just as they would with the players.



REPEATABLE ACTIONS



Each character has a certain number of movement points (MP). These are needed to move or perform actions. Use the dial on your character board to keep track of your MPs. These actions are repeatable as long as you have the required number of movement points to perform them.

Note: Movement points are recharged at the start of each Player turn.

INTERACT WITH A SPECIAL OBJECT

Some missions contain special objects you can interact with (cages, watchtowers, etc.).

Interacting with a special object requires you to be adjacent to it, and costs a number of movement points (MP) depending on the special object *(see Special Objects in Tiles Glossary on the last page).*

Once the MP cost has been paid, resolve the special object's effect.

STANDARD MOVE

To make a Standard move, spend 1 movement point (MP) to move your character to an **unoccupied** adjacent space. Two units can **never** occupy the same space. A unit corresponds to a character (ally or enemy), a wild animal, or a guard dog.

Important: An unoccupied space is an available space containing no unit. As soon as a unit arrives on that space, it is considered occupied. A unit cannot move through another unit.

You can spend several movement points during a single move action. Move the number of spaces corresponding to the number of MP spent. You can also move, perform one or more actions, and then move again.

A standard move only allows your character to cross spaces surrounded by thin dotted lines (▬ ▬ ▬).

Spaces with thick dotted lines (▬ ▬ ▬) are obstacles and can only be crossed with an acrobatic move (see below).

Spaces with thick full lines (▬) are walls and can never be crossed in any way.



Example: *Jason wants to move 2 spaces. He can choose between 2 paths. The one on the right contains an obstacle (surrounded by thick dotted lines) which he cannot cross with a standard move. The left-hand path passes through a space surrounded by thin dotted lines. He spend 2 movement points and moves along the left-hand path.*

ACROBATIC MOVE

Battlefields are filled with obstacles and hazards. To avoid them and move efficiently, you have 2 acrobatic moves available: jumping over obstacles/hazards and using a Zipline.

Note: Human Enemies can also use Acrobatic moves when moving.

Jumping Over Obstacles/Hazards

Chasms and all elements surrounded by thick dotted lines are considered obstacles that a standard move cannot cross *(see Tile Glossary, p. 36).*

To cross an obstacle or hazard (rock, fire patch, acid pool, etc.), spend 3 movement points (MP) to jump over it.

If there is a unit or an obstacle on your arrival space, then traversing the obstacle is not possible.



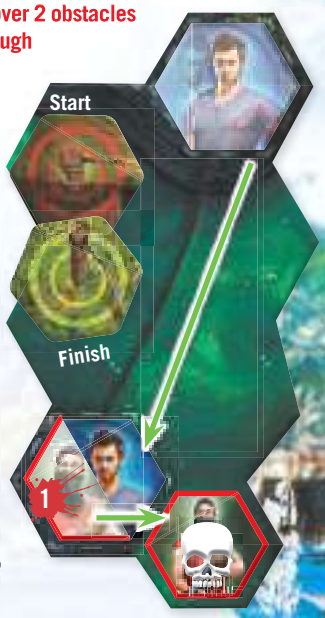
Example: *To get closer to the Assaulter, Jason performs an acrobatic move to get over the rock obstacle. He spends 3 MP and lands across the rock, now able to hit his target with his Machete.*

Important: Under no circumstances can you jump over 2 obstacles or hazards in a single move, even if you have enough MP. This is forbidden.

Using a Zipline

The Zipline allows you to move faster and farther in a single action. To use a Zipline, you must be on a Zipline Start tile and spend 1 MP to make the move. During this move, if you're equipped with a one-handed weapon, you can shoot enemies using a degraded die. For this shot, **you ignore your target's cover** *(see Combat, p. 15).*

If a unit is present on the Finish tile of the Zipline or on an adjacent space, it suffers 1 damage and is pushed one space in the direction of your choice.



Example: *Jason spends 1 MP to use the Zipline. Because an Assaulter is on the Finish tile of the Zipline, Jason pushes him one space and causes him to fall into the chasm, killing him instantly.*

CAUTIOUS MOVE

Approaching an enemy is always a risk. Each **human** enemy has a Zone of Control, which is the spaces adjacent to that enemy. Entering an enemy's Zone of Control has no consequences, but leaving it gives that enemy a free attack against you. This is the only action an enemy can take during the Player turn.

Note: Going around an enemy without leaving their Zone of Control does not trigger their attack.

To avoid being attacked when leaving a Zone of Control, you can perform a cautious move. Spend 1 additional movement point (MP) per enemy you wish to flee, in addition to the standard move.

Note: If you can't or don't want to spend all the MP you need on every enemy, you can choose which enemies you wish to avoid.



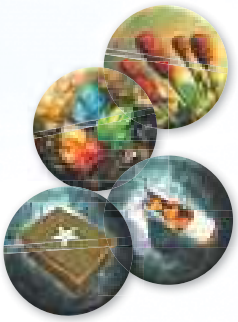
Example: *Daisy is surrounded by 2 Beheaders, a red and a yellow one. To escape them unharmed, she'll need to spend 3 MP: 1 MP for the standard move plus 1 for each Beheader. Alternatively, she can spend either 2 MP to evade only one of them, or spend just 1 MP and take the Zone-of-Control attack from both.*

PICK UP A LOOT/LEAF TOKEN

On the gameboard, you can collect two types of tokens: Loot and Leaf. To retrieve a token, simply step on it! You can also choose not to pick up the token. You cannot move a Loot/Leaf token to another space, though.

Leaf Tokens

Leaf tokens indicate the type of leaf you've collected. There are 4 colors in the game: green, blue, amber, and crimson. When you collect a Leaf token, place it on your Character board.



If the mission is successful, add the Leaf tokens to the Team Stash. You can then use them to make potions *(see Crafting, p. 8)*.

Loot Tokens

When you pick up a Loot token, take the reward shown on the back and place the token in your discard zone.

Name	Reward
Rakyat Relic	Place a 200 XP token on your Character board. Gain it if the mission is a success.
Money	Place a $200 token on your Character board. Gain it if the mission is a success.
Molotov	Take a Molotov item card, if available, and place it in your inventory if you have an available space.
Ammunition	Reload one of your **equipped** weapons with up to 2 Ammunition tokens. If your weapons are all fully loaded, leave the token where it is.
Bandage	Add a Bandage token to your Character board.

LIMITED ACTIONS

SWITCHING WEAPONS

As you progress through the game, you'll collect more weapons. Because some are more useful in certain situations, or simply to avoid having to reload in a bad situation, you'll want to carry many weapons and switch between them during the mission.

To be able to carry more weapons, you'll need the corresponding holsters *(see Crafting, p. 8)*; these holsters are a key part of the weapon-switching process.

If you haven't attacked yet this turn, you can switch to any weapons available in your weapon holsters, provided that you have a holster able to receive the weapon you're unequipping. When doing so, move your newly equipped weapon(s) next to your Character board and place your previous weapons in their available holsters, each with its current ammunition tokens.

If you have no holster, or no more holster space to store a currently equipped weapon, you can get rid of it by putting it in your Save bag (it will be unavailable for the rest of the mission) or give it to another player before making your weapon change (see Give/Trade below).

Note: Fist Punch, Machete, and Silver Dragon melee weapons do not need to be holstered. Simply place them near your board when not equipped.

Important: If you have already attacked during this turn, you can no longer switch weapons.

Example: *In* **A**, *Jason is wielding an AK-47 and wants to equip his 2 pistols. Because he has the holsters and space required to store all his weapons (1-hand and 2-hand), he can switch however he wants.*

In **B**, *Jason only has a 2-handed backpack holster, but because he's only packing an AK-47 and an STG-90, which are both 2-handed weapons, he can freely switch between them.*

In **C**, *he's holding a Desert Eagle (1-handed pistol) but he doesn't have a 1-handed belt holster to store it properly. If he wants to equip his AK-47, he'll have to discard the pistol or give it to another player.*









USE AN ITEM CARD

Once each round, you can use an Item card contained in your character's inventory, *(see Inventory, p. 8)*. After resolving its effect, place the card in your discard zone.

Note: You cannot use an item on another unit.

RELOAD YOUR WEAPONS



Each weapon can make a set number of shots before needing to be reloaded. The Weapon card indicates the number of rounds of ammunition it can hold *(see Weapon Card, p. 5)*.

Note: For ease of play, we don't differentiate types of ammunition.

While single targeted shots use only one shot token, special actions like Full Auto or Spread can spend many more at the same time.

When a weapon is empty, you must spend a weapon action to reload it before being able to use it again. You always have enough ammunition to reload your weapon entirely.

Note: Some weapons, like the Bow and Rocket launcher, cannot be reloaded during a mission. Or have a condition, like the Flamethrower.



You can only reload equipped weapons. When you reload a weapon, place the number of Ammunition tokens defined by its clip size on its card, taking into account any weapon mods attached to it.

You cannot reload and attack in the same turn, even with different weapons or by switching weapons.

Important: Reloading forfeits your attacks for the turn.

Example: *Liza decides to reload her weapons instead of attacking for the turn. She then puts 4 Ammo tokens on her Skorpion and 5 Ammo tokens on her Desert Eagle. But she can't reload her AK-47, because it's not currently equipped.*

Note: Enemies and allies alike never have to manage their ammo, only players do.

TAKEDOWNS

Takedowns are special attacks that can neutralize only human enemies. All animals, including Guard Dogs, are immune to Takedown.

Once per turn, you can attempt a Takedown on a human enemy.

Attempting a Takedown does not cause you to lose your attacks for the turn, but reduces your remaining MP to 0. Even if you have no more MP, you can still attempt a Takedown.

To attempt a Takedown on an enemy, you must fulfill 2 conditions: Your target must have 3 HP or fewer remaining **AND** must be adjacent to your character.

To carry out a Takedown, you must roll a die corresponding to your target's HP:

- If your target is at **3 HP**, you must succeed at a black die roll.
- If your target is at **2 HP**, you must succeed at a red die roll.
- If your target is at **1 HP**, you must succeed at an orange die roll.

You can improve the die with some talents *(see Talents, p. 21)*.



Example: *Jason wants to attempt a Takedown on one of the enemies around him.*

The blue Beheader is adjacent to him but with 6 HP, he's not a valid target.

The red Assaulter is at 1 HP but too far away. Jason would need to move to an adjacent space to attempt a Takedown on him.

The green Beheader, on the other hand, is at 2 HP and adjacent to Jason. So he can attempt a Takedown by rolling the red die.

USE A "ONCE PER TURN" TALENT



As you progress through the missions, you gain Talents that enable you to perform new actions *(see Talents, p. 21)*.

When you use a Talent marked "once per turn", apply the effect indicated on the card, then rotate it to remember that you used it this turn.

At the beginning of the next Player turn, straighten the card.

GIVE / TRADE WITH AN ALLY

Once per turn, when standing adjacent to another player, if they consent, you can give them any number of items, bandages, weapons, and/or sacks/holsters.

Move items to their inventory. If you give them a weapon, they must be able to place it in an available holster or equip it immediately *(see Switching Weapons above)*. Getting an unused weapon from a teammate doesn't grant an extra attack.

Two players can also Trade. In this case, the player who didn't initiate the exchange can give/exchange again with another player.

In either case, once the action is complete, you must both still respect Hand and Inventory limitations *(see Inventory Space, p. 8)*. If you give something to a player (or if you initiate a trade) you can no longer give or trade this turn.

USE A BANDAGE



Bandage tokens can be used to heal yourself or an ally adjacent to your character. You can use a Bandage token once per turn. When using a bandage, remove a Bandage token from your Character board.

A bandage restores 2 HP to your target and removes all physical penalty statuses like Impair or Bleed from them (remove the tokens from their board). The target's HP cannot exceed their current maximum.

Note: Each player starts the mission with 2 Bandage tokens. Once they're all used, you can no longer use this action.

ATTACK

Attacking is the main action you'll be doing to overcome the many challenges facing you.

You may use this action as long as you have a valid target and either an equipped weapon loaded with ammo, or a melee weapon. *(For more information on Combat, see next page.)*

UNIQUE ACTIONS



USE THE IMPULSE ACTION

Each character has an Impulse action that can be used once per mission. This is a special action, different for each character, which can get you out of a dangerous situation or enable you to avoid danger.

At the start of the mission, the Impulse token is placed in the Impulse zone on your Character board *(see Player Setup, p. 4)*. When you use the Impulse action, resolve the effect indicated on your Character board, and move the token to your discard zone to indicate that you have used it. It will be available again at the start of the next mission.

USE A "ONCE PER MISSION" TALENT

Some talents allow you to perform powerful actions only once per mission.

When you use a Talent marked "once per mission", apply the effect indicated on the card, then flip the card over until the end of the mission.

This talent will be available again at the start of the next mission.



COMBAT

Far Cry - Escape from Rook Islands is all about tactical combat. You will usually need to face hordes of enemies standing in the way of your progress. There are many ways to defeat your enemies, but the most straightforward is using the Attack action during the Player turn *(see Player Turn, p. 11)*.

Performing an attack require multiples steps to be made in succession:

1- Choosing weapon and target(s)
2- Checking range to the target
3- Checking line of sight
4- Rolling the attack die
5- Applying effects and damage

CHOOSING WEAPON & TARGET(S)

When initiating an attack, the first step is to announce the weapon you're using and the target(s) you're attacking.

To attack, a weapon must be currently equipped to your character and must have enough ammunition tokens on it *(see Switch Weapons, p. 13 and Reload Your Weapons, p. 14)*.

If the weapon is valid, rotate your chosen Weapon card as a reminder, because each weapon may only be used to Attack once per round, unless specified otherwise.

Note: All your rotated weapons are straightened back at the start of the next Player turn.

Then you can announce your target(s). While your main targets will usually be your enemies, you can also choose any terrain element or ground space on the battlefield. All the steps required are the same.

CHECKING RANGE

Once your weapon and target are set, you must check the range to your target, and compare that to your weapon's range.

To check the range, simply count the spaces from you to your target, ignoring all obstacles and terrain elements. Your character is at Range 0, Range 1 is 1 space away (melee range), etc.

Weapons are divided into two types:

- Melee weapons only used against adjacent enemies (Range 1);
- Ranged weapons which usually have no Range limit.

In addition to validating an attack, Range can also change the outcome and effect of the shot. Depending of the range, you may choose your target differently *(see Rolling the Dice, below)*.

Example: *Jason is equipped with a Fist Punch, which is a Melee weapon, and a Colt .45, which is a Ranged weapon. Against the yellow Assaulter at Range 2, Jason can only use the Colt .45. Against the blue Beheader at Range 1, Jason can use either or both weapons.*



CHECKING LINE OF SIGHT

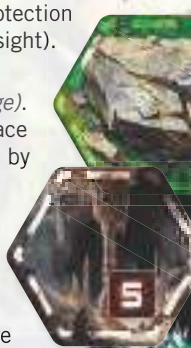
Cover

An obstacle surrounded by thick dotted lines ( ) is considered cover. It slows down movement, because it cannot be crossed with a standard move, and it also serves as protection against ranged attacks (depending on the attacker's line of sight). A unit can take cover from its attacker to prevent being hit.

Cover can be permanent or ephemeral *(see Tiles, last page)*. Permanent cover is printed on the board and remains in place throughout the mission. Ephemeral cover is represented by tiles, and can be destroyed during the mission.

To find out if your target has cover from your attack:

- Use the Cover ruler or draw an imaginary line between the center of your space and that of your target. This line represents your line of sight.
- See if this line touches any cover adjacent to the target before reaching it (the whole space, an edge, or even a corner). The line can cross a character (ally or enemy) without consequence.





If the line of sight touches cover adjacent to your target, your target has cover. Roll the blue Cover die in addition to the weapon's attack die. If not, just roll the attack die.

Important: A target has cover ONLY if it is adjacent to cover which interrupts the attacker's line of sight. In all other cases, do not roll the Cover die.

Example: *Jason is checking cover for the 4 Assaulters to choose his target:*

*For A, although the line does not go **through** the cover, it touches an edge of it, and the yellow Assaulter is adjacent to the cover. So a Cover die would be required.*

For B, the line only goes through open spaces to reach the blue Assaulter, so no Cover die would be needed.

For C, the line goes completely through the Cover tile, and the green Assaulter is adjacent to it; a Cover die would be required.

For D, the line goes through Keith (with no consequence) and also touches the cover, but because the red Assaulter is not adjacent to the cover, the Cover die will not be rolled.

Cover die: 3/6 hit chances.

Walls

Spaces with thick full lines (▬) are walls and will block all shots passing through them.

To find out if your target is protected by a wall, follow the same method as for cover with a single difference: If your line of sight touches a wall before reaching your target, your shot is impossible; the target does not need to be adjacent to the wall space.

Note: Cover and walls work both ways. If an enemy is attacking you, check their line of sight. If you have cover, roll a blue Cover die in addition to their attack die, and resolve the attack as if it were a player's attack. If you're behind a wall, they can't shoot you.

ROLLING THE DICE

When you attack, most weapons require you to roll a die to deterine whether or not you hit your target. This is called an ***attack roll***. This roll can be modified in many ways, depending on the mode of attack, the presence of cover, and the use of talents.

All attack rolls require the use of colored dice. These colors represent attack success rates and follow the following pattern: green > yellow > orange > red > black (green is best; black is worst). A blank face on the die means failure (the attack inflicts no damage), while a face with a symbol means success.

To find out which die to roll, you first need to decide whether you're making a single shot or an alternate shot, and see if you have any dice modifiers.

Single-Shot Mode

Almost all weapons have an attack die next to their damage. This is the die to roll for a single shot. Some weapons may have an effect that modifies the attack die under certain conditions. If these conditions apply, select the die accordingly. If the card does not indicate a die, your attack is automatically successful.

Alternate-Fire Mode

Alternate firing modes vary from weapon to weapon. Depending on the mode, you'll need to roll different dice, and may have more or less complex targeting requirements *(see below)*.

ALTERNATE FIRE MODES

Scatter: You can freely divide the damage between your target and any units adjacent to it.

Spread: This fire mode allows you to hit all the units adjacent to your initial target with a single attack roll. When using this mode, roll only for the initial target as usual but remove an Ammo token for each target: the initial one and all adjacent units. If the weapon doesn't have enough ammo for all the targets, then choose which extra targets will be hit.

On success, deal your weapon's damage to ALL targets, enemies and allies alike, adjacent to your initial target. If any collateral target is protected by cover, then separatly roll a blue die for each of them. On success with the Cover die, it hits the cover instead, as usual.



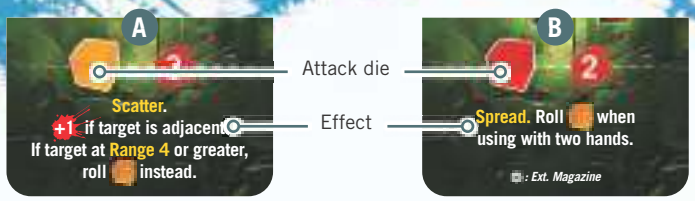
Example: *Daisy wants to use the Spread mode of her MP5 one-handed against the Assaulter. She rolls orange and succeeds. The blue Beheader has cover so she rolls the Cover die for him and gets a shield, dealing no damage to him. She spends 3 Ammo in total.*

Throw: Alternate firing mode for melee weapons. Roll the die specified on the card. If successful, inflict the damage indicated. Remove the weapon you threw from your inventory, then place the corresponding token on the space at which you threw the weapon, regardless of the die result. A character may move to that space to pick up the thrown token and equip its matching weapon card. The weapon cannot be used by anyone until it is picked up.

Full Auto X: This alternate fire mode allows you to shoot at a **maximum of X additional targets** in the same action. The player will shoot consecutively at these targets. **Each additionnal target must be at most 2 spaces away from the previous one.** The player will also have to pay 1 MP for each target beyond the first, and to use an increasingly degraded attack die (e.g., for the first target, roll an orange die; for the second target, pay 1 MP and roll a red die; for the third target, pay 1 MP and roll a black die). Missing an attack roll doesn't stop the shooting sequence. For this purpose only, a degraded black die is still black.

Example: *Riley attacks with the AK-47 in Full Auto mode. Because the AK-47 has Full Auto 2, he can select up to 2 extra targets. He selects the red Assaulter as his first target and rolls a yellow die. Then for the first additional target, he chooses the blue Beheader, spends 1 MP and rolls an orange die (degraded from yellow) and a blue die (because of the Beheader's cover). For his final additional target, his only choice is to attack the green Assaulter with a red die (degraded from orange) because the yellow Beheader is 3 spaces away from the previous target.*





Example: *The M133 shotgun in A uses a yellow die, but if its target is at Range 4 or greater, it uses an orange die instead.*

The Skorpion SMG in B uses a red die, but if you use it with 2 hands as your only weapon, it uses an orange die instead.



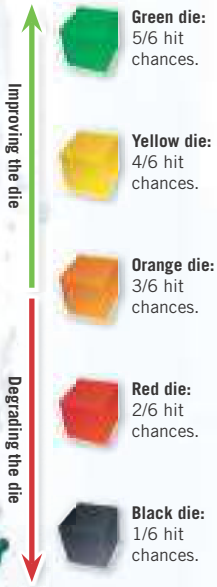
Dice Modifiers

Certain conditions can improve or degrade the attack die. This may be due to the use of Weapon Mods, Talents, Items, or how it is used.

Improving a die means using a die that is one step better than normal (black becomes red, red becomes orange, orange becomes yellow, yellow becomes green, green becomes a sure hit). A die can also be double improved. In this case, improve the color of the die to be used by 2 levels.

Degrading a die means using a die that is one step worse than normal (black becomes a sure miss, red becomes black, orange becomes red, yellow becomes orange, green becomes yellow). A die can also be double degraded. In this case, degrade the color of the die to be used by 2 levels.

Important: The Cover die can neither be improved nor degraded.



Rolling the Dice



Once you have taken all modifiers into account, you can now roll the Attack die, and the Cover die if needed, and remove one Ammunition token from the weapon used — all this for each chosen target.

If your attack roll succeeds but the Cover die shows a shield icon, you hit the cover instead of your target. Some cover can break and/or explode when this happens *(see Effects & Damage in the next column)*.

If your attack roll is a miss, neither the cover nor the enemy takes the hit.

Example: *Jason has two weapons equipped: a Desert Eagle and a Colt .45. He faces 2 Assaulters, a yellow one, with a Crate as cover, and a blue one.*

A *He attacks the yellow Assaulter with his Colt .45, rolling a yellow die and the blue Cover die. The yellow die rolls a hit but the Cover die rolls a shield. This means the crate takes the hit.*

B *He then targets the blue Assaulter with his Desert Eagle, rolling a yellow die. There is no Cover die to add because this is open ground all the way to the target. He rolls a hit.*



EFFECTS & DAMAGE



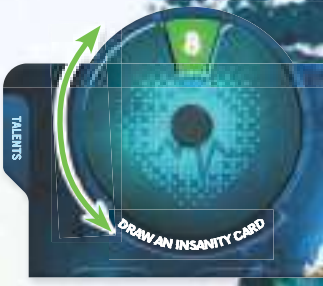
All weapons have a damage value, which corresponds to the damage you deal to your target when successfully hitting them with that weapon. Some weapons also have effects that apply when the shot is successful.

Before calculating damage, check whether your weapon is marked with the keyword "on hit" *(see Glossary, p. 24)*. If so, apply its effect when the target is hit. This may modify the damage inflicted or add special effects.

Some enemy actions can inflict Bleed or Impair *(see Glossary, p. 24)*. Take the corresponding token and place it on your Status area / the Life tracker of the afflicted unit.

Players' and Enemies' HP are calculated in the same way but tracked differently.

When a player takes damage, they subtract the amount from their current HP value, rotating their HP dial accordingly.



Player HP dial

Note: When a player reaches 3, 2, or 1 HP, this triggers a stress attack *(see Insanity, p. 20)*.

Track enemies' HP on their Life boards:

- For basic enemies, move the Life cube of the color of the enemy hit on the corresponding 4-color Life board.

- For bosses, move the life cube on the boss's red Life board.



Basic Enemy Life Board



Boss Life Board

When an enemy has run out of life, remove it from the game.

If the enemy is a human, the player who killed it gains a Madness token and places it on his Character board. This token is used to track madness at the end of a mission *(see Insanity, p. 20)*.

Some obstacle and hazard tiles show a Damage value on their illustration. Track damage to them with Damage tokens on the tile. When the total value of the damage tokens on the tile is greater than or equal to the tile's value, its effect is triggered *(see Tiles, last page)*.



END OF COMBAT

If your health points reach zero, you're unconscious. Lay your figure flat on the space where you were defeated, to represent your body. This space is always considered occupied. When you're unconscious, you can't be targeted by enemies. Units maneuver around you as if you were an obstacle, but you cannot be used as cover.

If you successfully complete a mission with unconscious players, these characters are resuscitated automatically, free of charge.

Some missions require no players to be knocked out, otherwise you fail the mission. So keep a close eye on your health points and those of your teammates.

In all cases, if all players are unconscious, the mission is a failure and the game ends immediately.

Note: If a player who has used a once-per-turn action is knocked out and then revived in the same turn using the Second Wind talent, they do not get to use the action again this turn.

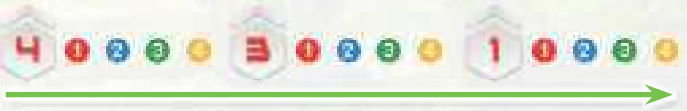
MANAGING ENEMIES

At the beginning of the mission, each enemy (character and wild animal) begins with a number of HP and MP corresponding to the numbers indicated on its Enemy board, as well as one or more weapons also noted on its Enemy board.

During the Enemy turn, simply follow the chain of enemies in rank order *(see Enemy Setup, p. 7)*. Play each living enemy individually, from left to right and top to bottom (i.e., in "reading order").



If there are several enemies of the same type, play them according to the color of their base in the order shown on their Life board: red, then blue, then green, then yellow.



Any new enemy that enters the mission during play must be placed in the enemy chain according to the rank number on its Enemy board.

There can never be more than 4 enemies of the same type at the same time. If you need to place more than this limit, do nothing.

Once all enemies have played, a new round begins.

Note: Because enemies play in sequence, it's not necessary to keep track of their MPs.

BEHAVIORS

Enemies react to their surroundings and situation, just like the players do. They will always attempt to follow their Behavior as strictly as they can.

Basic enemies have only a few instructions, while Bosses have more complex behaviors. Complete each instruction in order, from top to bottom, before moving on to the next.

To avoid losing track of your progress through Boss instructions, place an unused Life cube on the instruction you are currently executing.

Once all stages of an enemy's behavior have been resolved, move on to the next enemy.

Example: *the Black Panther's behavior consists of 3 simple steps. A: Choose a target, B: Move toward it and C: Attack it. The Ink Monster, on the other hand, performs 7 complex steps, one of which depend on its HP level.*

Base Enemy



Boss Enemy



CHOOSING A TARGET

An enemy's first behavior is usually to choose a target (character or wild animal) on which to perform actions this turn.

If there are several criteria, start with the first (which is usually the closest target). If several targets meet this criterion, move on to the second to break the tie. And so on. If the targets still can't be prioritized after the last criterion, target the one with the fewest HP. If the tie still persists, choose the target with the lowest maximum HP. If even this is a tie, choose among them randomly.

Melee Enemies

Unless noted otherwise, an enemy with a Melee weapon chooses its target by moving along the shortest route to reach it, taking obstacles into account and using acrobatic moves to cross them.

Ranged Enemies

An enemy equipped with a ranged weapon always chooses its target according to the range: the distance between its position and the target, ignoring cover and obstacles.

Example: *The yellow Beheader chooses his target for the turn.*

A *Moving next to Liza in position would cost him 3 movement points, either by walking all the way or performing an acrobatic move to jump over the cover.*

B *Moving next to Riley in position would only cost him 2 MP. So he chooses Riley as his target for the turn.*

If this were an Assaulter instead, he would have chosen Liza as his target because his range to her is only 2 spaces, whereas his range to Riley is 3 spaces.



MOVING

When an enemy moves, it always chooses the quickest and safest route, and stops as soon as it reaches a space that matches the instruction description.

If it encounters an obstacle or danger, the enemy avoids it by the shortest route, or performs an acrobatic move if possible. The enemy's priority is to reach the destination, even if it means taking damage. If the enemy can't reach its destination, it moves to the accessible space nearest to it.

Note: Human enemies can use Acrobatic moves in the same way players can. They can zipline or jump over obstacles/hazards at the same MP cost as players.

In the rare case in which several move options match the enemy's behavior, players choose which one to apply.

Check Cover



Not all enemies want to be as close as possible to their target, preferring instead to be safe behind cover. Their behavior will then include the words "check cover" to verify that they indeed have cover from their target.

When this instruction appears, check the line of sight between the enemy's target and the enemy, as if the target were shooting at the enemy. If the enemy does not have cover from the target, the enemy follows the behavior with the crossed-out shield icon, which instructs the enemy to reach the furthest cover reachable with the available MP.

Example: *Riley and Liza face a yellow Rank-4 Beheader and a red Rank-3 Assaulter.*



A The Rank-4 Beheader acts first. He chooses Riley as his target for this turn, because he is closest (2 spaces). He heads towards Riley, but a fire patch is in the way. If he crosses it, he loses 1 HP. Because he has 4 MP, he uses 3 of them to perform an acrobatic move over the fire and lands next to Riley.

B Now it's the Red Assaulter's turn to act. His behavior instructs him to A. Choose the nearest target, B. Attack it, and C. Check cover. He chooses Liza as his target, since she's right next to him, and attacks her. He then makes a cover check against Liza. Because he has no cover from her, he must find cover. The space where the Beheader was standing is no unoccupied, but the fire patch is still in the way. So he also performs an acrobatic move (over the rock) and lands safely in cover from Liza.

ATTACKING

When an enemy attacks, apply the exact same rules as for players *(see Combat, p. 15)*, except for ammunition management, which doesn't apply to them.





Check the weapon shown on their board and apply the requirements and effects the same way you would do for players, for range and so forth.

They attack their target with the weapons specified in their behavior, without worrying about ammunition.

Note: Enemies and allies never have to manage their ammunition — only players do.

Example: *The Berserker is equipped with a M133 ranged weapon featuring an effect improving its attack die when adjacent to its target.*

The Beheader is equipped with a Machete melee weapon triggering an effect on hit.

ZONE OF CONTROL

Each human enemy has a special ability called the Zone of Control. This zone is made up of all the spaces adjacent to the human enemy.

Entering a human enemy's Zone of Control has no consequences. However, when a player leaves this Zone of Control, the human enemy carries out a free attack against that player.

Important: Only human enemies have a Zone of Control, and players only trigger an attack when leaving a Zone of Control.

Unless otherwise indicated, the attack triggered by leaving a Zone of Control is the same as the enemy's main attack.

Some of them have a specific attack called "ZoC" used exclusively for attacks of this type. A player leaving a human enemy's Zone of Control can, however, make a cautious move to avoid this attack *(see Cautious Move, p. 12)*.

Example: *During the Player turn, Daisy wants to escape from the Red Assaulter and the Blue Beheader. Unfortunately, she has only 2 movement points left.*

She makes a cautious move to escape the blue Beheader, and then a standard move. As she moves south, the red Assaulter activates his Zone of Control attack and uses his Rifle Strike (ZoC) against her, rolling a green die.



INSANITY

The Rook Islands transform those who visit them. In the course of missions and explorations, killing fellow human beings gradually drives you into madness. However, this path offers new opportunities to those who break the ties with their humanity.

GAINING INSANITY

When you kill human enemies, you immediately gain a certain number of Insanity tokens (when you merely injure them, you don't get any). Only the player who delivers the fatal blow gains Insanity tokens.

Killing a human enemy gives you 1 Insanity token.

Killing a human enemy with a Takedown gives you 2 Insanity tokens.

Stunning an enemy or scaring an animal does not give an Insanity token.

Note: An enemy killed by fire or rockfall does not give an Insanity token. Only a direct action against it counts.



When you gain Insanity tokens, place them on your Character board. If the mission is a success, advance the Insanity marker on your Insanity tracker by the number of Insanity tokens on your board.

Your Insanity tracker has 3 stages: 5, 10, and 15 points. When you reach a new stage, you earn a bonus that is cumulative with the previous stages: At 5 Insanity points, increase your maximum HP by 1; at 10 Insanity points, increase your maximum MP by 1; at 15 Insanity points, increase both your maximum HP and maximum MP by 1. Therefore, at 15 Insanity points, you have a total bonus of +2 maximum HP and +2 maximum MP over your base values.

Diving into Insanity also gives you access to certain talent modifications only available through Insanity *(see Talents, next page)*.

COMBAT STRESS

But while it makes you more powerful, it also clouds your mind, making you unpredictable on the battlefield, as the stress of the fight kicks in.

At the beginning of the mission, shuffle the Insanity deck and place it face down on the table. Each card depicts 3 Insanity levels — 0+, 5+, and 10+ points — with an effect associated with each.

When your HP reaches 3, 2, or 1 HP, you suffer a stress attack. Draw the top card of the Insanity deck without looking at it and place it on your Character board face down.

Note: If you already have an Insanity card on your Character board (whether face up or face down), ignore this effect.

At the beginning of the next turn, flip it face up and apply the effect corresponding to your current insanity level. Some effects resolve immediately, while others remain active for the whole turn.

Shuffle the card back into its deck at the beginning of the subsequent round.

Stress effects

Name	Effect
Reflexes	Gain +1 MP for the turn.
Bloodlust	Each melee hit dealt or received deals +1 damage.
Catatonia	Your MP for the turn is reduced by your Insanity level.
Instability	Make a free attack against the closest unit with your most expensive equipped loaded weapon.
Recklessness	You don't roll covers during the enemy turn.
Adrenalin	Heal yourself for 2 HP.
Cruelty	Gain 100 Xp for each kill you make this turn.

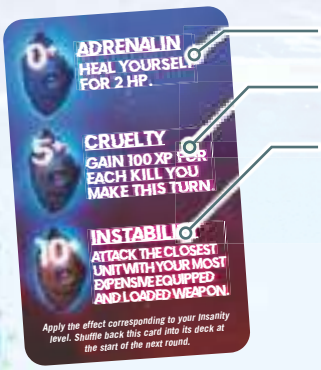
Example: *During the Enemy turn, Liza takes damage, dropping to 3 HP. This immediately triggers his Insanity, forcing him to place the top card of the Insanity deck on his Character board face down* (1).





At the beginning of next round, he flips the Insanity card face up and applies the effect corresponding to his current Insanity level. Because he's at 7 Insanity, this is the 5+ level (2)*: In this case, "Cruelty", which will earn him 100 XP for each unit he kills this turn.*

At the beginning of the round after this one, he will shuffle the Insanity card back into the deck (3).



Insanity 0+ effect

Insanity 5+ effect

Insanity 10+ effect



Insanity Marker

Insanity Tracker

TALENTS

As you complete objectives during missions and explore the islands, you earn experience points (XP). These experience points are per character and can be exchanged for Talents to improve your character's skills.

Talents are organized into 3 trees: the **Heron** tree, focusing on weapon handling; the **Shark** tree, focusing on survival; and the **Spider** tree, focused on stealth.

Within theses trees, talents are separated into 3 levels. These levels are an indication of their power, but they also differentiate the cost for purchasing the talents:

Level-1 Talents cost 1000 experience points.
Level-2 Talents cost 2000 experience points.
Level-3 Talents cost 4000 experience points.

There is only one copy of each talent. Each talent is personal and cannot be traded or given away. So be careful when you choose a talent, because this choice cannot be undone, and it may close an evolutionary path for your teammates.

Level-1 Talents can be purchased without restrictions. Level-2 and Level-3 Talents require you to have at least one lower-level Talent unlocked within the same Talent tree.

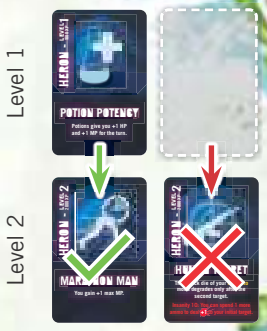
Furthermore, each Talent can only be used to unlock 1 upper-level talent in its tree.

Example: *In order to have two Level-2 Heron talents, you must have at least two Level-1 Heron talents unlocked.*

If you are able to purchase the desired Talent, spend the required experience points and add the Talent to your board along with your other Talents.

There is no limit to how many Talents you can get in the game.

Some talents are modified by your Insanity value. When you are at 10 Insanity or above, add the Insanity effect when using the talent.





Heron Talents

LVL	Name	Regular effect	Insanity 10+ effect
1	**Potion Potency**	Potions give you +1 HP and +1 MP for the turn.	
	Lucky Bullet	**Once per mission** Your next shot is an automatic success. You still roll for added effects.	
	Quick Trigger	**Once per turn** When using a pistol, you may shoot at your target again with a doubly degraded die.	If the extra shot is a miss, inflict its damage to the healthiest unit closest to the target.
2	**Marathon Man**	You gain +1 max MP.	
	Spreading the Love	When using Spread, you spend one fewer ammo.	You can spend 1 more ammo to deal +1 damage to your initial target.
	Human Turret	The Attack die of your Full Auto mode degrades only after the second target.	You can spend 1 more ammo to deal +1 damage to your initial target.
3	**May I?**	After a successful Takedown on a enemy, you can use its ranged weapon against the closest enemy or wild animal.	Choose the target at maximum range 3.
	Steady Aim	You can modify the distance requirements of your sniper rifle by +1 or –1.	
	Mobile Gunner	Shooting with a Machine Gun requires 1 MP fewer.	Increase the Full Auto of your Machine Gun by 1.

Shark Talents

LVL	Name	Regular effect	Insanity 10+ effect
1	**Physical Conditioning**	You get +1 Max HP.	
	The Right Spot	**Once per mission** Your next melee attack is an automatic success and deals double damage.	Damage is tripled but you gain Impair. Doesn't stack with other Talents.
	First Aid	You start the mission with 4 Bandages.	
2	**Impulse Training**	**Once per mission** Recover your Impulse action.	
	Animal Takedown	You can now attempt a Takedown on any animal. If you fail, it retaliates with an attack.	Ignore the attack if you fail.
	Field Medic	Your Bandages now restore 3 HP.	
3	**Second Wind**	**Once per mission** When you die, flip this Talent and heal for half your max HP, rounded down.	
	Steel Abs	**Once per enemy turn** When dealt melee damage, you can roll the Cover die. On success, negate the damage.	If the Cover die is successful, strike back for 1 damage.
	Adrenaline	When you start your turn at 3 HP or lower, +2 MP for the turn.	You also deal +1 melee damage for the turn.

Spider Talents

LVL	Name	Regular effect	Insanity 10+ effect
1	**Hidden in Plain Sight**	**Once per mission** Improve your Takedown die.	Gain +1MP for the turn after performing a succesful Takedown.
	Nature Lore	When picking up leaves during missions, pick up another one free.	
	Sprint Slide	**Once per turn** Gain 1 extra MP. All attack dice for the turn are degraded.	Deal 1 damage to an adjacent enemy when activating this Talent.

Spider Talents (lvl 2 & 3)

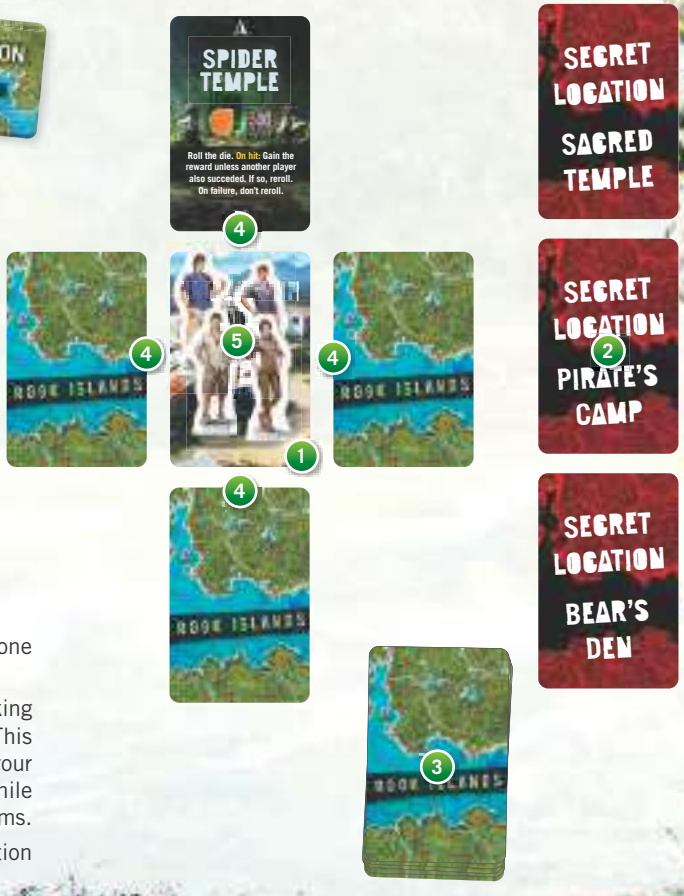
LVL	Name	Regular effect	Insanity 10+ effect
2	**Stone Wall**	You are now immune to Bleed and Impair.	
	Erase Presence	**Once per turn** If you haven't attacked this turn, forfeit your attacks this turn to doubly improve your Takedown dice.	
	Knife Throw Takedown	**Once per turn** Throw an equipped blade melee weapon to attempt a ranged Takedown.	The die for this ranged Takedown is improved.
3	**Expert Archery**	Your attack die when using a bow is Improved.	Deal +1 damage when using a bow.
	Stroke of Luck	**Once per mission** Reroll any die rolled by you or against you.	
	Knife Artist	**Once per turn** Attack the same target twice with one of your blade melee weapons.	On your first attack, roll a red die. On success, deal +1 damage.

EXPLORATION TREKS

Each time you successfully complete a mission, you earn the Exploration token. You can either use it immediately after the mission, or use it in your next game BEFORE starting the next mission. Explorations are mandatory and necessary for mission success. They enable you to upgrade your characters, equipment, and items.



During explorations, you'll explore the Rook Islands in search of treasure, animals to hunt, and enemies to fight, giving you XP, money, and hides. You can also collect plants to make potions. And, with a bit of luck, you may even find clues that will lead you to the Pirate Camp, the Bear's Den, or the Sacred Temple.



PREPARATION

When you go exploring, return the Exploration token to the box.

Take the Exploration cards and set aside the Base Camp and the 3 secret locations (Bear's Den, Pirate's Camp, and Sacred Temple). Place the Base Camp card in the center of the table with an Ammo token on it (1), and the other 3 cards face down to one side. These are the secret locations you can discover on your trek (2).

Shuffle the remaining cards into a face-down deck; set it aside (3).

Place 1 Exploration card on each of the 4 sides of the Base Camp; the one beside the gold arrow goes face up; the other three, face down (4).

Turn your MP dial to double your current maximum movement points (taking into account your Talents and Insanity), up to a maximum of 11 MP. This represents your ability to move while exploring. Set your HP dial to your maximum health points (modified by your Talents and Insanity). While exploring, you can use neither your talents, your weapons, nor your items.

Place all Character tokens on the Base Camp card. Exploration can now begin (5).

EXPLORING

When exploring, perform the following steps. Some steps are mandatory, others are optional. You're all playing at the same time, so take time to discuss what you want to do with the other players.

1- If you wish (optional), you can reveal a card adjacent to your character. Spend 1 MP and flip the card face up.

2- Choose your destination. Each player has two options: Either **explore** by going to a card adjacent to their character, or go to one of the three **secret locations**, provided it's already revealed.

- If you choose to **explore**, place your character token on the arrow pointing to the card you wish to move to. Several players can choose the same card. When you're all in place, spend 1 MP and move your characters to the chosen card. If you wish to move to an unrevealed card, flip the card face up, then place your character on it.
- If you're going to a revealed **secret location**, place your character on the corresponding Secret Location card (next to the exploration area). These locations offer a difficult challenge, and are not recommended for visiting by yourself.

3- Once on the card, check for an Ammo token.

- If there is no Ammo token, resolve the card's effect. Only the characters who arrive on a card take part in its resolution and collect individual rewards. Characters who have taken a different route are ignored.

If you fail to resolve a card, you must flee to Base Camp or the Campfire (if the card has already been revealed).

Whether the card ends in success or failure, place an Ammo token on it to indicate that its effect has been resolved.



- If there is an Ammo token there, nothing happens. Because the effect has already been resolved, it is no longer active.

4- Open new paths. For each card with a character token, place an Exploration card next to each empty arrow, face up next to a golden arrow and face down next to a white arrow. If there are not enough Exploration cards left to open all the paths, distribute them evenly, giving priority to the golden arrows.

Note: If the golden arrow on the card on which your character is standing points to a face-down card already present, flip it face up.

5- If you wish (optional), you can join other characters by going through revealed cards that already have Ammo tokens on them. Spend 1 MP per card entered (including the destination card). You can traverse as many cards as you like this way, as long as you have the required MP.

Once you've done this, start again from Step 1 until you're all dead, or you've run out of MP. In either case, exploration is complete.

Example: *Jason, Keith, and Liza are together in A. Keith wants to move west, while Jason and Liza want to move east. They place their characters accordingly on the card's arrows.*

Riley, on the other hand, has encountered a patrol on B and is now about to head south.



EFFECTS

Spider Temple and Shark Temple: Roll the colored die indicated on the card. If successful, you receive the XP reward. If you fail, you get nothing. If there are several of you on the card, each rolls the die. If several succeed, "winners" roll the die again until only one of you has still succeeded. As soon as you fail, you can't roll the die again. Only the player who succeeds on every roll gets the reward.

Temple of the Heron: Roll a green die. If you succeed, you get the reward. If there's more than one player on the card, each rolls the die. Everyone who succeeds gets the reward.

Hunt: Roll one die for free. You can spend MP to buy re-rolls BEFORE rolling the die. If successful, the animal is killed. You earn the XP reward (for the player) and hides (for the team) indicated on the card. Unused re-rolls go to waste. If there are several of you on the card, the first one to succeed kills the animal. Each player gets the XP reward. Each player who fails loses the number of HP indicated on the card. After all tries, if no one has succeeded, you all flee to Base Camp or the Campfire.

Patrol: You can roll up to two dice of the specified color. You need 2 successes to defeat the patrol. If successful, you get the XP reward (for the player) and the cash reward (for the team) indicated on the card. If there are several of you on the card, as soon as 2 successes are achieved, the patrol is defeated. You each earn the XP reward. Each player who fails loses the number of HP indicated on the card. If you fail to achieve 2 successes, you all flee to Base Camp or the Campfire.

Note: Killing pirates during exploration also increases your Insanity level. For each successful roll, move your marker on the Insanity counter. If you reach a new Insanity level, the additional HP and MP are not available until after this exploration.

Clue: The 3 Clue cards (Rakyat Totem, Bear Trail, and Pirate Map) make secret exploration locations accessible. All players who discover them earn 100 XP. Then flip the corresponding Secret Location card face up.

Secret Location: As long as a secret location is face up, players can gather there during step 2, paying 1 MP each, instead of going to a new Exploration card. As with Exploration cards, only players who move onto the card can resolve it and collect the reward.

- **Secret Temple:** Each player rolls a green die, then a yellow die, and finally an orange die. Each time you succeed, you earn the XP reward indicated. If you fail, you lose 1 HP and flee the temple. Once explored, place the characters on the Base Camp or the Campfire, and flip the Secret Temple card face down.
- **Pirate Camp:** Resolve this location as you would a normal Patrol. Once explored, place characters on the Base Camp or Campfire, and flip the card face down.
- **Asian Bear:** Resolve as a normal Hunt. Once explored, place characters on the Base Camp or Campfire, and flip the card face down.

Campfire: All players gain 2 HP and 2 MP. From now on, players can resume exploration from either the Campfire or the Base Camp after fleeing a location.

Sinkhole: If you fall in, you lose 1 HP and 1 MP.

Plants: Take 3 random Leaf tokens. Put them in the Team Stash.

THE ANECDOTE FACTORY

Some mission briefings will instruct you to prepare a random event that can happen any time during the mission.

Shuffle the "Where" and "What" Anecdote decks separately, place a random, unseen card from each deck face down next to the Round tracker. This ensures the Anecdote will happen. Return the remaining cards to the box.

Shuffle the "When" deck and place it next to the Round board. At the beginning of the Event phase, flip the top card of this deck.

If "All is quiet" appears, discard it and continue playing.

If the "Now" card appears, resolve the "Where" and "What" cards.

If a Rakyat or Wild Animals appear, place their standees on the designated spot on the gameboards and its Enemy board in the Enemy Chain according to its rank.

Example: *The first 3 rounds were quiet, but in the 4th round, the "Now" card is revealed! The "Where" and "What" are flipped face up and resolved.*

In this event, a Wild Leopard appears on Spot 2 of the gameboard. Because its rank, 9, is higher than all present enemies, its Enemy board goes to the head of the Enemy Chain (see Managing Enemies, p. 18).



GLOSSARY

Animal: The term animal includes wild animals and Guard Dogs. When an animal's health points reach 0 during a mission, it's scared and flees the battle. Remove its standee from the board.

Blaze X: Deals X damage in a 1-space radius around the target and places a Fire token on the affected area and its center. A unit standing on a space with a Fire token takes 1 damage at the end of its turn. All Loot and Leaf tokens sharing a space with a Fire token are removed from play. If you are supposed to place a Fire token on a space already containing a Fire token, do not place it there.



Bleed: Place a Bleed token on the Status area of the affected player, or on its Life tracker for allies and wild animals. A unit affected by the Bleed status will lose 1 additional HP at the end of its turn unless removed beforehand.



Degrade: Use a die that is one step worse than normal (black becomes a sure miss, red becomes black, orange becomes red, yellow becomes orange, green becomes yellow). Cover dice cannot be degraded *(see Rolling the Dice, p. 16)*.

Enemy: The term enemy refers to all units that are not players or allies. This includes human enemies, Guard Dogs, and wild animals.

Heal: Restore the noted number of health points. Healing can never exceed the maximum value of health points.

Impair: Place an Impair marker on the affected character's Status area. During their next turn, that character cannot take any movement action, but can still use their MP for other purposes. Discard the marker at end of that turn.



Improve: Use a die that is one step better than normal (black becomes red, red becomes orange, orange becomes yellow, yellow becomes green, green becomes a sure hit). Cover dice cannot be improved *(see Rolling the Dice, p. 16)*.

Mine: When an unit steps on a Mine, discard the Mine token and deal 3 damage to them.



On hit: Apply the effect only if you successfully hit your target.

Radius X: An area with radius X, originating from an epicenter. All spaces in the area of effect are affected. For example, Radius 1 means an epicenter + all spaces adjacent to it; while Radius 2 means epicenter + all spaces adjacent + all spaces adjacent to those spaces; and so on.

Range X: Number of spaces from the shooter to the target. The shooter itself is at Range 0, Range 1 is 1 space away, etc.

Spirit: Non-human, hallucinatory enemy. It is not affected by effects targeting human enemies, such as Takedown or certain Talents/Impulses.

Stun: Instead of being killed, your target is stunned and you do not gain an Insanity token. Leave the standee on the board.

Unit: A unit is any character, enemy, or wild animal present on the battlefield, allies and foes alike.

GENERAL CONCEPTS

SAVE YOUR GAME!

Far Cry - Escape from Rook Islands is a campaign game, so you need to keep track of your progress and save your characters' evolution throughout the campaign. To do this, you'll find plastic bags in your box for storing each player's components (Character board, cards, and tokens), so you can save your progress when you've finished playing for the day.

When you resume from a save, unpack the items and start your game.

Think of this setup phase as your pre-mission preparation, sorting out your weapons, accessories, items, and so on. It's also an opportunity to exchange cards (except Talents) with other players, if you wish.

RESOLVING CONFLICTS

Playing as a team can mean having different approaches to the game. But a good team has to work together, and it's sometimes necessary to compromise for the sake of the mission. To ensure that everyone enjoys the game, it's best to avoid suggesting courses of action to other players.

The game is designed to encourage a "first come, first served" approach to conflict resolution. If you want a fairer approach when you reach an impasse, you can resolve the conflict by a duel: Each of the conflicting parties rolls an orange die at the same time. Remove any player who fails the roll, until only one remains.

SOLO PLAY

You can play alone by playing 2 characters at the same time. We do not recommend trying to beat the game with only one character for your first playthrough. The game was not designed for this.

SIMULTANEOUS PLAY

Simultaneous play means that players have the freedom to act whenever they wish during the Player turn, as long as they have the means to do so. This means they can interrupt their teammate's action before other effects are resolved.

If you find yourself in a situation where another player's action changes the resolution of an effect in progress, immediately adapt to the new situation in the most logical way possible. If your current action becomes unusable due to another player's decision, it is canceled.

If you spoil another player's plans, you are not allowed to undo your actions. The only exception is accidental cheating. We recommend that you communicate effectively to avoid as many mistakes as possible. Discuss your strategies, seize every opportunity, and learn to live with your missteps!

Playing simultaneously takes practice and a certain level of skill. If you're not used to this mode of play, we recommend that you start with turn-based play and gradually introduce interruptions and simultaneous actions.

FRIENDLY FIRE

If you want a more challenging game, you can use Friendly Fire mode. From now on, if your line of sight is interrupted by an ally (regardless of cover) when you attack, if your attack roll fails, they take damage instead of the target.

Enemies are not affected by this mode and can still shoot through any character to reach their target.

PRECISIONS

Watch Tower:

A Character in a Watch Tower:

- Cannot be harmed by an explosion or fire happening at the bottom of the tower;
- Cannot be attacked in melee attack;
- Cannot be hit by the effect of a Spread shot made on a target adjacent to the tower but he can be hit by a Full Auto chain effect (with a cover dice).

An Enemy in a Watch Tower has no Zone of Control.

A Molotov thrown in the Watch Tower put fire only in the central hexagon of the Watch Tower.

Enemies only equipped with melee weapons will ignore a player in a Watch Tower.

Rogue character and Vaas' Trick token:

As noted on its setup, the Rogue hold a Trick Token on its playerboard. Vaas' behavior is to move toward the closest Trick token which means if the Rogue is closer to Vaas than another Trick token, Vaas will move toward it.

Then when he become adjacent to the rogue, take the Trick token and place it on Vaas board.

If the Rogue dies before Vaas takes its Trick token, place it on the game board in lieu of the Rogue standee.

THE TEAM



DAISY LEE

Daisy embarked on her island adventure with her boyfriend Grant, initially anticipating a carefree last stop on their journey.

As a seasoned professional swimmer, she was used to pushing her boundaries. However, when the stakes escalated to a matter of life and death, she found herself in an unprecedented competition. It was no longer about setting personal records, but about survival.

She transformed from a relaxed traveler into a fierce competitor, vying for the ultimate prize: the safety and well-being of her friends on the perilous Rook Islands.



KEITH RAMSEY

Keith, a former DKC fraternity member in college, achieved success as an investment banker after graduating, anticipating a life of ease and prosperity.

However, his journey took an unexpected turn when he found himself on the tumultuous Rook Islands. In his career, adaptability is paramount, and now he faces a different kind of challenge.

The transition to this unpredictable and perilous environment will test his ability to navigate unforeseen obstacles and thrive in the face of adversity, offering a new kind of success if he can adapt to the island's unique demands.



JASON BRODY

Jason, an adrenaline-seeking enthusiast from Santa Monica, once drifted aimlessly through life.

However, his trajectory took a sharp turn when he joined his brothers and friends on a spontaneous journey through Asia's vibrant party scene. Trapped in the clutches of the Vaas, he discovered a newfound purpose - ensuring the safety of his loved ones and himself.

This life-altering ordeal transformed him into a determined protector, willing to go to any lengths to secure their escape from these dangerous islands and get back to safety.

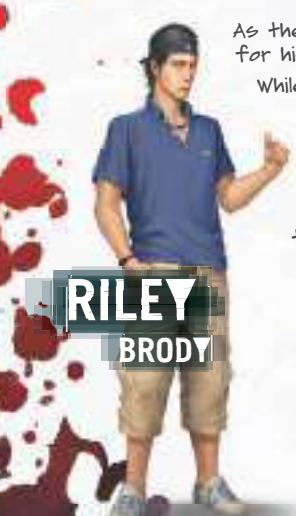


LIZA SNOW

Liza's upbringing as an only child of dysfunctional parents instilled in her a strong sense of responsibility and resilience.

Her dreams of Hollywood stardom were put on hold when their trip around the world led to a harrowing kidnapping by the sadistic Vaas Montenegro in the Rook Islands.

What might seem like a clichéd movie plot has become her harsh reality, and now she's forced to play a starring role in a dangerous and unpredictable script. Liza's journey is a test of her courage as she navigates the challenges of survival in this unforeseen life-changing narrative.



RILEY BRODY

As the youngest of the Brody siblings, Riley stands out for his remarkable composure and seriousness among the trio.

While he's a novice pilot skilled in flying planes, his abilities will face an entirely different challenge amidst the trials of the Rook Islands. Despite the daunting legacy set by Grant and Jason, Riley finds himself in a position to take his own place.

Underestimating him would be a mistake, and Rook Islands' pirates will be sorry if they underestimate him, revealing that he's far more than meets the eye.



OLIVER CARSWELL

Oliver, born into opulence and accustomed to having his desires met promptly, wasn't prepared for the realities of Rook Islands.

Nevertheless, facing the island's dangers, he has no other option but to confront them head-on. Now, he's determined to protect the sole treasures he holds dear: his friends.

His transformation from a sheltered individual into a tenacious defender will be a testament to his commitment to those he cares for on the unforgiving Rook Islands.



VAAS MONTENEGRO

Vaas was born into the tumultuous and poverty-stricken landscape of Rook Islands. Member of the native Rakyat tribe, his early life was shadowed by the harsh realities of the area, where lawlessness and brutality were the norm. Raised without stability and conventional education, his world was all about refining his survival instincts, while sharpening his unsparing mindset.

Vaas' path led him to a life of crime and power, fueled by a charismatic persona which often explodes with implacable ferocity.
He quickly ascended in the local underworld, establishing his domination through fear and coercion. His strategic cunning built on exploitation made him a formidable force to be reckoned with.

His ruthlessness and unpredictability are defining traits, inspiring both loyalty and terror from those around him. Vaas' influence extended through intimidation and manipulation, gathering around him an army of pirates looking for easy money and a way to wreak havoc.

Now that he is on top of the crime pyramid, he stands alone and will crush anyone on Rook Islands who challenges its authority.

Unaware of the danger, our group of friends didn't know they were on Vaas' land. How could they have the nerve to step on HIS turf, uninvited, he wondered. Their carefree and naive way of living were such an insult to his nightmare of a life peppered with many hardships.

In his world, they are unsuspecting preys awaiting to be captured, so he can make them pay by taking away their freedom. Since he had to adapt to the harshness of the islands to survive, so will they in order to avoid a gruesome fate...



GRANT BRODY

Former US military, the oldest of the Brody brothers always had a protector and caring duty to its friends and family.

Now more than ever, as they are captives of Vaas' madness, again he'll have to step up and guide them through the perils of the Rook Islands.



DENNIS ROGERS

Born in Liberia, deceived by his life in the US, Dennis came to Rooks Islands where he finally feels to belong.

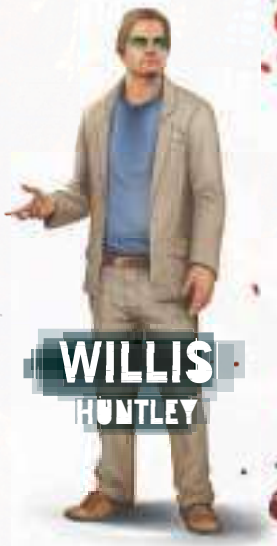
Deeply connected to the native Rakyat tribe, Dennis is helping the team in this unforgiving environment in hopes they'll be able to help him and the tribe in return.



DR. ALEC EARNHARDT

Drowning in sorrow after the loss of his daughter, Agnes, Dr. Earnhardt left Oxford and his brilliant career to finally drift on Rook Islands, where he now lives, in his mansion on top of a hill.

The island's unique flora allows him to create innovative concoctions, helping him to cope with the harshness of his current condition.

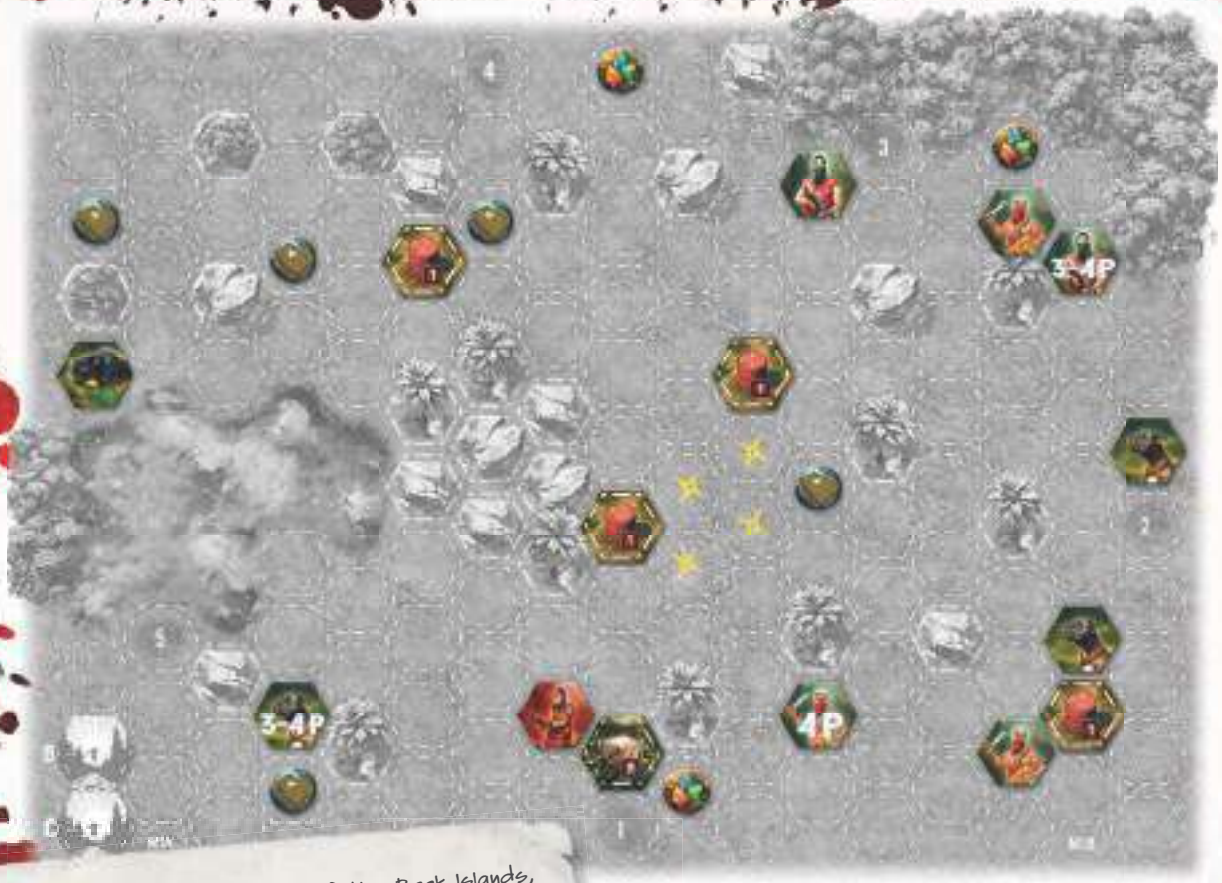


WILLIS HUNTLEY

Shrewd and enigmatic CIA operative (allegedly), he operates in the shadows, scheming to achieve his goal.

As it seems you can count on him, though. As long as you have common interests...

MISSION 0 - 1-2 FIGHT!



Amidst the lush, unforgiving jungle of the Rook Islands, you've been on the run for days, desperately fleeing from the relentless grasp of Vaas Montenegro's pirates. Your clothes are a mess, and faces smeared with dirt and sweat, but the fire of determination still burns brightly in your eyes.

Their footsteps pound like distant war drums, each branch that snaps underfoot a resounding echo of the impending confrontation. The dense canopy above provides only fleeting glimpses of the fading sunlight, casting eerie shadows across the overgrown path.

The relentless pursuit had driven you to a clearing which used to be a gold digger camp, remnants of their activity lying around. A small sanctuary, a cruel mockery of respite in this unforgiving jungle. Breathing heavily, you turn to face your enemies. The pirates are closing in, their movements hidden within the shroud of darkness.

«This is it, guys." You say. "We've come too far to back down now. We won't go down without a fight. «

«They want us, they'll have to pry us from this place. « One of your friends responds.

As the pirates emerge from the shadows, tension hangs over the clearing. Adversaries lock eyes, eager to do whatever is needed to survive.

Rook Islands' unforgiving jungle forged you into warriors, and in that clearing, you all stand as one team, determined to defy the odds, and make your captors curse the day you set foot on their land.

OBJECTIVES:

MAIN- WE WON'T SURRENDER!

KILL ALL ENEMIES

2ND- SPLASH DAMAGE.

KILL AN ENEMY WITH A RED BARREL EXPLOSION

3RD- YOU'RE ALONE NOW.

KILL THE BERSERKER LAST.

BOARDS:

Assemble M1A & M1B

EVENT:

Prepare the Anecdote Factory.

TOKENS:

4 Red barrels
1 Crate
5 Loot tokens
3 Leaf tokens

SPECIAL RULES:

This mission serves as a training ground and prologue for the scenario missions. Do not save your character after playing it.

Each player sets their Madness tracker to 7 and selects one of these Weapon / Talent setups:

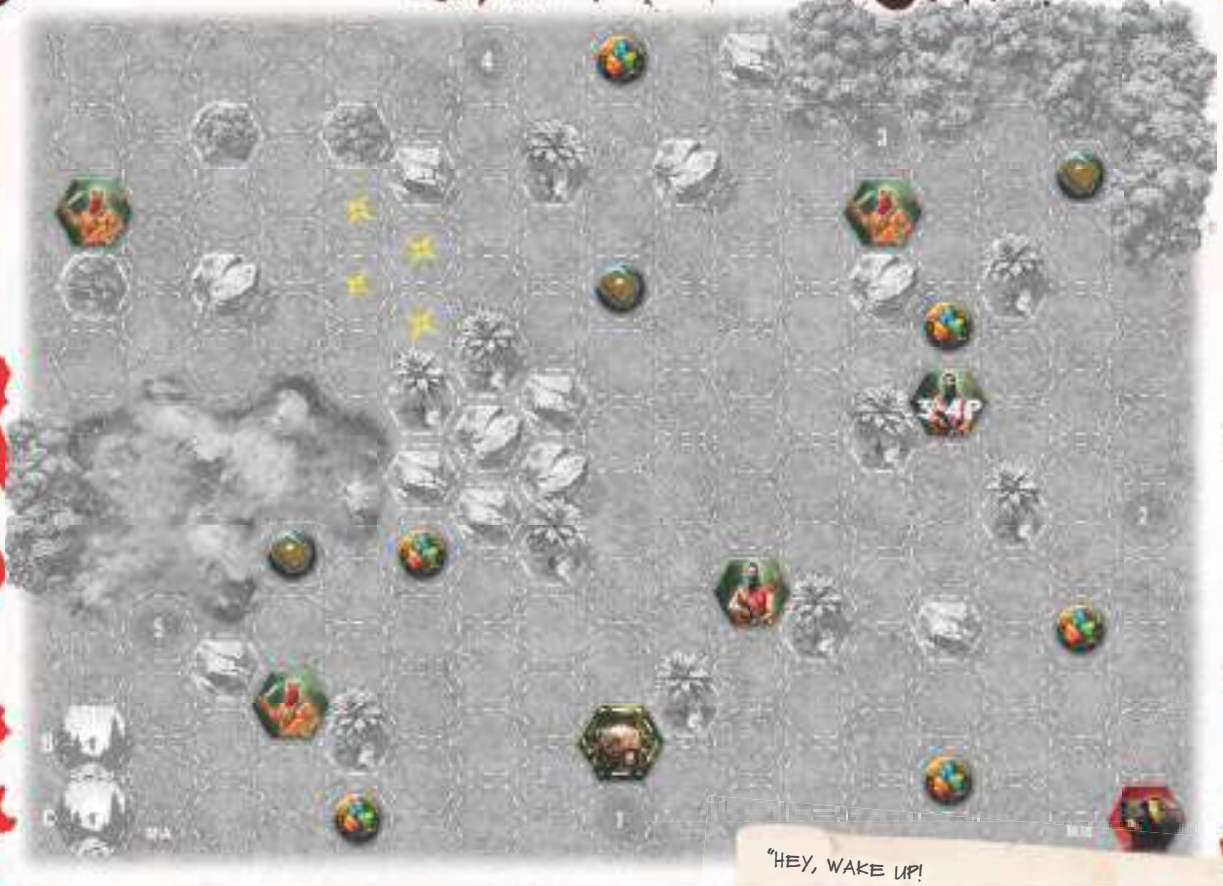
- Desert Eagle / Quick Trigger
- M133 / Sprint Slide
- STG 90 / Lucky Bullet
- Skorpion / Hidden in Plain Sight

Each player also takes the corresponding weapon holster.

UNITS:

3 Guard dogs
3 Beheaders
2 Assaulters
1 Berserker
1 Black Panther

MISSION 1 - MAKE A BREAK



OBJECTIVES:

MAIN- RUN FORREST, RUN!

ALL PLAYERS REACH THE EXIT TILE - 500 XP & $500

2ND- MOST DANGEROUS FRUIT.

DEAL DAMAGE WITH A COCONUT - 300 XP & $300

3RD- ANOTHER SCAR.

VAAS WOUNDED BY A PLAYER - 300 XP & $300

BOARDS:

Assemble M1A & M1B

EVENT:

Prepare the Anecdote Factory.

TOKENS:

1 Crate
3 Loot tokens
6 Leaf tokens

SPECIAL RULES:

Set aside the Ammunition Loot tokens before placing the other Loot tokens randomly on the gameboards.

UNITS:

2 Guard dogs (aside)
3 Beheaders
3 Assaulters (1 aside)
1 Vaas, Apex predator (aside)
1 Asian Black Bear

"HEY, WAKE UP!

You open your eyes, only to find yourself tied and gagged in a big bamboo cage, just like all your friends too.

"Look at me! NOW!" shouts the guy in a red shirt, standing outside the cage. "So, you thought you could have your little fun on my islands behind my back, huh? And that I'd wouldn't mind, right?"

"You see, the thing is, up there, you thought you had a chance way up in the skies." He says, finger pointing up. "But, down here, down here...? You hit the ground." His palm rubbing the dirt.

"But it's Ok, I'm gonna chill, cause you all and moi, we are going to have a lot of fun together while we wait for the money." He says, smiling and looking sharply at all of you. "Don't worry, it'll be cool, my customers don't like broken toys, and these #@$% pay a whole lot for cute little pets like you." He continues, circling the cage slowly.

"Vaas?" Ask another guy. "What? WHAT DO YOU WANT?" He yells at him. "Sorry, Vaas, but the cargo's ready." The guy replies.

"Ok, you stay here." Vaas says, then turns back your way. "You all stay nice and comfy here, right? Daddy will come back soon."

After Vaas left, the guard crouches near Grant and chuckles, eyeing Daisy : "Don't worry, I'll leave no marks, that'll be just grea-", not finishing his sentence, after Grant swiftly frees himself and stun the guard in a single hit.

Silently bringing the guard to the ground, Grant snatches the keys and starts unlocking everyone. "Follow me closely and do as I say. This is our only chance to get out of this alive." He whispers.

Looking at the frightened looks on everyone's faces, Grant adds:

"I can't do this alone, guys. I need you. So... Pull it together, okay? And we'll be fine, I promise."

Hint: Animals are your allies.

MISSION 2 – DEEP THOUGHTS



«Run!» Grant screams, surrounded by pirates.

The bridge crumbles, and your last sight is Vaas kicking Grant in the chin. Splashing into the water, you hear Vaas shouting from above: "You'd better crawl back to me, or you won't see your friend ever again. I'll be waiting for you!"

The current carries you downstream, washing you ashore. Tears fill everyone's eyes. First, you lost a couple of friends fleeing in the jungle, and now Grant. That last skydiving before going back home really was the worst idea ever.

Tires screech on a nearby dirt road, your pursuers' approaching. Stranded, you're nearly relieved having to face them instead of running again. This is over. At least.

"Move, they'll be here soon!" shouts an unfamiliar male voice. "They'll catch up on us if we wait another minute."

Looking at each other silently, you know you have no other choice. Stay here and get captured again or risk everything by taking a chance. You climb the slope and rush into the man's van.

As he speeds off, you see in the van's back your lost friends, shocked and silent.

"Don't worry, they're OK.", says the man. "I'm Dennis, by the way. And I'm no friend to this insane pirate. We don't have much time; you need to hide quickly. I know a place: the colonist's house, Doctor Earnhardt's.

As you arrive at a white mansion on the edge of a cliff, a strange man in a stained lab coat comes to you: "Dennis, I already told you. I cannot afford to have Vaas's captives here. His men come here todo el tiempo."

He freezes in awe as he sees Daisy coming out of the van. "Agnes? Is that you?" He trembles. "I... I'll help you. The mansion isn't safe, but you can hide in the cave below. No one will look for you there, you just need to be careful, and stay away from the amanita muscaria. Its effects are quite hazardous."

Hint: Stone pillars are double-edged.

OBJECTIVES:

MAIN- IT'S IN YOUR HEAD.

KILL SHADOW VAAS - 500 XP & $500

2ND- FALLING SKY.

KILL AN ENEMY WITH A STONE PILLAR - 300 XP & $300

3RD- THE DEFINITION OF INSANITY.

TRIGGER ALL AMANITA TILES - 300 XP & $300

BOARDS:

Assemble M2A & M2B

TOKENS:

- 9 Spore patch
- 3 Stone pillars
- 2 Crates
- 2 Komodo nests
- 5 Loot tokens
- 4 Leaf tokens
- 6 Vine Wall tokens

UNITS:

- 2 Guard dogs (aside)
- 2 Beheaders
- 3 Assaulters (aside)
- 1 Shadow Grant (aside)
- 1 Shadow Vaas (aside)

SPECIAL RULES:

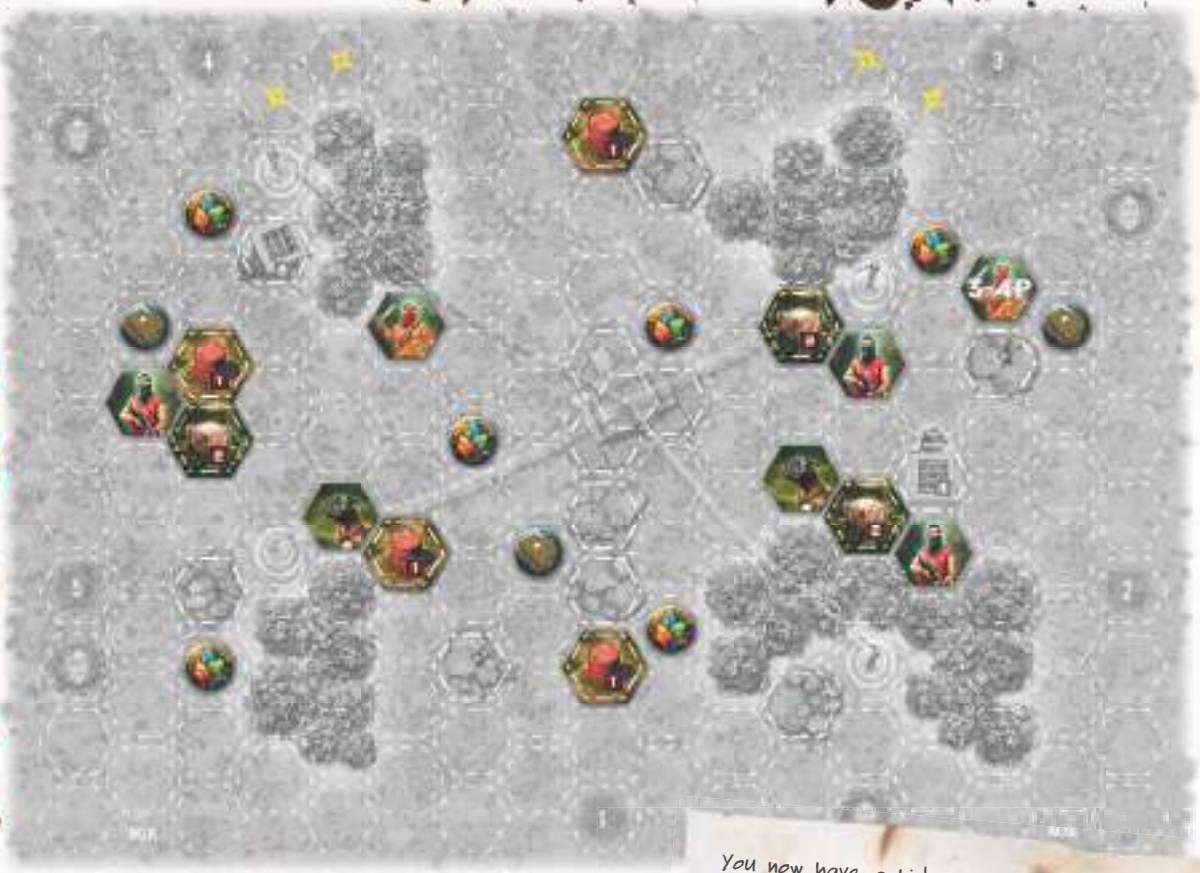
Before starting the mission, give a 1911 .45 to each player.

When placing the units on the board, only place the Beheader(s) and the Guard Dog in the first room.

To advance to each subsequent room, you must destroy the vine wall blocking its entrance.

When each vine wall is destroyed, place the corresponding units:
Vine wall A = Units A.
Vine wall B = Units B.

MISSION 3 – FIRESTARTER



OBJECTIVES:

MAIN- ALL GONE UP IN SMOKE.

BURN ALL ILLEGAL CROPS - 500 XP & $500

2ND- BARBECUE ANYONE?

KILL 2 ENEMIES WITH FIRE - 300 XP & $300

3RD- FEEDING TIME.

2 ENEMIES KILLED BY PANTHER - 300 XP & $300

BOARDS:

Assemble M3A & M3B

TOKENS:

4 Red barrels
3 Crates
3 Loot tokens
6 Leaf tokens

UNITS:

2 Guard dogs
4 Beheaders (2 aside)
3 Assaulters (1 aside)
1 Berserker (aside)
2 Black panthers (1 in each cage)

EVENT:

Prepare the Anecdote Factory.

Randomly place 2 Beheaders and 1 Assaulter on the Enemy Queue on this mission's Round tracker.

SPECIAL RULES:

Before starting the mission, take the Flamethrower weapon from the weapon deck and give it to a player with a Simple backpack holster tile.

At the end of the mission, return it to the deck.

Set aside the Molotov Loot tokens before randomly placing the Loot tokens on the gameboards.

You now have a hideout. Together, you swear to rescue Grant no matter what.

Dennis breaks the silence, his voice filled with urgency. "You can't just charge into Vaas' camp to get your friend. It's suicide. You're not equipped, and you lack battle experience. You need a plan."

"But we can't just leave him there. He's our friend. He saved us." says Daisy.

"I know, but if you go in unprepared, you'll end up just like your friend. You have to weaken Vaas first." Replies Dennis.

"So, what's the plan?" Asks Jason.

"I know someone who can help us. Willis Huntley. He's got the intel you need to hit Vaas where it hurts."

The team nods in agreement, hopeful. Dennis tells them a bit more about Willis: he's apparently a CIA agent who's been trying to disrupt Vaas' illegal operations for some time. You decide to meet him and seek his assistance.

Following Dennis's pointers, you finally meet Willis and while you gather information from him, the tension in the room is palpable.

"Burning Vaas' fields will cripple his operation. Not only hit him in the pocket but also give the rebels the courage to fight back." He says. "His henchmen will be busy dealing with the aftermath while you free your friend, capiche?"

"But we're not exactly equipped for arson." Objects Oliver.

Willis hands over a flamethrower, an unsettling grin on his face. "I've got you covered, my friends. Flammenwerfer... flamethrower! With this, you'll make those fields go up in flames, and Vaas won't know what hit him."

Hint: Burn and run!

MISSION 4 - DRAGON HUNT



Vaas appears on the still smoking soil of his burnt fields with a huge pirate crew, much more than you could handle right now. Wounded and tied up, Grant and Dennis are held at gunpoint.

Vaas slowly claps, then tells the team: "I underestimated you. Thought you were weak well-fed westerners. You got guts, I respect that, you know. But it's over, your little rebellion is done."

Vaas approaches, gun drawn. "I could punish you all right now, but it won't bring my fields back, huh? I could also toss you back in cages and sell you as planned to whoever pays the price, but hey, I have a better idea. Wanna play the big game, mess everything around? Fine, but I rule the islands and I deal the cards here."

Grant and Dennis are thrown next to Vaas, who's now aiming at Grant's throat. "To see your big army boy again or live another day, behave and do what I say. Or else, your friend will soon be part of this jungle. The big cycle of life. You got that? You got it right in your head?"

Looking down on Dennis, Vaas mocks him: "You thought you could use them to mess with me? Overthrow me with them and your little warriors?"

Laughs rising from the crowd of pirates, Vaas pushes Dennis on the ground. "You may rule down here, but you'll never rule the Rakyat spirits." says Dennis, defiantly challenging Vaas.

Vaas chuckles. "Oh? You think so?"

Turning back to you, Vaas grins and tosses a cellphone at you. "You'll be nice to Daddy and go fetch him a pretty blade before sunset, the Silver Dragon, in the caves on the other side of the island."

"But beware that &!#*@$ Buck Hughes wants it too. And he has been bugging me long enough now. I don't care one bit how you do it, take the blade and get rid of him. Oh, also, don't be late and be careful not to burn yourself in the acid pools, alright?"

Hint: Time is not on your side.

OBJECTIVES:

MAIN- MY PRECIOUS.

EXIT WITH THE SILVER DRAGON - 500 XP & $500

2ND- MELTING POT.

PUSH AN ENEMY INTO ACID - 300 XP & $300

3RD- IT'S RAINING STEEL.

KILL FROM A ZIPLINE - 300 XP & $300

BOARDS:

Assemble M4A & M4B

TOKENS:

- 2 Stone pillars
- 5 Crates
- 5 Suspension bridges
- 4 Komodo nests
- 6 Loot tokens
- 3 Leaf tokens

UNITS:

- 4 Beheaders
- 3 Assaulters
- 1 Berserker
- 1 Buck Hughes

EVENTS:

In this mission, the platforms will collapse into the acid pools, starting Turn 9.

When a platform collapses, everything on it falls into the acid pools.

Remove all elements and all units on it or connected to it from the game.

The platform can no longer be accessed.

If the Silver Dragon token or its wielder fall into the acid pools, the mission is failed.

MISSION 5 – GETTING INKED



OBJECTIVES:

MAIN- HOW TO KILL A LEGEND.

KILL THE INK MONSTER WITH VAAS ALIVE - 500 XP, $500 & SILVER DRAGON

2ND- NICE TATTOO YOU GOT THERE.

GET 5 INK DEBUFFS ON A PLAYER - 300 XP & $300

3RD- NOTHING STANDS!

ALL PLAYERS KILL A MINION THE SAME TURN - 300 XP & $300

BOARDS:

Assemble M5A & M5B

UNITS:

4 Ink minions (aside)
1 Vaas, Legend Killer
1 Ink Monster

CARDS:

Place the "Where" Anecdote cards near the gameboards for the Ink Minion reinforcements.

SPECIAL RULES:

At the beginning of the mission, place the **Vaas, Legend Killer** and life board next to a player, and his standee on the gameboards.

Place the Silver Dragon Weapon card on his board.

Vaas is controlled by the players during the Player turn for this mission.

You can't trade items with him.

If Vaas dies, the mission is failed.

In a 3- or 4-player game, place a second boss life tracker next to the Ink monster's with a blue Life cube on the corresponding shield value *(see its Enemy board)*.

Dust and smoke envelop you as you exit the cave. Vaas wanted Buck Hughes out of the picture. Crushed should be fine.

The phone rings. "Hey friends, judging by the noise, you're either dead or done with it. Ghosts don't pick up phones, so I guess this is done... and you got my blade, right? Now, meet me at the temple on these coordinates. Clock is ticking, tick-tock, tick-tock."

Hidden within the tropical jungle lies the Rakyat Temple. With its ancient stone walls, it's probably the oldest building on the islands. This could have been a wonderful sight, if it wasn't from the impacts of bullets on the once beautiful walls...

As you arrive, Vaas claps his hands and welcomes you with open arms.

"Nice toy," says Vaas, weighing the blade. "Now let me tell you the little story Dennis's clique still believes in", nodding to Dennis trapped in a cage.

"Back in the day, there's this chill lotus pond, right? Clean water, smooth sand, and stuff. But beneath it, there was this huge giant who ate whoever came close. Then, this tough, Tatau-inked warrior from the north, he took power from the dead. He owned that giant, cut its head off, and bam! Rook islands were born. Freaking awesome, right?" says Vaas, eyes wide open.

"In fact, I don't really care about what they believe in. What really irks me though is they fear that giant more than me. And on my islands, I'm the only one you should FEAR" Vaas shouts, pointing to his chest.

"The story says you must come back from the dead to defeat him. We've been there already, right?" says Vaas, showing the scar on his forehead. "So, you and I are going to take him down, nice and clean. Traditions here are crazy nonsense! So that will be the last time we hear about it."

Vaas gives all of you a strange-looking potion. "Drink it. And don't try to double-cross me or you won't wake up from it."

Hint: Don't stay still, just dance!

MISSION 6 - DIRTY DUTY



"Hey, hey, look who's back!" chuckles Vaas, crouched near you. "This was some pretty strong stuff there; it sends you damn straight with the spirits, but you got to have the guts to come back by yourself. Good thing you finally woke up, 'would have been a shame to blow you up with this crumbling temple. I'm starting to like you, you know."

The sun is setting. How long have you all been out? Looking around, you see pirates planting explosives charges everywhere. This madman would have let you down there for sure...

"This will be top-class fireworks." says Vaas. "Everyone on the islands will have a pretty good show and they'll get that I Rule These Islands!!"

Vaas juggles with the Silver Dragon and throws it right between your feet. "Have fun with it, it's yours, I don't need it anymore."

"But we're not done yet, you guys burned my fields, and it cost me a whole lot of money, y'know. So, you guys have to do another job for me."

Vaas points on a map. "See, here, some fools thought they could put together their own little gang and double-cross me. They're hiding in an old bunker, here. But no one can try to disrespect me and get away with it, you know it, right?" Vaas chuckles, winking.

He grabs you by the neck and bangs his forehead against yours, locking his eyes into yours. "You're the one who's gonna make them pay for their mistake."

He releases his grip and steps back. "Oh, and they have some local dudes locked up and plan to sell them away. I don't care about them, they're damaged goods... Do whatever you want with them, I don't care."

"Gimme a call when you're done."

Hint: They are our future, protect them.

OBJECTIVES:

MAIN- WE'LL BE FINE, I PROMISE.

GET THE 2 RAKYATS OFF THE MAP - 500 XP & $500

2ND- HOLD THE FORT.

3 KILLS WITH THE MACHINE GUN - 300 XP & $300

3RD- HERE AND THERE.

KILL IN BOTH ZONES THE SAME TURN - 300 XP & $300

BOARDS:

Assemble M6A & M6B

TOKENS:

6 Crates
4 Bunker doors
3 Loot tokens
1 Red barrel
2 Leafs tokens

UNITS:

4 Guard Dogs (2 aside)
4 Beheaders
4 Assaulters (1 in Machine Gun)
1 Berserker
2 Rakyat (aside, 1 in the cage, 1 behind a bunker door)

SPECIAL RULE:

Randomly place the 4 Bunker doors face down. When adjacent to one, spend 1 MP to flip it face up.

Then remove the tile from the board and replace it with the unit depicted on it (Guard Dog or Rakyat).

Rakyats are player controlled.

The area is made of 2 separate zones: the exterior and the bunker. To switch zones, spend 2 MP while adjacent to the metal door. Enemies cannot switch zones and will skip their turn if no target is present in their zone.

Each time an enemy dies, place its standee on the lowest number available on the enemy queue.

MISSION 7 – PAYBACK



OBJECTIVES:

MAIN- REVENGE!

KILL VAAS.

2ND- FRIENDS TO THE END.

HAVE A PANTHER ALIVE AT THE END

3RD- THIS KILLS LEGENDS, YOU SAID?

KILL VAAS WITH THE SILVER DRAGON

TOKENS:

4 Loot tokens
3 Red Barrels
6 Crate tokens
5 Vaas' Trick tokens
(1 on the Rogue board)

UNITS:

4 Guard Dogs (1 aside)
4 Beheaders (1 aside)
3 Assaulters
1 Berserker
1 Vaas Montenegro
2 Black Panthers (aside)
1 Asian Black Bear (aside)
1 Komodo Dragon (aside)

SPECIAL RULE:

Perform the setup noted on the back of the Rogue board.

Cage setup for 2 players:
Cage A & B: Black Panthers /
Cage C: Guard Dog.

Cage setup for 3 players:
Cage A: Komodo Dragon /
Cage B: Asian Black Bear /
Cage C: Black Panther.

Cage setup for 4 players:
Cage A: Komodo Dragon /
Cage B: Black Panther /
Cage C: Asian Black Bear.

Fences

This mission features Fences on the edges of some areas. These Fences cannot be crossed by any means and count as cover.



Dealing with rogue pirates doesn't feel right either. Being Vaas' puppets left some stains on your soul, and it won't wash away like those on your guns. At least you saved the Rakyats, you tell yourself.

"Good job, friends. Come to me now." Vaas orders over the phone.

Arriving at the base, you find Vaas and many pirates, but most importantly, your friend. Barely conscious in a rusty wheelchair, Grant is in bad shape but, at least, he's still alive.

"You did great, guys." Vaas says, clapping his hands. "Now, no one will have the silly idea to defy me. You've shown them what will happen if they try."

"You know I keep my word, right?" He smiles. "You're now free to leave my islands and return to your fancy lives, if you want, that is."

"However, your friend can't," Vaas adds, pointing at Grant. "See... he's not fit for a cruise right now. We treated him well with our local medicine, but he still needs the extract from this plant growing only here. It wouldn't be reasonable for him to leave. And, as a matter of fact, I might have more work for you. You seem to be a bit loco, si? You're definitely a lil' bit crazy, just like me."

Vaas snaps his fingers, and a pirate brings a crate of top-notch weapons.

"Friends, I know we understand each other now. You should leave your old life behind." Pointing one of your teammates. "Join me, and let your Wrath be."

Grant, with a sudden burst of desperate strength, rushes at Vaas. Before you could react, two loud bangs echoes in the air...

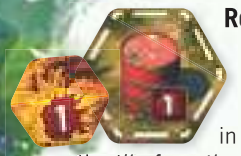
"I spared you, and this is how you thank me? I could have left you in the jungle, but you still tried to turn on me?" Vaas shouts. "I tried to be nice and all, give you a chance, but you really didn't get it, you &!#*@$?"

He then looks at you.

"Now, what do you say?"

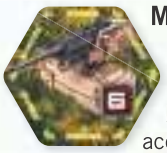
Hint: He has to pay for it.

TILES GLOSSARY



Red Barrel
(destructible cover)

When damaged, it explodes, dealing 2 damage to all units in a 1 space radius. Remove the tile from the board and place a fire token in its place and in all spaces around it.



Machine Gun
(special object, cover)

A Machine Gun has 6 HP.

A Machine Gun seat can be accessed by spending 1 MP while adjacent to it when there is no other unit already in it. When you do, place your character on its tile. Exiting it to any adjacent space also requires 1 MP.

A Machine Gun tile has two purposes:

- A unit in a Machine Gun seat has cover from all ranged attacks.
- As long as the tile doesn't have 6 or more damage tokens on it, its Machine Gun can be used. Enemies on it will use it as their primary weapon, instead (place the Machine Gun Weapon card next to their board). A player in the seat equips the card as a regular weapon, but never has to reload it.

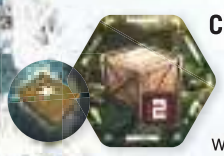


When it has 6 or more damage tokens, the Machine Gun becomes unusable. Return the Weapon card to the Weapon deck. Place the unit that is in it on any adjacent space; the Machine Gun cannot be re-entered. It still provides protection as regular cover, though.



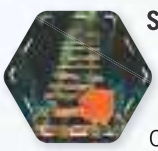
Stone Pillar
(destructible cover)

A Stone Pillar has 5 HP. When dealt 5 or more damage, it collapses. Remove the tile and place a Rock Rubble token in its place and on all adjacent spaces. Any element or unit covered by Rock Rubble is removed from the game.



Crate *(destructible cover)*

A Crate has 2 HP. When dealt 2 or more damage, remove it from the game and replace it with a random face-down Loot token from their pile.



Suspension Bridge
(walkable tile)

Whenever a unit steps on a Suspension Bridge, roll . On fail, nothing happens. On success, the bridge breaks. Remove the tile from the board.

If the bridge breaks while the unit is moving, the unit can finish its movement safely. Otherwise, the unit falls into the acid pools and dies; remove it from the game.



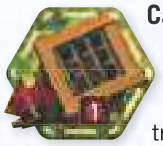
Palm Tree
(cover)

When hit, all adjacent units takes 1 damage from falling coconuts.



Rock & Tree
(cover)

Theses tiles are indestructible cover.



Cage *(special object, cover)*

Ennemies often lock wild animals or your allies in cages. If you free what's trapped inside, it might help you against its captors.

A cage can be opened in 2 ways: You can either shoot at it or interact with it manually.

Once a Cage is hit, it releases the captive unit inside it (refer to the Mission briefing). Place its standee on the adjacent space pointed to by the red arrow on the tile. If this space is occupied, choose any space adjacent to the cage.

You can also open it manually by spending 1 MP while adjacent to it, though it's not recommended when a wild animal is inside....

Note: All fire or explosion damage is inflicted to the caged unit, not the cage itself, and this won't open it. Lower the captive's health on its Life board accordingly.



Watchtower
(special object, cover)

Enemies have built watchtowers, but there's nothing to stop you using them.

If you want to access a watchtower, no unit can be in it already, and you must be adjacent to it. Then spend 2 (MP) and place your character in the center of the tower.

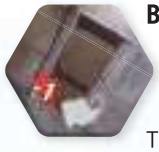
Watchtowers serve three purposes:

- A unit firing from it ignores all cover.
- A unit inside it has cover from all shots.
- You can use its Zipline to move quickly around the board.

The disadvantage of being in a watchtower is that all ranged enemies in the game will modify their behavior and target you directly, **unless they are adjacent to another player or a wild animal.**

However, enemies equipped with melee weapons will ignore you while you're in a watchtower.

To leave a watchtower, you can descend to an adjacent space by spending 2 MP, or use a Zipline by spending 1 MP *(see next column)*.



Bunker Door
(special object)

When adjacent to it, spend 1 MP to flip it face up.

Then remove the tile from the board and replace it with the unit depicted on it (Guard Dog or Rakyat).



Exit *(walkable tile)*

When a player or ally steps on this tile, its character is removed from the game. They cannot interact with the board or other characters any more.



Amanita Patch
(walkable tile)

When a unit walks on it, all units in a 1 space radius will be affected by an effect. Remove the token and roll .

: All affected units take 2 damage.
: All affected players gain 2 MP.
: All affected units heal 2 HP.
: All affected units make a free attack (players attack first).



Komodo Nest *(walkable tile)*

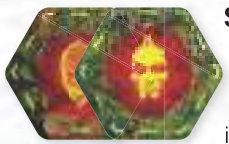
When a unit steps on this tile or a space adjacent to it, roll and remove the tile. On success, place a Komodo Dragon in its place.



Zipline
(walkable tile)

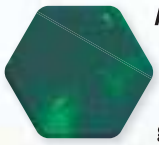
Zipline tiles are either Start or Finish tiles.

To use a Zipline, a unit must be on a Start tile and perform an Acrobatic move *(see Acrobatic Move, p. 12)*.



Spawn Point
(walkable tile)

Place the enemies on theses tiles when instructed to do so. If the tile is already occupied, place the enemy on any adjacent space.



Acid *(obstacle)*

Any game element or unit falling into an acid pool is killed and removed from the game.



Vine Wall *(destructible wall)*

Counts as wall. When damaged, it crumbles with all the other adjacent Vine Wall tiles in a chain reaction. Remove them from the game.