HELLBOY: THE BOARD GAME

Beta Rules, version 3.0

Hello! James here, designer of Hellboy. Thanks for taking the time to download this document, and for reading this introduction. Loads of people just skip introductions, don't they? I'm guilty of it, that's for sure. The fact that you're not, and you're reading this, makes you one of the good people. I didn't even put "read this first" in the header! Good for you.

So… what's this document all about, then?

In short, this is the current (as of the date of the Kickstarter launch) beta rulebook for *Hellboy: The Board Game*. The game was in alpha state for about four months (for the layman, that means it was very much on the test-bed, and the rules were little more than bullet points) and has been in beta for about two more. Throughout the entire process there have been continuous tweaks, changes and clarifications to what you see here. Most importantly of all, though:

THIS IS NOT A FINISHED RULEBOOK.

Ahem. Sorry for shouting, but I think it's really important for you to know that. Hellboy's still in the test phase, and some parts are still being written. We've tested it loads up to this point, and I'm really proud of how it's running. However, you will almost certainly find things that aren't as polished as you'd expect them to be in a finished board game. The rulebook is very bare-bones, with not many diagrams, no flavour text and not as many examples as the finished version will have. It hasn't been edited at all, and as with any document that's constantly changing, there will be hangovers from previous versions that no longer make sense. We've done our best to sort stuff out, but things are always going to sneak through.

Good news, though! We've set up a system for you to give us feedback. If you find anything that seems odd, is unclear, is just plain wrong or could be better, go to this link and let us know about it! The more feedback we get, the better the finished game will be for everyone!

http://bit.ly/hellboygame

Right, that's enough from me. I'll let the rules do the rest of the talking. Thanks for reading, and we all hope you enjoy this game as much as we're enjoying working on it!

RULES INTRODUCTION

Hellboy: The Board Game sees one to four players controlling field agents of the Bureau for Paranormal Research and Defence, and squaring off against deadly threats to the very future of humanity.

The players all work together against the game, each player taking control of one agent, doing their best to solve a strange Case featuring evil antagonists and strange creatures.

Each Case will eventually see the agents coming face to face with a Boss during a final, climactic Confrontation, but before they do they must investigate the area and go toe-to-toe with any number of foul minions. The more information they can gather by examining clues and exploring the board, the greater their chances of success – but the Boss isn't going to wait forever! If the agents take too much time, the Confrontation may begin on its own terms, and that's never good…

GAME COMPONENTS

MINIATURES

Hellboy is played with a set of detailed plastic miniatures, representing the heroes, villains and monsters. When the rules refer to a **character**, they are referring to any miniature; for example, "this attack targets all characters in an area" would mean that every miniature in the area is targeted.

Characters are divided into **agents** and **enemies**. Agents are the heroes of the piece, sent by the B.P.R.D. to solve this case; each player will normally control one agent. **Enemies** are the villains, and come in two types – **Bosses**, the big bad guys at the end of each case, and **Minions**, the faceless grunts who the agents will be kicking around throughout the game.

THE BOARD

The game is played on a board made up of card tiles called **rooms**. Each room is divided into a number of **areas** – usually either two or four.

Each **area** can hold up to six characters. Large characters (such as the Giant Frog Monster, or the Tentacles of Sadu-Hem) take up the space of four characters in an area, meaning only two other characters can fit. A character cannot enter an area if there is no room, even if they would be forced to do so.

The exact position of a model within an area does not matter, as long as it is clear which area it is in.

This is a room made up of four areas.

Walls and Doors

Each room is bordered by a **wall**. Unless otherwise stated, characters can neither see, move nor attack through walls.

Adjacent rooms can be linked by **doorways**. A doorway is simply treated as a break in the wall – characters can see, move and attack through doors.

Unexplored Rooms

Most rooms start the game with a face-down Encounter Card in the centre of them. These are **unexplored rooms**. Agents standing in an area with a doorway that leads to an unexplored room can make an Explore action to reveal the Encounter card – until this happens, characters cannot see, move or attack into the unexplored room.

DICE

The game contains five types of custom six-sided dice:

Red Test Dice have three blank faces and three with a score of 1.
Yellow Test Dice have two blank faces, two with a score of 1 and two with a score of 2.
Green Test Dice have one blank face, two with a score of 1, two with a score of 2 and one with a score of 3.
White Test Dice have one blank face, one with a score of 1, two with a score of 2, one with a score of 3 and one with a score of 4.

The **Effect Die** has six unique icons and is described in detail later in these rules.

THE HQ BOARD

The HQ Board features the Impending Doom and Information Gathered tracks, as well as the Target Priority Queue – all of these are explained later in the rules. It also has deck and discard spaces for the Deck of Doom and Case Files deck.

During the game, cards that are "in play" are placed adjacent to the HQ Board. Doom cards are placed to the right, Case File cards to the left and Minion cards below.

THE CASE FILE

This is a sealed set of cards specific to a particular case. This test kit contains one Case File, "Amphibian Menace". It should be kept sealed until the players are instructed to open it. It contains the Case File deck, some additional Deck of Doom cards (see below) and a deck of Encounter Cards. All of the cards in the Case File have the same **tag**, a small icon in the bottom-right corner of the face of the card.

AGENT CARDS

Each Agent has a card, as shown below. An agent card contains the following information:

- Skill Ratings (top left) – four icons, representing the FIGHT, SHOOT, EXPLORE and DEFEND skills. The colour of the icon shows how good they are, with green being the best, red being the worst and yellow being somewhere in the middle.
- Special Rules (left) – any rules that are unique to the agent, including a special way to spend the B.P.R.D. symbol (🌀) when it is rolled on the Effect die.
- Unique Actions (right) – actions that can only be used by this agent. Before each action's name you will see one or more 🎲, showing how many Action Cubes need to be spend to use the action.
- Health Track (bottom left) – a number of slots for Damage counters.
- Starting Cards (bottom right) – the unique cards that the Agent starts with, representing signature equipment or special rules.
- Threat Level (bottom right) – this is used to place the agents' counters on the Target Priority Queue.

CARD DECKS

The game features a number of decks of cards, not including those in the Case File. Before play, they should be divided as follows – the setup instructions will explain what to do with each deck.

The Deck of Doom

This deck is used to generate random events throughout the case, and advance the Impending Doom track.

Some of the cards in the Deck of Doom have a **tag**, similar to those in the Case File, showing one of the agents – Hellboy, Liz, Abe or Johann. These cards are only included in the deck if the corresponding agent is taking part in the Case.

Enemy Cards

These cards feature the rules and abilities for a particular type of enemy. Note that there are more enemy cards than there are sets of minion miniatures; for example, in this beta, the only miniatures required are Frog Monsters, but there are three Enemy Cards describing different types of behaviour for them. These are brought into play by the Case File deck.

Requisition and Backup Agent Cards

Before each Case, the players will have a chance to spend a set Mission Budget to kit out their agents with special equipment, or give them support in the form of Backup Agents. The players can look through the Requisition and Backup Agent cards at any time.

OTHER COMPONENTS [NOT FINAL ARTWORK!]

Target Priority Counters

HQ Board tokens – Impending Doom (left) and Information Gathered (right)

HQ Board markers – Doom Markers and Information Markers

Action Cubes – three of each in four colours

Backup Agent Counters

Double-sided Damage (⚔) and Injury counters

Double-sided Clue (?) and Point of Interest (⚠) markers.

Blaze markers and Frog Swarms

Tokens

Insight Counters

OVERVIEW OF PLAY

A game of *Hellboy: The Board Game* broadly consists of two parts: an investigation and a Confrontation. Whatever happens during the investigation, the Confrontation always happens – it's up to the agents to spend their time wisely, making sure they're as well-prepared as possible.

There are three ways the Confrontation can begin:

EXPLORATION

If the agents move quickly, they will be able to trigger the Confrontation on their own terms by discovering the Boss in its lair. This will be triggered by certain Encounter and Case File cards. This is the most advantageous way to begin the Confrontation.

TIME RUNS OUT

During the investigation, the Impending Doom track will act as a timer, gradually advancing towards a Doom Marker. When it is reached, the Confrontation begins whether the agents are ready or not.

THINGS GO BAD

If all of the agents on the Case are knocked out at the same time, they will awaken at the Confrontation, usually having been dragged to the Boss' lair and stripped of their equipment. This is the worst way the Confrontation can begin.

However, reaching the Confrontation is not just a matter of going quickly.

At the start of the case, Insight markers are placed on specific spaces of the Information Gathered track. Agents advance a token along the track by exploring the board and examining clues; whenever the token reaches an Insight marker, the players take it. Insight markers will give a significant bonus during the Confrontation, so it's vital that the agents gather as many of them as possible. The Case File deck might also introduce other benefits to exploration.

This balance between speed and investigation is at the heart of *Hellboy: The Board Game*, and there are no right answers. If in doubt, go with your gut!

ICONS

The rules (and various game components) use a number of icons, the most common of which which are summarised here:

- ✊ - FIGHT Skill
- ➚ – SHOOT Skill
- 👁 – EXAMINE Skill
- 🛡 – DEFEND Skill
- 📦 – Action Cube
- ⑦ – Clue Counter
- ⚠ – Point of Interest Counter
- 💥 – Damage
- ↑ – Upgrade a die
- ↓ – Downgrade a die

PLAYING THE GAME

SETUP

Before playing a game of *Hellboy*, the players will need to follow these steps:

1. Choose Agents
2. Set up the HQ Board
3. Choose Case
4. Prepare Card Decks
5. The Case Begins

1. CHOOSE AGENTS

Each player chooses an agent. The beta rules feature four agents: Hellboy, Liz Sherman, Abe Sapien and Johann Kraus. When choosing an agent, the player will need to take their Miniature, Agent Card and Starting Cards.

Liz and Johann have a Tracker as one of their starting cards; take a token and place it on the space marked X.

Action Cubes and Priority Counter

Each Agent takes a set of three coloured Action Cubes, and their agent's Target Priority counter.

Put your Action Cubes on your Agent Card, and your Target Priority counter next to the HQ board.

2. SET UP THE HQ BOARD

Place the HQ Board to one side of the playing area, where the players can all see it. Put a token on the "1" space of both the Impending Doom and Information Gathered trackers. Put the agents' Target Priority counters on the Target Priority queue in order of Threat Value (as shown on their agent cards), with the highest on the left. Any unused spaces on the tracker should be covered over – use the reverse of any unused Target Priority counters.

3. CHOOSE CASE

In the beta rules, only one Case is available: **The Amphibian Menace**.

Open the case file – inside, you will find a set of Encounter Cards, some Deck of Doom cards and the Case File deck. Separate the decks without looking at any of the cards and set them aside.

4. PREPARE CARD DECKS

Case File Deck

Without shuffling the deck or looking at any of the cards, place it face-up on the "Case File" space of the HQ Board.

The Case File deck should be kept as a complete deck unless one of its cards instructs the players otherwise – only the top card should ever be visible.

The Deck of Doom

Take the Deck of Doom cards from the Case File, and the Deck of Doom card that corresponds to each agent that has been chosen, and thoroughly shuffle them into the Deck of Doom. Place the deck on the "Deck of Doom" space of the HQ Board.

Minion Cards

Place this deck face-down near the playing area.

Requisition Cards / Backup Agent Cards

Place these decks within reach of the players. Players can look through the cards in these decks at any time – they are generally only used before the start of play, with a couple of exceptions.

Encounter Cards

Without looking at the fronts of these cards, sort them into piles according to the tags on their backs. There are three tags on the cards in the beta version – Stage One, Stage Two and Case Start.

5. THE CASE BEGINS

When the players are ready, one of them should take the Case File deck (remember to always move the Case File deck as a whole) and read the top card aloud. The players should follow any instructions – this will begin the case.

When a Case File card instructs the players to flip it, they should turn it over (keeping it on top of the deck) and read the back, following any instructions as they find them.

From now on, whenever a new card is revealed at the top of the Case File deck, the players should read it aloud and follow any instructions on it.

> **Case Budget**
>
> At the start of each case, the agents will be given a Budget. This can be spent on Requisition Cards and Backup Agents, however the players wish. They do not need to spend their full budget, but there is no benefit to having anything left over! Each Requisition Card is given to an agent, who puts it with their Starting Cards.

PLAYING THE GAME

BASIC CONCEPTS

MAKING A TEST

When an agent wants to do something challenging, the player will need to make a **test** using one of the agent's four **skills**, against a **target number**. The four skills are:

- 👊 (FIGHT) is used when attacking enemies in the agent's area.
- 🏹 (SHOOT) is used when attacking enemies in other areas.
- 👁 (EXAMINE) is used when examining clues and points of interest.
- 🛡 (DEFEND) tests are made when defending against enemy attacks.

To make a test, the player rolls 3 test dice of the same colour as the agent's skill (if the agent had 👊 (FIGHT) *Green*, they would roll the three green dice). They also roll an **effect die**, which is detailed below.

The total scored (once the effect die has been resolved) is the **test score**. The test score is compared to the target number:

- If the test score is lower, the test fails.
- If the test score equals or beats the target number, the test scores a success.
- If the test score is at least double the target number, the test scores 2 successes.
- If the test score is at least triple the target number, the test scores 3 successes.

The Effect Die

The effect die is a special six-sided die, each face of which is marked with a special icon. The icons are:

💀: The **catastrophic effect** icon cancels the test die that scored the most successes – that die is removed before the test score is totalled.

◼/◼: The **one** and **two** icons simply add to the test score. If the effect die scores one of these symbols, it is treated as a test die.

🔄: A **re-roll** lets you pick up any number of the test dice that were just rolled and roll them again.

🔳: A **doubled die** lets you double the score of one test die.

🌀: The **B.P.R.D.** icon either adds 2 to the test score (in the same way as the "two" icon), or can be spent to trigger a special rule as defined on the agent's card.

Some special rules will add to these effects – for example, when an agent defends against an Enraged Frog Monster's melee attack, there is the following additional rule:

> 💀: The target loses 🎲.

This is in addition to the normal effect, so if a 💀 is rolled on the effect dice, the agent loses one Action Cube (🎲) AND discards the die with the most successes.

Die Levels

There are four levels of dice – red, yellow, green and white. Red is the lowest level, with a maximum score of 1 success. White is the highest level, with a maximum score of 4 successes.

By default, all of the dice in a roll will be of the same level, but individual dice can also be **upgraded** (⬆)or **downgraded (⬇)**, moving them up or down by a level. White dice cannot be upgraded (and can only be obtained by upgrading a green die), and if a red die is downgraded it is instead removed from the roll entirely.

Note that it is possible to end up with 0 test dice after multiple downgrades; in this case, only the effect die is rolled.

If a roll receives both upgrades and downgrades, they cancel out; for example, a roll with 2 upgrades and 1 downgrade would in effect have 1 upgrade.

If multiple upgrades or downgrades are applied, they must be applied evenly between the test dice – in other words, a die cannot be upgraded again until the other two dice in the roll have also been upgraded. For example, if a yellow roll had 2 upgrades, it would end up as two green dice and one yellow – it could not be two yellow and one white. The effect of this is that a roll should only ever contain dice of two colours.

TRACKERS

The game features a number of trackers – Impending Doom, Information Gathered, Living Flame and Ectoplasmic Cohesion, for example. Each of these uses a token, which is placed on the tracker's starting space (marked with an X).

When a tracker **advances**, move the token one space to the right. When it **reduces**, move the token one space to the left. Unless otherwise stated, the token can't move beyond the first or last space of the tracker.

TARGET PRIORITY

The HQ board features the Target Priority queue. Each agent has a token on this track, and it is used in certain situations, mainly when an enemy chooses a target for its attack.

Whenever this happens, agent whose token is at the front of the queue (furthest left) is chosen as the target. If they are not an eligible target, they are ignored and the next agent along is chosen as the target.

Whenever an agent is chosen as a target in this way, their token is moved to the far right of the track.

The Lead Agent

There are several situations where the players will have lots of options, and they might disagree on the best way to do something. In any such situation, the player whose agent is at the front of the Target Priority queue acts as arbiter - they have final say on how things should be done. After all, they're the one in the firing line!

ROUND SUMMARY

1. Refresh Phase
2. Enemy Phase
3. Agent Phase
4. Rest Phase
5. Doom Phase
6. End Phase

REFRESH PHASE

Each agent returns their three Action Cubes (⬢) to their agent card.

ENEMY PHASE

In the Enemy Phase, enemies are activated. Each group of enemies – all of the enemies on one Enemy Card – is activated separately. If there is more than one Enemy Card in play, groups are resolved in Threat Order (the number on the bottom right of the card), from low to high.

Each Group is activated as follows:

1. Enemies make Ranged Attacks
2. Enemies Move and make Melee Attacks

ENEMIES MAKE RANGED ATTACKS

In this step, Agents roll to defend against enemies' Ranged Attacks. This uses the "Ranged" box on the Enemy Card, which shows three things:

- The Range (➚) of the enemy's attack, in areas.
- The Target number of the Defence test.
- A special rule, if there is one.

Enemies only make Ranged Attacks if they are not in an agent's area, and there is at least one agent within their Range. If multiple agents are in range, use Target Priority to pick a target.

The target agent tests DEFEND (🛡) against the target number shown.

- On a failed test, the agent suffers 3 Damage (🗡🗡🗡).
- On one success, the agent suffers 2 Damage (🗡🗡).
- On two successes, the agent suffers 1 Damage (🗡).
- On three successes, the agent suffers no Damage.

ENEMIES MOVE AND MAKE MELEE ATTACKS

This step is resolved one enemy at a time.

Move

First, the enemy moves. This uses the "Move" box on the Enemy Card, which shows up to two things:

- A special move icon
- The number of areas the enemy can move.

If there is no icon, the enemy moves towards the nearest agent (using Target Priority if necessary). If it is already in an agent's area, it does not move.

Otherwise, it follows special rules according to the icon:

- ◎: **Priority Target.** The enemy moves into the area of the agent who a) it can reach and b) is first on the Target Priority queue – this might mean it does not move.
- ◎: **Sneak Attack.** The enemy moves into the area of the agent who a) it can reach and b) is last on the Target Priority queue – this might mean it does not move.
- □: **Empty Area.** The enemy moves into the area that a) it can reach and b) contains the fewest agents – this might mean it does not move. If it can reach multiple areas that meet these criteria, it will move into the one that is adjacent to as few agents as possible.
- ⁙: **Most Agents.** The enemy moves into the area that a) it can reach and b) contains the most agents – this might mean it does not move. If it can reach multiple areas that meet these criteria, use Target Priority.
- ✕: **No Move.** The enemy does not move.

An agent in an area that the enemy attempts to leave can spend 🎲 to keep it in the area.

Make Melee Attack

After the enemy has moved, it makes Melee Attacks against an agent in its area. If it targeted a particular agent when it moved, that agent is the target of the attack – otherwise, use Target Priority.

This uses the "Melee" box on the Enemy Card, which shows two things:

- The Target number of the Defence test.
- A special rule, if there is one.

Each Enemy from the card will attack one agent in its area, using Target Priority.

The target agent tests DEFEND (🛡) against the target number shown.

- On a failed test, the agent suffers 3 Damage (🗡🗡🗡).
- On one success, the agent suffers 2 Damage (🗡🗡).
- On two successes, the agent suffers 1 Damage (🗡).
- On three successes, the agent suffers no Damage.

Minions Attacking Minions

When a Minion attacks another Minion, the colour of test dice rolled is determined by the attacking minion's appropriate Defence Target.

If the Defence Target is 1-3, use Red.
If it is 4-6, use Yellow.
If it is 7-9, use Green.
If it is 10+, use White.

AGENTS TAKING DAMAGE

When an agent takes Damage, place a 🗡 counter face-down (so the 🗡 side is showing) on their agent card, covering the leftmost empty box of the Health track. If there are no empty boxes, they flip the leftmost face-down 🗡 counter face up instead – this is an Injury. If all of an agent's Damage Tokens are Injuries and they take another Damage, they are Knocked Out. Lay them down in their square and flip their Target Priority counter face-down; they play no further part in the game until the group Takes Time.

Injuries show an icon – either 🏋🏹👁🛡 or 🎲. For each 🏋🏹👁 or 🛡, downgrade one die when making that test. For each 🎲, the agent receives one less 🎲 in the Refresh phase (this does not come into effect until the start of the next round)

Healing

If an agent Heals damage, they turn an Injury face-down – it no longer applies. If they have no Injuries, they remove a damage token instead.

AGENT PHASE

Each Agent now spends their action tokens, **in any order** – this is entirely determined by the players. One agent could use all their actions in one go, or they could take turns making an action; it's up to the players (with the Lead Agent resolving any debates!). Each cube can be spent on one of the following actions. Actions can be taken multiple times unless specifically stated otherwise.

MOVE

The agent moves up to 2 areas. An agent can move into any adjacent area, including diagonally, but cannot move diagonally through a doorway.

An agent leaving an area that contains any standing enemies must pick one of the following for each enemy in the area:

- The enemy moves with the agent.
- The agent suffers 🗡️.

Another agent in the area can spend 🎲 to allow the moving agent to ignore one enemy.

FIGHT

This action is used to attack enemies in the agent's area, and uses the Target box on the Enemy card. This shows three things:

- The target number for the attack
- The enemy's Health
- A special rule, if there is one.

Follow this sequence to attack:

1. Pick a target enemy in your area.
2. Test FIGHT (👊) against the target number for the attack.
   - Other agents in your area can spend any number of 🎲, with each one upgrading one of your dice.
   - For each other enemy in your area, downgrade one die.
3. The enemy suffers Damage (🗡️) for each success scored. If they suffer at least one Damage, they are **hit**; this has no effect by itself, but some special rules require the target to be hit.
4. If the test fails, the attacking agent suffers Damage (🗡️) instead.

SHOOT

This action is used to attack enemies in other areas, and uses the Target box on the Enemy card. This shows three things:

- The target number for the attack
- The enemy's Health
- A special rule, if there is one.

Follow this sequence to attack:

1. Pick a Ranged Weapon you are carrying.
2. Pick a visible enemy within 4 areas.
3. Test SHOOT (🏹) against the target number for the attack.

o   Downgrade one die for each enemy (other than the target) or agent in the target area or in the path of the shot. Agents can spend 🎲 to get out of the way – if they do, ignore them.

5. The enemy suffers Damage (⚔) for each success scored. If they suffer at least one Damage, they are **hit**; this has no effect by itself, but some special rules require the target to be hit.

6. If the test fails, another agent in the target area (your choice) suffers Damage (⚔) instead. If there are no agents in the target area, the attack just has no effect.

Visible Targets

To see if a target is visible, trace a line between the centre of its area and the centre of the attacking character's area. If this does not cross any walls, the target is visible. Any areas that this line crosses are in the "path of the shot".

EXAMINE

This action lets an agent interact with Clues (❓), Points of Interest (🛈) and interactive scenery pieces. It follows these steps:

1. Pick a Clue, Point of Interest or interactive Scenery piece in your area.
2. Test EXAMINE (👁).
    - Before you roll, agents in your area (including you) can spend any number of 🎲, with each one upgrading one of your dice.
3. The Target Number depends on the presence of enemies:
    - If there are enemies in your area, the target number is 8.
    - Otherwise, if there are enemies in your room the target number is 6.
    - Otherwise, the target number is 4.
4. The outcome of the test depends on what is being examined:
    - Clue
        - If any successes are scored, discard the Clue token and advance Information Gathered once per success. On 💀, discard the Clue token, even if the test fails.
    - Point of Interest
        - Check the Case File deck.
    - Interactive Scenery
        - Check the Scenery rules.

TRADE

The agent gives any number of their requisition cards to another agent in their area.

EXPLORE

Must have a door to an unexplored room in the same area. Reveal that room's card and set up its Elements.

Setting Up Rooms

Each Encounter Card has four elements, each of which might contain nothing, or some enemies, or some scenery, or some Investigation Markers. These are all set up in the newly explored room. Any Investigation Markers are always placed face-down.

Place the first element in the area closest to the agent making the action, then go clockwise around the room. (In a 2-area room, the first and third elements are in this area, and the second and fourth are in the other.)

CLEAR

The agent can attempt to remove a Frog Swarm or Blaze Marker in their area. Roll a yellow die – on a score of 1 or 2, the Frog Swarm or Blaze Marker is removed. On a blank, the agent can choose to spend another action cube to remove the Frog Swarm or Blaze Marker; otherwise, it is not removed.

UNIQUE ACTIONS

Each agent also has a number of Unique Actions on their card. Some of these cost more than one 📦.

REST PHASE

If there are enemies on the board, the agents have the option to Take Time. If there are any Knocked Out agents, the group must Take Time when there are no enemies on the board.

When the group Takes Time, the following steps are resolved in order:

1. Recover
2. Rest Actions
3. Advance Impending Doom
4. Prepare

1. RECOVER

Any Knocked Out agents recover – stand them back up and flip their Target Priority counter.

2. REST ACTIONS

Each agent can take one of the following **rest actions**. Other rest actions might also become available during the game.

Investigate

Discard a Clue (❓) anywhere on the board, and increase Information Gathered by 2.

Recuperate

Roll two green dice and heal damage equal to the total score.

Secure

Remove all Frog Swarm and Blaze counters from a room.

3. ADVANCE IMPENDING DOOM

Advance the Impending Doom track. This is not optional – if the agents Take Time, they invite peril!

4. PREPARE

Each agent can now be moved to any explored area. In addition, agents can trade equipment however they wish (Starting Cards cannot be traded). Finally, any Backup Agents on Remote Support check in (see the Backup Agent rules).

DOOM PHASE

The top card of the Deck of Doom is drawn and resolved. Most Doom cards have one or more 👻 icons in the bottom corner. Advance Impending Doom for each.

END PHASE

In the End Phase, Blaze Markers and Frog Swarms are resolved – then, if any other game effects state that they happen in the End Phase, they are resolved. If there are multiple additional effects, the players can decide the order in which they happen.

1. Resolve Blaze Markers
2. Resolve Frog Swarms
3. Any Other Effects

RESOLVE BLAZE MARKERS

First, remove one piece of scenery (the smallest, if there is more than one), one Frog Swarm and one Clue from each area with a Blaze marker.

Then roll a green die for each Blaze marker. On a score of 0, the marker is removed. On a score of 1, 2 or 3, each character in that area suffers that many ⚔. Additionally, on a score of 3, place another Blaze marker in each adjacent area that does not already contain a Blaze marker.

RESOLVE FROG SWARMS

If there are two or more Frog Swarms on the board, advance Impending Doom. Advance it twice if there are four or more.

ADDITIONAL RULES

BACKUP AGENTS

A Backup Agent is effectively treated as a piece of equipment – the agent "carrying" them is their Contact Agent, who is keeping track of them by radio contact.

At the start of the game, the Remote Support side of their card should be showing. They are somewhere nearby, conducting their own investigations.

Whenever the agents Take Time, backup agents on Remote Support check in (at the Prepare step). Either roll one test die in the colour shown on their card and advance Information Gathered by that much, or flip their card to Location Support and put their counter in any explored area of the board.

BACKUP AGENTS ON THE BOARD

While a Backup Agent is on the board, they are represented by a counter. They still take up the space of one character. A backup agent gains one Action Cube in each refresh phase, in the same way as an agent. Use a token to represent this. They are controlled by their contact agent's player, and can make Move, Fight, Shoot and Clear actions. They cannot carry any equipment, and any tests they make use red dice.

Backup agents are not targeted by enemies, but if an agent in their area suffers any ⚔, roll a yellow die. On a score of 2, the agent suffers no damage but the Backup Agent is discarded as they are caught in the line of fire.

FROG SWARMS

Frog Swarms do not count as enemies. An agent in the same area as a Frog Swarm, or in an area adjacent to one that contains a Frog Swarm, downgrades one die on any tests they make. Frog Swarms can be removed with a Clear action, or a Secure rest action.

BLAZE MARKERS

An agent making a test in the same area as a Blaze marker downgrades all their dice. Blaze markers can be removed with a Clear action, or a Secure rest action.

RUNNING OUT OF ENEMIES OR COMPONENTS

If the game calls for enemies, Frog Swarms or Blaze Markers to be placed, but there are not enough, Impending Doom advances for each enemy / component that cannot be placed.

HURLED CHARACTERS

Some rules – like Hellboy's "Boom!" ability – will cause characters to be **hurled** into another area.

If an enemy is hurled into an area that contains any other enemies, make an attack roll against the area, splitting dice as evenly as possible between characters in that area. The colour of the dice depends on the hurled enemy's Health – if their health is 1-3 use Red, 4-6 use Yellow, 7-9 use Green and 10+ use White.

If an character is hurled into an area that contains no enemies but contains scenery, destroy the smallest piece. The character suffers M equal to the size of the destroyed scenery, and is stunned.

STUNNED CHARACTERS

When an enemy is **stunned**, lay them down – in their next turn, all they can do is stand up. Bosses cannot be stunned. When a Stunned enemy is attacked, the attacker upgrades one die.

When an agent is **stunned**, they discard all but one of their action cubes. If they have no action cubes, lay them down instead; in the next Refresh phase, they stand up and only gain one action cube.

SCENERY

Each type of scenery has a Size and a Special Rule. A piece of scenery takes up the space of a number of character equal to its Size - an area with a Size 2 piece of scenery could only contain four other characters.

Some scenery is **interactive**. Agents can spend 🎲 while in the same area as interactive scenery, or spend a Rest Action, to use its special rule. Interactive scenery will have "Interactive (X)" in its special rules; it can only be interacted with X times. When the scenery is placed, place X tokens on it to track this, and remove one each time it is used.

Some scenery is **searchable.** Agents can make an EXAMINE action in the same area as searchable scenery; if the test is successful, follow the scenery's rules. They can also make a Rest Action to follow the rules, counting as having rolled two successes. Searchable scenery will have "Searchable (X)" in its special rules; it can only be examined X times. When the scenery is placed, place X tokens on it to track this, and remove one each time it is examined.

Scenery	Image	Size	Special Rule
Bookcase		2	Searchable (2); advance Information Gathered once per success.
Cabinet		1	Interactive (3); Heal 🗡.
Large Table		4	If an agent targets an Enemy in the same area as a large table, they must either downgrade all dice or destroy the table. If an agent defends against an enemy's attack in the same area as a large table, they can destroy the table to upgrade all dice.
Lectern		0	Searchable (2). For each success, either advance Information Gathered by 2 or reduce Impending Doom by 1. On 💀, advance Impending Doom twice.
Small Table		1	If an agent targets an Enemy in the same area as a large table, they must either downgrade one die or destroy the table. If an agent defends against an enemy's attack in the same area as a large table, they can destroy the table to upgrade one die.

WEAPONS

Some equipment cards are weapons. Melee Weapons can be used with a FIGHT action, and Ranged Weapons can be used with a SHOOT action. Unless otherwise stated, an agent can only use one weapon per test.

Some weapons have special rules:

- **Fire:** After the attack has been resolved, put a Blaze marker in the target area.
- **Blast:** This effects all of the enemies in an area, not just one.
- **+X:** Add X to the test score for the attack.
- **Stun:** If a character is hit, they are Stunned.

RESETTING THE CASE FILE DECK

After playing through the mission, any Deck of Doom cards with the Case File tag should be removed from the deck. The Encounter Cards and Case File cards should be gathered; each Case File card shows a number, which allows the Case File to be put back in order (1 at the front, and so on).