

# Complex Crashers

## Overview

Complex Crashers is a competitive game of up to 5 players in which a single player, the complex manager, attempts to thwart the advances of a group of up to 4 other players known as the operatives.

### The Complex Manager and the Complex

The complex is created by drawing and placing region tiles throughout the duration of the game. As the operatives move to the edge of the revealed portions of the complex, the complex manager will place new region tiles. The complex manager is somewhat restricted in the ways he/she can design the complex but ultimately can create a complex on the fly that best suits his/her strategy. The complex manager will also have the ability to deploy defender groups and bring reactors online to defeat the operatives.

### The Operatives

Up to 4 players work together as the operatives. To create a team capable of defeating the complex manager, players can modify their operatives' health, armor, and ability points and choose their starting trainings, weapons, and accessories. As the game progresses, operatives will have the opportunity to acquire new trainings, weapons, and accessories, which will allow them to compete effectively against the ever-strengthening complex.

### Goal and Win Conditions

The operatives win when the complex manager has no online reactors and cannot bring any more reactors online. The complex manager wins when all operatives are simultaneously incapacitated.

## Game Setup

### Player Setup

Choose 1 player to play as the complex manager. The remaining 1 to 4 players play as operatives.

### Complex Manager Setup

#### Ability Point Trackers

Take 1 complex manager ability point tracker and ability point marker for each operative you will be playing against. Place one ability point marker on each of the trackers at the 5 position.

Figure: A prototype complex manager ability point tracker.



## Reactors

Select 3 reactor cards and order them, non-Battered side up. Indicate to the operatives the order (first, second, third). Gather 3 markers to track the health of the reactors, and set each reactor to health 5. You will need a way to track reactor charges, using dice or pen and paper. Start with 10 charges.

Figure: Three reactors selected.

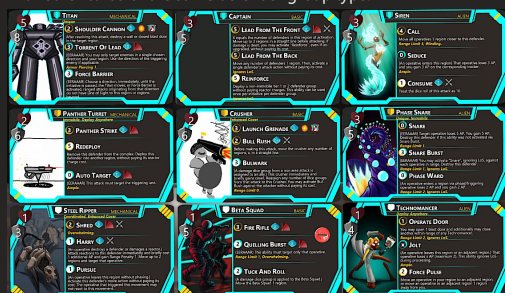


## Complex Defender Groups

Select 9 complex defender group cards to fill the complex technology grid. The complex defender cards you select will each fill a single slot in the complex technology grid, which has 3 technology tiers and 3 defender group types. Select 3 technology tier 1 defender cards, 1 each of the basic, alien, and mechanical types. Repeat this process for the technology tier 2 and 3 defender cards. Place a staged marker on the technology tier 1 basic defender card.

Complex defender cards, as well as many cards used by the operatives are separated into these 3 technology tiers. The tier that the card belongs to is denoted by the 3 technology tier symbols. During game play, you will need 9 staged markers and as many upgrade markers as your reactors will allow via the "Upgrades X units" quality.

Figure: Example of a completed complex technology grid with complex defender cards. Note that each card is in line horizontally with other cards of the same technology tier, and each card is in line vertically with other cards of the same defender group type.



## Complex Region Tile Setup

Set the tech tier 1 region tile face up in the middle of the play area.

Shuffle the remaining 34 region tiles face down and set aside.

Gather and set the following special region token aside:  
The token for your first reactor

Tech Region 2

The token for your second reactor

Tech Region 3

The token for your third reactor

Draw 10 region tiles and the first reactor token into your hand.

### Region Edge Tokens

Keep all region edge tokens handy. You will need them when placing region tiles, which will be discussed in detail later.

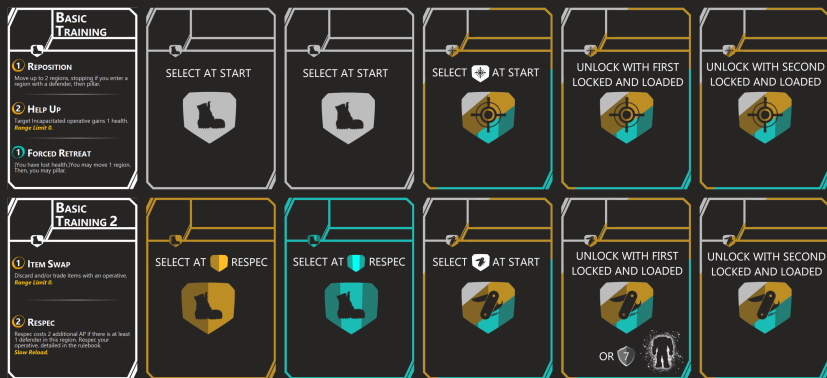
Figure: All region edge tokens.



### Operative Setup

Give each operative an operative mat.

Figure: An empty operative mat.



### Ability and Health Trackers

Each operative takes 1 full ability point and health tracker. The full tracker indicates 3 armor, 3 health, and 7 ability points. Each operative then may optionally select an armor and health overlay tracker to adjust their vital statistics. Lay the overlay tracker over the original full tracker, aligning the leftmost edge of each tracker to see the resulting vital statistics. After this selection, each operative takes a health marker, armor damage marker, and ability point marker. Set the armor marker aside and set the health marker and ability point marker both to their maximum values on the track.

The amount of armor each tracker gives your operative also affects the trainings and equipment your operative has. For the purpose of cards and abilities, selecting the 3 or 4 armor tracker counts as having "Light Armor". Selecting the 5 track counts as "Medium Armor". Selecting the 6 or 7 track counts as "Heavy Armor".

If you select armor 7, you get an extra accessory card called "Mobile Reactor", which you must take, keep, and cannot lose. The mobile reactor occupies the operative's second accessory slot, which is normally unlocked via additional operative training. Note that Armor 6 operatives can choose to take "Mobile Reactor" as their accessory, but it will count as their single allowed accessory, and does not automatically occupy the operative's second accessory slot.

Figure: Prototype full ability point, health, and armor tracker for operatives.

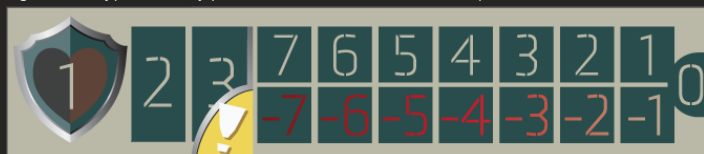


Figure: A 5-point health and armor overlay. If this overlay is selected, the operative would have 5 health, 5 armor, and 5 ability points.



Figure: A readied operative ability point tracker.



### Operative Trainings

Separate the technology tier 1 operative training cards from the rest. Each operative selects 2 technology tier 1 training cards.

### Weapons

Separate the technology tier 1 weapon cards from the rest. Each operative selects 1 technology tier 1 weapon.

### Accessories

Separate the technology tier 1 accessory cards from the rest. Each operative selects 1 technology tier 1 accessory.

### Gameplay

The game begins with 1 of 3 reactors in the online, normal state, and the operatives placed in the tech tier 1 region. This placement is considered a coordinated movement (explained later). The operatives begin with the initiative. Note that the operatives start their initiative in a region adjacent to four unrevealed regions, so the complex manager must immediately follow the rules for revealing a region before taking any steps in the operatives' initiative (see below).

### Regions

Each region is represented by a single physical region tile. There is no limit to the number of units that can occupy a region, though practically it may be difficult to physically represent many units in the same region.

### Movement Through Regions And Measuring Distance

In Complex Crashers, distance is measured in the Manhattan style, which means there are no diagonal moves or measurements. The example below illustrates distances between regions.



### Revealing Regions

Regions are immediately revealed by the complex manager when an able operative enters a region that has an adjacent unrevealed region that is not obstructed by a wall or closed blast door. When a region is being revealed, region tiles must be placed according to the region tile placement rules. The process of revealing regions is not an ability and therefore cannot be interrupted by reactions.

### Region Tile Placement

- Place region tiles from the complex manager's hand of region tiles. The special region token in your hand (reactors/tech regions) must be placed in one of the regions currently in your hand. You can choose when to place the token.
- Reactor 1 may not be placed adjacent to the tech tier 1.
- If the complex manager runs out of region tiles in hand, draw 6 face down region tiles as well as the next special region token.
- Do not modify an existing open edge by placing a tile with a wall on that shared edge. Pillars are allowed. Use an edge decorator token to restore the original edge status if needed. If a blast door without a pillar is already in place, do not change the door to one with a pillar, even if the newly added tile contains a pillar on that edge.
- Once all tiles are placed, you may modify their open and/or pillar edges, adjacent to unrevealed region tiles, with open or closed blast door or cover tokens, preserving the pillar status of the edge. You may modify walls with open or closed blast doors, but not with cover or open edge tokens.
- If the revealed region would result in no open edges to unrevealed regions, the complex manager must immediately open a blast door elsewhere in the complex in order to preserve complex continuity. This can be a deliberate decision in order to increase the number of regions the operatives must move to reveal more regions. If there are no such blast doors that can be opened, the complex manager must use an edge token that would allow movement in order to ensure access to unrevealed regions.
- Although a rare case, unrevealed regions that are encased by revealed regions do not count as access to unrevealed regions.

### Stage and deploy defender groups after revealing regions.

After regions have been revealed, the complex manager has the option to spend reactor charges to stage and/or deploy complex defender groups in any or all of the newly revealed regions.

### Complex Continuity

When revealing regions or operating doors, neither operative nor complex manager may deny access to any part of the complex to any operative or defender if that operative were only to use the "Reposition" or defender "Move" ability. Additionally, there must be at least 1 region with an open edge to an unrevealed region not encapsulated by revealed regions.

### Initiative Structure

#### When Operatives Gain the Initiative

- Complex Manager adds an upgrade token if applicable (excluding first initiative).
- Each able operative gains a number of ability points equal to their maximum ability point value.
- Resolve any abilities that cause effects "when you gain the initiative".
- Activate actions until you run out of ability points or wish to not activate any more. Operatives can activate actions in any order they wish.
- Declare as a group that you are passing the initiative to the complex manager.
- Resolve any abilities or effects that trigger when the initiative is passed.
- Activate any reactions that trigger when the initiative is passed.
- Resolve any ongoing region status effects, such as regions that are burning.

#### When the Complex Manager Gains the Initiative

- Complex Manager adds an upgrade token if applicable (excluding first initiative).
- Add 5 ability points to each ability point tracker.
- For each normal online reactor you control, gain 3 reactor charges. If the reactor is battered, gain 2 instead.
- Resolve any abilities that cause effects "when you gain the initiative"
- Do the following things in any order:
  - Spend reactor charges to stage complex defender groups.
  - Spend reactor charges to deploy staged complex defender groups.
  - Activate defender and reactor actions until you run out of ability points or wish to not activate any more.
  - Spend 1 ability point to move a single defender 1 region. This is considered an action.

- Pass the initiative to the operatives.
- Resolve any abilities or effects that trigger when the initiative is passed.
- Activate any reactions that trigger when the initiative is passed.
- Resolve any ongoing region status effects, such as regions that are burning.

### Ability Points

Ability points represent a measure of progress in Complex Crashers. The more ability points a player has, the more they can do in the game. Ability points can be expended in order to activate abilities available to operatives, reactors, and complex defenders. Operatives and the complex manager can spend a number of ability points amounting to slightly more than 2 times the number represented on the ability point tracker, but spending too many ability points can leave that operative or complex manager in a state of over extension and can eventually leave the operative or complex manager incapable of defending itself.

### Abilities

- Action
- Upgraded Action (Defenders Only)
- Reaction
- Upgraded Reaction (Defenders Only)
- Action Reaction
- Upgraded Action Reaction (Defenders Only)

Abilities, categorized into actions, reactions, and actionreactions, can be activated by paying their ability point cost. The type of each ability is denoted by its cost icon. Reactions have a parenthetical statement detailing the conditions required for activation.

The number of ability points required to activate an ability is denoted by the number and icon to the left of the ability name.

Actions can only be activated by a player whose team has the initiative. Reactions can be used only in the context and timing for which the trigger description allows. ActionReactions can be activated in both of these circumstance as an Action or Reaction.

Reactions can be activated when their trigger conditions are met. Each reaction will state when it can be activated and at what point it should be processed. Stacking reactions in this way can interrupt previously activated abilities, and in many cases, negate or waste the ability that was interrupted. A reaction cannot be activated if it has already been activated since the start of the most previous action processing stack (more on this later). The exception to this is for operatives only, where an operative may have two sources of the same named Reaction due to having a duplicate of the same card, or another operative has the same card. Defenders, regardless of the number of defenders that could activate a reaction, are restricted by this rule.

Reactions are triggered by other units' abilities. By default, unless otherwise noted in the reaction effect text, reactions are triggered by the unit or region that triggered the reaction. For example, (EERAAAR) attack reactions require that damage dice are assigned to the enemy that caused the trigger.

### Timing and Priority of Ability Activation and Processing

Sometimes multiple reactions can be activated in response to the same event. For example, if a defender enters a region adjacent to two operatives, each carrying a Jack Rabbit SMG, both operatives would be able to activate Quick Suppression. Here is how to handle such a situation.

An event has occurred and multiple reactions qualify for activation.

Certain events must be activated (burning region, an ability with the Forced quality.) Note: These effects have been activated but not yet processed.

The team who has the initiative decides to activate some number of reactions.

The team who does not have the initiative decides to activate some number of reactions.

The team who has the initiative decides to activate some number of reactions.

Now, no more reactions can be activated in response to the event.

Process environmental reactions, one at a time, (burning, for example). The team who has the initiative decides the order.

Process all remaining activated reactions, one at a time, in an order of preference by the team who has the initiative. Note that the order does not need to be declared before processing. The results of earlier reactions can inform the next reaction to be processed.

### Special Action and Reaction Interactions

#### Movement

Several abilities allow an operative or complex defender to move multiple regions. Reactions can be triggered in the middle of such movement. If a reaction would cause another movement, the original movement is interrupted and considered unresolved.

#### Area Attacks On Empty Regions

If an area attack is activated, but the region is empty, no dice are rolled, but status effects like burning are still applied to the region.

### Actions and Negative Ability Points.

Ability point trackers extend into the negative numbers. When an operative spends enough ability points to enter into the negative numbers, he/she is considered overextended. Any ability points spent in the negative numbers for the purpose of activating actions will result in the complex manager gaining an equal number of ability points on the ability point tracker corresponding to that operative. These gained ability points can be immediately spent on reactions in response to that action.

The reverse is also true. Any ability point tracker that the complex manager uses to activate any reactor action or complex defender action that uses negative ability points, will give an equal amount to the associated operative. The complex manager can, however, take ability points from any number of trackers to activate any ability, with one notable exception: damage dice from non-area attack abilities can only be assigned to an operative if ability points from that operative's corresponding ability point tracker were used to activate the ability. For area attacks, it is only required that at least one operative for which the corresponding ability point tracker was used is in the target region. It is in the complex manager's best interest to spend ability points from trackers that would give ability points to either an operative that is exhausted or whose ability point tracker is full, when possible.


### Exhausted Ability Points

Operatives that have spent all of their ability points are considered exhausted. Exhausted operatives are unable to activate any abilities and are incredibly vulnerable to complex defender attacks. If an operative spends ability points that would cause them to become exhausted, they can change the number spent to the value of their maximum starting ability points instead. For example, if an operative's maximum starting ability point value is 5, and the operative's ability point tracker is at -3, the operative could activate an ability costing up to 5 ability points. Alternatively, the operative could spend 2 ability points to activate an ability, and then still spend 5 ability points to activate another single ability, leaving the operative exhausted.

Exhausted operatives have the marker on their ability point tracker set to the exclamation point symbol. While exhausted, operatives do not gain ability points if the complex manager overextends their corresponding ability point tracker. Exhausted operatives do not gain ability points through other operatives' abilities, but do gain ability points as normal when they regain the initiative, assuming they are able and not incapacitated.

### Attack Abilities, Dealing Damage, and Killing Things

All attack abilities result in damage dice being rolled and assigned to enemies. Rules affecting the damage dice and how they are assigned are detailed under the Attack Descriptors section and additionally affected by weapon qualities and sometimes specific rules of abilities themselves.

The number of damage dice generated by an attack is denoted by the  symbol.


In general, once an attack ability has been activated, roll the number of damage dice indicated by the attack strength icon (possibly more if using an area attack!) and then choose which unit or units to assign the dice. In Complex Crashers, with the exception of area attacks, damage dice are rolled before selecting the target of an attack. When damage dice are assigned to one or more targets, they are assigned in groups of 1 or more dice. When interacting with damage dice, abilities will differentiate between affecting single dice in a group, or the group of dice as a whole.

By default, damage dice cannot be assigned to allies, nor can they remain unassigned if there is a valid target to which they could be assigned. If the validity of a target is lost and not recovered at the time damage is dealt, the dice are lost.

Damage is dealt to units by declaring dice assignments to valid targets after they are rolled. For each uncontested damage dice assigned to a unit, that unit suffers 1 point of damage only if the value of the dice is 10 or the value of the damage dice is higher than the effective armor of that unit. Operatives and reactors that suffer damage must move their health marker down 1 for each point of damage suffered. Operatives with less than 1 health are incapacitated. An operative that is not incapacitated is considered able.

Reactors also have health. When an online, normal reactor loses all its health, it is set to the battered state by flipping the reactor card over. No matter how much damage was dealt, a reactor enters the battered state at full health. If a battered reactor loses all of its health, it is destroyed.

Complex defenders do not have health in the way operatives and Reactors do. Damage dice assigned from a single activation of an ability must meet or exceed the kill threshold, indicated on the defender card

by the  icon in order to destroy the defender.

Damage dice groups are contested sequentially by the player controlling the unit to which they were assigned. Some reactions allow units to move regions or change their pillar status (more on pillars below), which can result in the unit no longer being a valid target for the remaining damage dice groups. Reacting in this way is the most powerful way to mitigate damage dice in Complex Crashers.

### Attack Descriptors

Attack descriptors describe which targets are valid, the effect cover has on the attack, and how the damage dice resulting from the attack are assigned.

#### Ranged

Ranged attacks can target units or regions with line of effect, which, for clarity, includes units in the origin of the attack and the origin itself, in the case of area attacks. Attacks are ranged unless indicated by the melee symbol.



#### Melee

Melee attacks can only target units in the origin of the attack, or, in the case of area attacks, the origin itself.

#### Direct

Targets of direct attacks benefit from bonuses granted by cover between the origin of the attack and the target, unless the origin of the attack is bordered by the cover and the target is not. Attacks are direct unless indicated by the arcing symbol.



#### Arcing

Arcing attacks ignore armor bonuses granted by cover.



#### Sweeping

Sweeping attacks treat each damage dice as a group of 1 dice, so all damage dice from a sweeping attack can be assigned to separate targets.

#### Single Target

Single Target attacks require that all damage dice be assigned to the same target as a single damage dice group. Attacks are single target unless indicated by either the sweeping or area symbols.



#### Area

Area attacks target an entire region. The region is selected and validity is determined at the same time the ability is activated. The amount of damage dice rolled is multiplied by the number of complex defenders, non-destroyed reactors, and able operatives in the targeted region. Damage dice are assigned in equal groups (with respect to the number of dice, not their values). For example, if the attack strength is 3, and there are 3 complex defenders, 2 operatives, and 1 non-destroyed reactor in the region, you would roll 18 (3 x 6) dice, and assign equal groups of 3 dice to each complex defender, operative, and reactor. The actual numbers on the dice do not have to be distributed in any particular way, giving players a way to mitigate friendly fire damage by assigning the low valued dice to allies.

### Operative Incapacitation

Operatives never die alone. Instead, the party is defeated as a whole. When an operative is reduced to below 1 health, they are considered incapacitated. Incapacitated operatives cannot activate abilities and their

ability point marker is set to and remains at exhausted. They cannot be the targets of attacks and do not contribute toward the number of damage dice groups of area attacks. Abilities that can target incapacitated operatives are explicit in this regard. The phrase "operative" means any operative. The phrase "incapacitated operative" means any operative that is incapacitated. The phrase "able operative" means an operative that is not incapacitated.

Incapacitated operatives can be revived through the activation of any ability that causes that operative to gain health.

When an operative becomes able, they gain 2 ability points, lose 1 point of armor, and consequently lose 1 point from their maximum health. Armor can be recovered through some abilities. An operative can never be reduced below 1 armor via armor damage. Use the armor damage marker to indicate the operative's new maximum health.

## Operative Training

Operative trainings allow players to further customize the way each operative interacts in the game. In addition to the "Basic Training" and "Basic Training 2" operative trainings, each operative starts the game with 2 tier 1 trainings. Some trainings are restricted to certain armor categories via the Heavy only and Not Heavy qualities. Some trainings also synergize with other trainings.

### Obtaining Additional Trainings

Operatives can use the "Respec" action at the Technology Tier 2 Region to gain a single Tier 2 training. Activating "Respec" at the Technology Tier 3 Region will give the operative a single Tier 3 training. Operatives can only have at most 1 Tier 2 training and 1 Tier 3 training.

## Equipment

### Types of Equipment

There are 2 types of equipment: weapons and accessories. In general, each operative can carry 1 weapon and 1 accessory at any given time. Operatives start the game with 1 tier 1 weapon and 1 tier 1 accessory, with the exception of armor 7 heavies. Operatives can carry more equipment when they obtain the "Locked and Loaded" quality via higher tier trainings.

### Obtaining Equipment

Aside from the equipment each operative begins the game with, equipment can be obtained in any of the 3 technology regions. While an operative is in 1 of the 3 technology regions, they may activate the "Respec" action in the "Basic Training" training card. When swapping equipment, operatives can remove some or all equipment of any tier in their possession, and then gain any equipment that is at most the same technology tier as the region they occupy.

### Sharing Equipment

Equipment may be given or swapped between operatives in the same region by activating the "Item Swap" action on the "Basic Training" training card. Equipment with the "slow reload" quality cannot be used a second time in the same initiative, even if a different operative were to activate the ability. If the operative has "Rapid Reload", he/she may activate an ability for that equipment again, but subsequent uses of "Rapid Reload" are ineffective for that equipment in the same initiative.

## Complex Defender Grid

The complex defender grid consists of 9 defender groups, divided into 3 technology groups and 3 technology tiers.

### Technology Groups

The 3 technology groups are basic, mechanical, and alien. The complex manager starts the game with 1 tier 1 basic defender group staged. In order to stage an alien or mechanical defender group at any given tier, a basic defender group of the same tier must also be staged.

### Technology Tiers

The technology groups are spread across 3 tiers. Each tier corresponds to the number of reactor charges required to stage or deploy that technology.

### Staging Example

In order to stage the tier 2 alien defender group, the complex manager must first stage the tier 1 alien defender group and the tier 2 basic defender group. Note that the alien defender group has no requirement that any mechanical defender group be staged. Because the tier 1 basic defender group starts the game staged, in order to stage the tier 2 alien defender group, the complex manager will spend a total of 5 reactor charges, 1 for the tier 1 alien defender group, 2 for the tier 2 basic defender group, and 2 for the tier 2 alien defender group.

### Free Stages

The complex manager receives a free stage at the following events:

Tech tier 2 is revealed.

Tech tier 3 is revealed.

The complex manager must use the free stage immediately.

## Deploying Defenders Groups

Once the complex manager has staged a defender group, he/she will want to deploy it. Defender groups can be deployed at any point during the complex manager's initiative. They can also be deployed after one or more regions have been revealed.

In order to deploy a defender group, the complex manager must spend reactor charges equal to the tier of that defender group. After spending the reactor charges, the complex manager places a number of defenders equal to the number of gold hash marks in the upper right (and duplicated in the bottom left) on the defender group card split between any number of regions adjacent to unrevealed regions. The complex manager can deploy as many defender groups as he/she wishes and can afford in this way.

As part of the deployment, the complex manager can open blast doors between the unrevealed regions and the deployment region without paying any additional cost. If an able operative is in the region where a blast door is opened, immediately follow the rules for revealing a region. After the region is revealed, the complex manager must continue with the original decision to deploy.

For the purpose of activating reactions, deploying defenders does not count as movement in response to a region being revealed. However, if the complex manager deploys defenders normally, that deployment does count as movement. For this reason, each defender being deployed should be placed in the regions one model at a time in order to allow the operatives the option to react to that movement. Defenders with the Coordinated quality can enter a region together or separately. Note that although this does count as movement, defenders with the immobile quality are allowed to be deployed in this way.

In some cases, a complex manager will open a blast door to deploy defenders into a region that contains an able operative. The complex manager could then deploy a second defender group as part of the region reveal. The defenders that belong to the first group deployment exist in the newly revealed region, but each will activate its move action (without paying its ability point cost) sequentially (unless coordinated) from the newly revealed region to the region containing the operative. At the moment the region is revealed, the complex manager must place as many of the defenders from the group they intend to move into the region. Once this decision is made, they may not add additional models from that group, and must deploy the remaining elsewhere.

## The Action Processing Stack

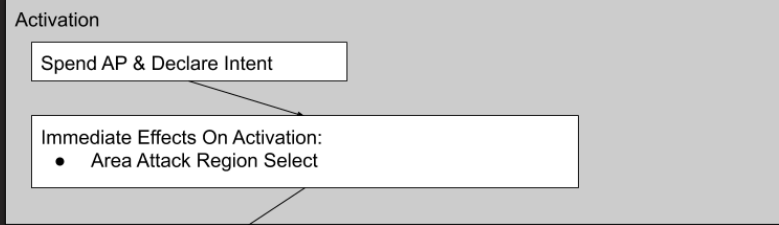
During an initiative, when the complex manager or the operatives are considering what to do next, the action processing stack is empty, and the game is considered to be idling, waiting for a decision to be made. The initiative owner is the only player(s) that can activate an ability, and that ability must be an action (or actionreaction activated as an action). The activation of this action forms the base of the next action processing stack.

As noted above in the Abilities section, reactions may only be activated once (with exceptions: Ample, duplicate operative cards.) per action processing stack. Once a reaction is activated, it is considered "locked up" until the action processing stack is idle.

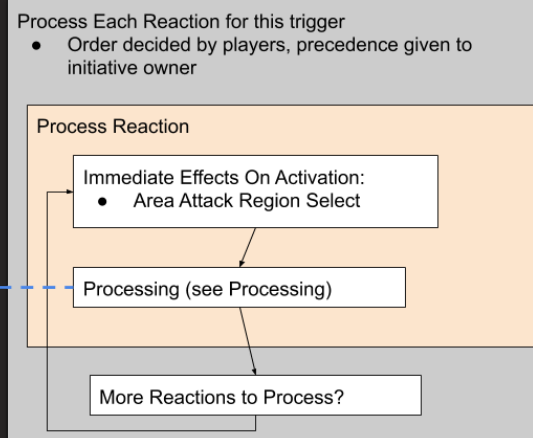
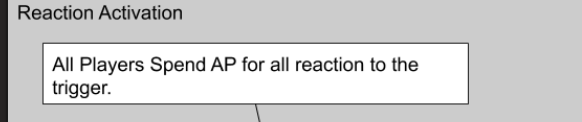
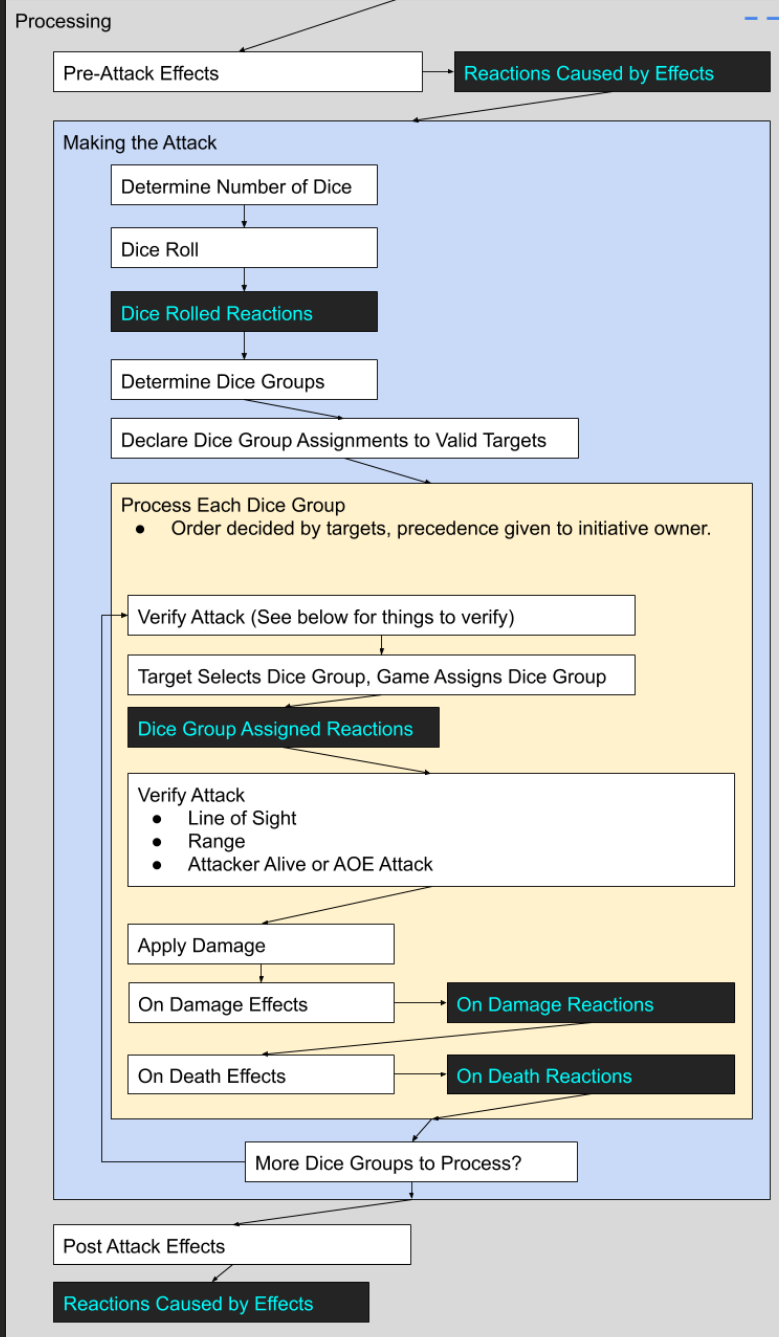
Actions normally can't be activated once an action processing stack has begun processing, but some reactions allow actions to be activated, and some actions at the base of an action processing stack allow multiple actions to be activated as part of their effect. Actions are never "locked-up" in the way reactions are (With the exception of the Slow Reload quality).

## Ability Anatomy

The following diagram is an outline of the order of operations followed when processing an ability.



On Activation Reactions



## Glossary

### Ability Points

Ability points represent the capacity in which operatives and the complex manager can activate abilities. Since almost every thing that can be done in Complex Crashers is represented by abilities, Ability points can be considered a loose approximation of the passage of time and the speed in which operatives and the complex manager can get things done.

### Able

Able describes any operative that has at least 1 health and is thus not incapacitated.

### Activate, Activated (An Ability)

Spending ability points activates an ability. After the ability is activated, but before it is processed or resolved, qualifying reactions can be activated in order to alter the result of the original ability.

### Adjacent

Two regions are considered adjacent if the distance measured between them is exactly 1.

### **Armor, (Base, Effective)**

Armor is a numerical attribute, ranging from 1 to 9 of all units. In order for an assigned damage dice to cause damage, the value of the individual damage dice must exceed the value of the effective armor. damage dice with values of 10 always cause damage. Effective armor is calculated as follows: Base Armor + Armor Bonuses(cover, range penalties), max at 9. Then, subtract armor penalties(armor piercing).

### **Assign, Assigned (Damage Dice)**

After an attack as been activated and damage dice have been rolled, the damage dice are assigned in groups to valid targets. Once all damage dice groups have been assigned, players have an opportunity to activate reactions to mitigate the effects of the damage dice. The player assigning the damage dice should be clear which damage dice group dice he/she is assigning to which unit. Dice should be physically grouped together and damage dice groups should be separated on the playing surface for clarity. If more clarity is needed in the case of attacks with many damage dice, dice should be placed near the targets to which they are assigned.

### **Attack**

An ability that results in rolling and assigning damage dice.

### **Attack Descriptor**

Attack descriptors describe which targets are valid, the role cover will play in the attack, and how damage dice are assigned.

### **Attack Strength**

Attack strength is the number of damage dice rolled when processing an attack. When processing an attack with the area attack descriptor, roll the attack strength number of damage dice per unit in the targeted region.

### **Battered- See Reactor**

### **Blast Door**

A blast door is similar to a wall but can be opened and closed in a variety of ways by both the complex manager and operatives. When a closed blast door is destroyed, replace it with a cover token, preserving its pillar status.

### **Briefly**

Briefly describes the duration of abilities. It means that an effect granted by an ability lasts until there are no more abilities processing.

### **Card (Accessory, Defender Group, Reactor, Training, Weapon)**

Every accessory, defender group, reactor, training, and weapon, has a physical card that displays what abilities can be activated as well as other information.

### **Charge (Reactor)**

A charge is a resource created by online reactors. Reactor charges can be spent to stage and deploy complex defender groups and bring reactors online.

### **Complex**

The complex refers to the entirety of the revealed and unrevealed region tiles.

### **Complex Defender Group Grid**

The Complex Defender Group Grid is a 3 by 3 grid that is filled with 9 complex defender groups. Each column represents a complex defender group type (alien, basic, mechanical) while each row represents a technology tier (1, 2, 3). The complex manager can spend reactor charges to stage defender groups, making them available for deployment into the complex. The order in which the complex manager can stage defender groups is restricted. In order to stage an alien or mechanical defender group, the basic defender group of the same tier must first be staged. In order to stage any defender group, the defender group of the previous tier of the same defender group type must first be staged.

### **Complex Defender Group Type**

Complex Defender Group type refers to 1 of 3 values, basic, alien, or mechanical. Complex Defender Groups are organized in to 1 of these 3 Defender Group types.

### **Complex Manager**

The complex manager is a role played by 1 player against the operatives. The complex manager determines the layout of the complex and must manage his/her reactors in order to delay the operatives while staging and deploying complex defender groups.

### **Cover**

Cover is a bonus granted to to the armor value of a target against ranged, direct attacks. Cover is indicated by a cover token, which is placed on the edges of two adjacent region tiles. Unless otherwise stated, cover grants the target +1 armor. The only instance cover does not provide the bonus against ranged, direct attacks is when the origin is bordered by the cover token, and the target is not. Bonuses that enhance the cover effect are cumulative.

### **Defender, Complex**

Complex defenders are individual representatives of Complex Defender Groups that have been deployed into the Complex. A Complex Defender is a sub-type of a Unit.

### **Destroy Blast Door, Wall - See Blast Door, Wall**

### **Destroyed - See Reactor**

### **EERAAAR**

Shorthand for the common trigger condition: An enemy enters a region or activates an ability within range.

### **Exhausted**

Operatives that have spent all of their ability points are considered exhausted. Exhausted operatives are unable to activate any abilities and do not gain ability points if the complex manager overextends. See the Exhausted rule section for more details.

### **Health**

Health is a numerical attribute of operatives that represents the remaining number of successfully assigned damage dice needed to incapacitate the operative.

### **Incapacitate, Incapacitated**

When an operative's health is reduced to 0, he/she is considered to be incapacitated. See the Operative Incapacitation rules section for details.

### **Initiative**

In Complex Crashers, "having the initiative" is similar to saying "it's your turn". The initiative is voluntarily passed between opposing players when the player(s) with the initiative no longer wish to activate any actions. Actions can only be activated by a player who currently has the initiative. Passing the initiative happens automatically when the player(s) can no longer activate actions or are unwilling to.

### **Kill Threshold**

Complex defenders have kill thresholds instead of health. A complex defender which suffers as much or more damage than its kill threshold from the resolution of a single ability is destroyed.

### **Line of Sight**

Line of sight describes available targets for most abilities. The origin of the ability has line of sight to a target if the target is in the origin or is the origin itself, or if a vertical or horizontal line can be drawn from the origin to the target without passing through a wall or closed blast door.

### **Marker (Ability Point, Armor, Health, Reactor, Staged, Upgrade)**

Markers are small, physical objects that are placed on a variety of trackers in order to track information. For example, each operative has an ability point tracker which contains an ability point marker. The location of the marker on the tracker indicates the available ability points the player can spend.

### **Normal- See Reactor**

### **Offline - See Reactor**

### **Online - See Reactor**

### **Operatives**

The operatives are a specialized group of up to 4 players who are tasked to defeat the complex manager. Operatives can be customized through the selection of an ability point tracker, operative trainings, weapons, and accessories.

### **Origin**

Origin refers to the region in which an ability is activated. It is usually used in the context of describing targets of the ability. The origin of an ability is the region in which the unit that activated the ability occupies.

### **Overextend (Overextended, Overextension)**

Overextending describes the process of spending ability points that would place the marker below 0 on the ability point tracker. When negative ability points are spent, the corresponding tracker of the operative

or complex manager gains an equal number of ability points. This also applies to spending ability points on actions. Ability points spent on reactions do not result in a gain for the opposing player.

### Phase

Phasing is an alternative to moving. Abilities that allows phasing use the word phase instead of move. Phasing generally ignores line of sight, but abilities are still explicit when this is the case. The most important aspect of phasing is that the operative or complex defender does not trigger reactions that rely on movement in the interim regions, only the target region. Phasing units can pass through unrevealed regions.

### Pillar

A pillar is an edge feature of a region tile that allows Light or Normal armored operatives to ignore certain damage dice. When an ability instructs the operative to pillar, the operative chooses 1 of up to 4 pillars made available by the region the operative is in, or the pillar on the shared edge of an adjacent region. While pillared, the operative cannot be targeted by non-area attacks originating from that direction. Area attacks and attacks originating from the same region or in any other direction may target the operative normally. Multiple operatives may utilize the same pillar. Activating any ability immediately un-pillars an operative.

### Process, Processed (An Ability)

Processing an ability starts directly after the ability is activated, and includes players following the written text on the card directly underneath the name of the ability. After all text has been followed, the ability is considered resolved. Reactions that are triggered due to events made available by the processing of the ability are resolved while the original ability is still processing.

### Quality

Qualities are common rules shared between abilities and cards. The definitions of qualities can be found in the qualities appendix.

### Reactor (Battered, Destroyed, Normal, Offline, Online)

A reactor is a sub-type of unit that does not occupy a position in the complex defender group grid. Instead, the complex manager selects 3 reactors and orders them numerically. Reactors are units in that they are physically represented on region tiles and can have damage dice assigned to them. Reactors have 2 power states: Offline and Online and 3 damage states: Normal, battered, and destroyed. Normal, online reactors generate 2 charges per complex manager initiative, while battered, online reactors only generate 1. Offline reactors do not generate reactor charges.

Battered reactors typically lose useful qualities, have greater armor, and less ability point efficient abilities.

A normal reactor is set to the battered state when it loses all of its health. A battered reactor that loses all of its health is destroyed. Regardless of how much damage is applied, a single attack, unless otherwise stated, will only set a normal reactor to the battered state at full health. Extra damage will not carry over and affect the new state.

Reactors have abilities and qualities. Unless the reactor is both online and revealed, the complex manager cannot use its abilities or benefit from its qualities. Abilities cannot target reactors if they are not revealed. The only benefit unrevealed, online reactors bring is the ability to obtain, store, and spend reactor charges.

### Region, Region Tile, Reactor Region, Tech Region

Regions constitute the basic unit of space in the complex and are represented physically by region tiles. Regions have 4 edges which each can be either a wall, pillar, or open space. Region tiles can become special tech regions or reactor regions by placing the corresponding tokens in them.

### Region Status Effects (Burning)

Sometimes regions can have an effect on operatives and units in them. Currently, burning is the only such effect.

### Resolve, Resolved (An Ability)

An ability is able to be resolved after any reactions activated after it have also been fully processed and resolved. In the case of attack actions, this means the possibility of adjusting operative health markers or destroying complex units.

### Respec

Respec is an action available to all operatives via the Basic Training card. Respec can be activated in any of the 3 technology regions. Processing the Respec action allows the player to do the following: First: choose a single training of the level of tech region you are in. Operatives can have at most 1 level 2 training and 1 level 3 training. Second: Discard any number of equipment. Do not discard the Mobile Reactor if your armor selection was 7. Finally, gain up to your maximum allowed number of equipment, determined by your sources of "Locked and Loaded". You may have multiple copies of equipment. You may select equipment that has a tech tier of the region you occupy or lower.

### Stage, Staged, Staging

A complex defender group is considered staged once the complex manager has spent a number of reactor charges equal to the defender group's tier. The defender group type has no direct effect on the number of reactor charges needed to stage the technology. Staging can be performed at any point while the complex manager has the initiative. Complex Defender Groups may also be staged as part of the region tile revelation process. Restrictions on the order in which complex defender groups can be staged are located under the complex defender group grid glossary entry. Once a defender group has been staged, it can be deployed.

### Target, Invalid, Valid

A target is an unit or region that has been chosen by a player to be affected by an ability. Valid targets are usually those to which the origin has line of sight. Some abilities bypass this usual restriction and are explicit in the ability's details.

### Technology Tier

Technology tier is number shared across weapons, accessories, training, complex defender groups, and region tiles. Ranging from 1 to 3, the technology tier corresponds to the 3 tech region tiles revealed during the game. Generally speaking, a weapon, accessory, training, or complex defender group with a higher technology tier is superior, but Complex Crashers is designed specifically to preserve the usefulness of lower technology tier cards in certain situations.

### Token (Blast Door, Cover, Edge, Open)

Blast door, cover, and open edge tokens are physical objects that are placed on 2 adjacent region tile edges. They provide the complex manager flexibility when designing the complex. These edge tokens, with the exception of the open edge token, can be manipulated during game play by all players through the activation of abilities and during region tile placement.

### Unit

A unit refers to an operative, a complex defender, or a reactor.

### Upgrade

Online reactors upgrade complex defenders, which allows the upgraded defenders to access their upgraded abilities. A single upgrade token is needed in order to access all upgraded abilities of a defender. See "Upgrades 1 Unit" quality for more details on adding and removing upgrade tokens.

### Wall

A type of region tile edge. Walls prevent movement and most abilities. When a wall is destroyed, replace it with a cover token, preserving its pillar status, which is set by the adjacent region.

## Qualities

### Ample

**Abilities ignore the restriction of one activation per action.**

### Armor Piercing X

Treat targets of these attacks as having x less effective armor. Apply after all armor bonuses are counted and maxed at 9. Multiple instances of armor Piercing stack. For example, if an attack has Armor Piercing 1, and another ability allows the attack to gain Armor Piercing 2, the result will be an attack with Armor Piercing 3. Instances can be generated and stacked from the same source, such as activating "Dead eye" multiple times.

### Burning X

When a weapon with burning 1 targets a region, place a burning token in the region. At the start of each initiative, make an area attack with strength equal to the number of burning tokens in each region with burning tokens. The player whose initiative it is rolls and assigns damage dice. Remove 1 burning token from each region after this attack. A region can have at most 3 burning tokens. If a unit enters a region with burning tokens, the player with the initiative makes a melee attack against that unit with a number of damage dice equal to the number of burning tokens.

### Cloaked

This unit cannot be targeted by enemies. Area attacks cannot target a region with only cloaked enemies. Enemies may not react to this units ability activation or movement, but may react to damage dice assignment and loss of health. Region Status effects, like burning, affect cloaked units.

### Consumable

Consumable items can only be used once before being discarded.

### Coordinated

When a defender with coordinated activates the move action, all other units with this quality in the same region can move to the target region at the same time. This movement is a single action, so any reactions that are triggered may only be activated once, despite the possibility of multiple defenders entering or leaving a region.

### Deployable

When you activate an items deployable ability, remove it from your inventory and set aside. The item is represented by a token and placed in a region. Any operative may activate the items non-deployable abilities while in range.

### Deploy Anywhere

This defender can be deployed in any region.



**Detector**

This unit and its allies can target cloaked enemies and react to their ability activation and movement as long as the cloaked unit remains in line of sight of the detector. Non-area attacks against cloaked enemies gain the Range Penalty 2 quality.

**Enhanced Cover**

If a unit benefits from any cover, the total benefit is increased by one. This bonus is cumulative for each source that gives you enhanced cover.

**Epically Unique**

This defender can only be deployed once per game. Additionally, this defender cannot be staged or deployed normally, and is accessible via special defender abilities. Only 1 defender card with this quality may be in the technology grid at any point.

**Forced**

Forced Reactions must be activated when the conditions are met.

**Fully Charged**

The DX 3500 Shield begins play with 3 charge tokens. DX 3500 Shields acquired via the "Respec" ability start with 0 charges.

**Heavy Only**

This Equipment Requires the structural support afforded by Heavy Armor (base 6 and 7) and cannot be used by operatives without that armor.

**Ignores LoS**

This ability can target regions or units through walls, closed blast doors, and unrevealed regions. Targeting is not restricted to straight lines from the origin unless otherwise stated.

**Immobile**

This unit cannot pillar, move, or be moved, with the exception of movement resulting from deployment. It can phase and be phased.

**Inertial Barrier**

Treat this unit as having 9 armor against attacks with only 1 damage dice per group. Ignores Armor Piercing against such attacks.

**Locked And Loaded**

This operative may carry an additional primary weapon and accessory. An operative may benefit from multiple sources of "Locked and Loaded".

**Not Heavy**

This card cannot be used by operatives with Heavy Armor.

**Overwhelming**

Increase the number of damage dice of this attack by 1 for each additional Defender of the same name in this region.

**Phase Unstable**

This unit cannot phase or be phased.

**Power**

Allows the use of equipment or actions with the "Requires Power" quality. Enhances some abilities that state "If powered".

**Range Limit X**

Abilities with a range limit cannot target regions, defenders, or reactors more than the specified number of regions away.

**Range Penalty X**

Attacks made with this quality grants armor bonus x per region away from the origin. Multiple instances of Range penalty are cumulative.

**Remote**

Online reactors with Remote abilities can activate those abilities as though they were represented in the complex.

**Slow Reload**

An ability with slow reload may only be used once per initiative.

**Unique**

Only one defender can be deployed at any given time. Only one copy of an operative training, accessory, or weapon can be held by all operatives at any given time.

**Upgrades 1 Unit**

At the beginning of each initiative except the first, you may place one upgrade token on a defender card up to a maximum of the total number of upgrades granted by all online reactors. If you have more upgrade tokens on defender cards than the maximum supported by your online reactors, you must immediately remove the extra upgrade tokens from any defender cards of your choice. Upgraded defenders can activate their upgraded abilities.

**Upgrades 2 Units**

This reactor can upgrade 2 defender cards. See Upgrades 1 Unit for details.

**Upgrades 3 Units**

This reactor can upgrade 3 defender cards. See Upgrades 1 Unit for details.

**Winding**

Abilities with Winding can target around multiple corners but not through walls or closed blast doors. Distance is measured by the shortest movement path able to be taken.