

# 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 Defenders 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, 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 Defenders.

### *Goal and Win Conditions*

The Operatives win when all 5 Reactors are simultaneously Offline. 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 0 position.

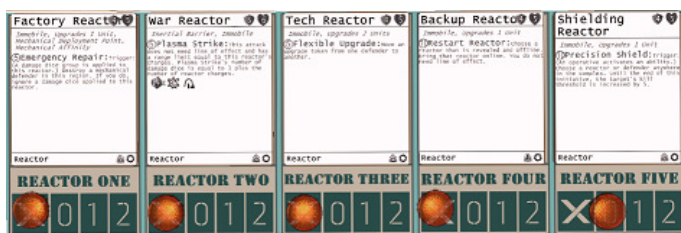
Figure: A prototype Complex Manager Ability Point Tracker.



#### Reactors

Place the Reactor Status Board in front of you. You will need 5 Reactor Charge Markers and 1 Stage 2 E.M.P. marker. Select any 5 Reactor cards and place them in the corresponding locations on the Reactor Status Board. When selecting Reactor cards, you may select any number of duplicate cards. All 5 Reactors can be the same type of Reactor if you wish. Every Reactor except Reactor 5 will start the game Offline. Place a Charge Marker on each X to indicate this. For Reactor 5, set the Charge Marker on 0.

Figure: Example of a prototype Reactor Status Board with 5 Reactors.



#### Complex Defenders

Select 9 Complex Defender cards to fill the Complex Technology Grid. The Complex Defenders you select will each fill a single slot in the Complex Technology Grid, which has 3 Technology Tiers and 3 Technology Types. Select 3 Technology Tier 1 Defenders, 1 each of the Basic, Alien, and Mechanical














































types. Repeat this process for the Technology Tier 2 and 3 Defenders. 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 gameplay, you will need 9 Staged markers and as many Upgrade markers as your Reactors will allow via the "Upgrades x units" Quality.

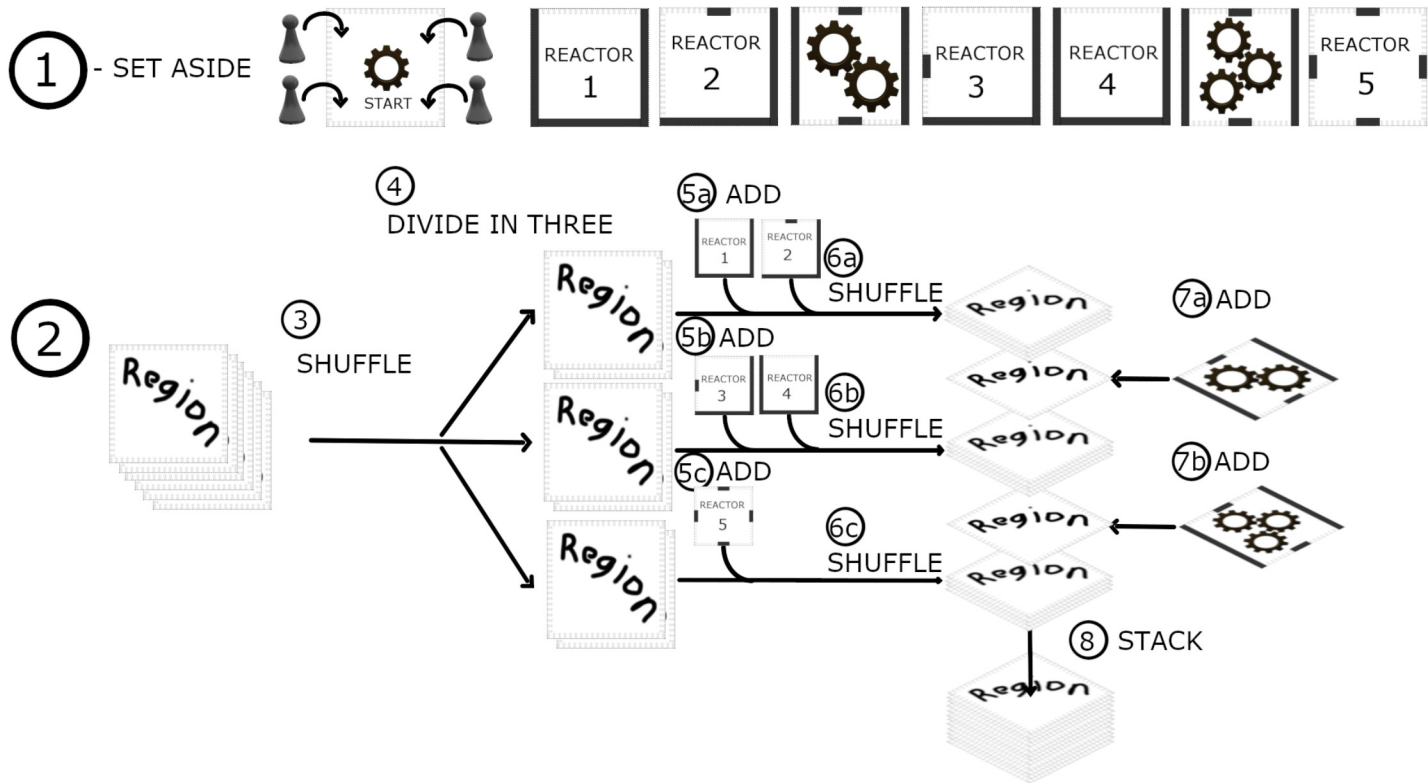
Figure: Example of a completed Complex Technology Grid with Complex Defenders. Note that each card is in line horizontally with other cards of the same Technology Tier, and each card is in line vertically with other cards of the same Technology Type.

<b>Ego Crusher</b>    <i>Specialty unique</i> <b>①Distract:</b> trigger: (An operative activates an ability.) That operative loses 1 ability point or cancels the ability. You do not need line of effect. Slow Reload. <b>②Demoralize:</b> all operatives lose 1 ability point. Slow Reload. <b>③Crush Ego:</b> (Upgrade) trigger: (An operative activates an attack action without destroying a defender or bringing a reactor offline.) That operative loses 3 ability points. <b>④Energy Shield:</b> trigger: (A damage dice group is assigned to any unit in this region.) Ignore that damage dice group.	<b>Captain</b>    <b>①Fire rifle:</b> <b>②Coordinated Assault:</b> (Upgrade) Once, activate a single defender's action that costs 4 or less ability points. <b>③Reinforce:</b> Choose a defender currently deployed that does not have the Upgrade quality. Deploy that defender again without paying the reactor charge cost. Each defender can only be deployed by "Reinforce" once per initiative.	<b>Titan</b>    <i>Specialty unique</i> <b>①Shoulder cannon:</b> <b>②Torrent of Lead:</b> <b>③Acid Bolt:</b> (Upgrade) If any damage is done, reduce the operative's power by 1. <b>④Force Barrier:</b> (Upgrade) Choose a direction. Until this initiative is passed, ignore all damage dice from ranged operations assigned to the Titan, originating from that direction.
<b>Alien Defender</b>    <i>Immobile, Phase unstable</i> <b>①Phase Deployment:</b> Deploy a defender within 5 regions without paying its reactor charge cost. You do not need line of effect. <b>②Phase Transit:</b> Upgrade: phase a defender within 5 regions to another region within 5 regions. You do not need line of effect.	<b>Basic Defender</b>    <b>①Launch Grenade:</b> <b>②Bull Rush:</b> (Upgrade) Before making this attack, move the crusher into the region. <b>③Bulwark:</b> (Upgrade) Trigger: (1 or more damage dice groups were assigned to complex defenders in this region from a non area attack.) Reactor: Choose damage dice groups to the Crusher.	<b>Mechanical Defender</b>    <i>Immobile, Deploy Anywhere</i> <b>①Panther Strike:</b> <b>②Redeploy:</b> (Upgrade) Remove this defender from the combat table. This defender enters another region, without paying its reactor charge cost. <b>③Auto Target:</b> (Upgrade) Trigger: (An operative enters a region this turret has line of effect to.) This turret must target the triggering operative.
<b>Alien Defender</b>    <b>Assassin</b>    <b>①Shifting Strike:</b> move up to 1 region before making this attack. If this attack does no damage, you may use "Shifting Strike" again at a cost of 1. <b>②Fade Away:</b> (Upgrade) trigger: (This defender is destroyed.) Deploy this defender without paying its reactor charge cost. <b>③Warp Strike:</b> (Upgrade) Before you make this attack, phase to a region that contains only 1 operative. If there are no such regions, the attack is null. You do not need line of effect.	<b>Basic Defender</b>    <b>Beta Squad</b>    <b>①Fire SMG:</b> <b>②Suppression:</b> (Upgrade) Trigger: (An operative ignores a damage dice.) This ability must target that operative. <b>③Tuck And Roll:</b> (Upgrade) Reactor: (A damage dice group is assigned to the Beta Squad.) Ignore the damage dice group and move to an adjacent region.	<b>Mechanical Defender</b>    <b>Steel Ripper</b>    <i>Coordinated</i> <b>①Shred:</b> <b>②Harry:</b> (Upgrade) Trigger: (A defender in this region has a damage dice and 1 or 2 more damage dice assigned to it.) Move 1 region before making this attack. This attack must target the operative that nullified the damage dice. <b>③Pursue:</b> (Upgrade) trigger: (An operative leaves this region without playing.) Move 1 region.
<b>Alien Defender</b>   	<b>Basic Defender</b>   	<b>Mechanical Defender</b>   

### Complex Region Tile Setup

1. Gather the 3 Tech Region Tiles and 5 Reactor Region Tiles. Place the Tech 1 Start Region Tile on the table, and have every player place the figure that represents their Operative in that Region.
2. Gather the remaining Region Tiles.
3. Shuffle the remaining Region Tiles.
4. Divide the shuffled Region Tiles into equal(ish) groups of three.
  1. Add Reactors 1 and 2 to the first Region Tile group.
  2. Add Reactors 3 and 4 to the second Region Tile group.
  3. Add Reactor 5 to the third Region Tile group.
6. 1. Shuffle the first Region Tile group.  
2. Shuffle the second Region Tile group.  
3. Shuffle the third Region Tile group.
7. 1. Place Tech Region 2 face down on top of the second Region Tile group.  
2. Place Tech Region 3 face down on top of the third Region Tile group.
8. Stack the Region Tile groups, with the third on bottom, second in the middle, and the first on top.

Figure: The region tile shuffle diagram.



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

Ability and Health Trackers

Each Operative takes 1 full Ability 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.

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.



### Operative Trainings

Separate the Technology Tier 1 Operative Training Cards from the rest and from those Cards, give each Operative 1 Card entitled "Basic Training". Each Operative then selects 2 other 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 5 Reactors in the Online state, and the Operatives placed in the start Region. The Operatives begin with the Initiative. Note that the Operatives start their Initiative in a Region adjacent to an Unrevealed Region, so the Complex Manager must immediately follow the rules for revealing a Region before taking any steps in the Operatives' Initiative (see below).

### *Begin the Game*

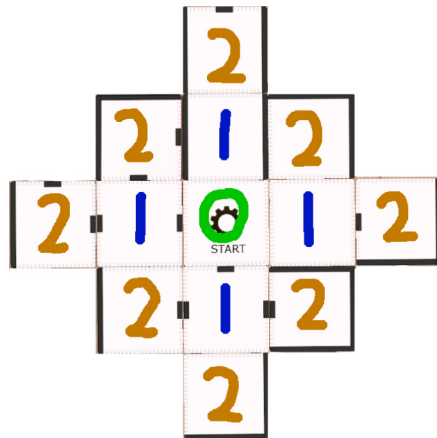
The Operatives now have the Initiative. Note that the Operatives start their Initiative in a Region adjacent to an Unrevealed Region, so the Complex Manager must immediately follow the rules for revealing a Region before taking any steps in the Operatives' Initiative.

### *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 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. Once all Region Tiles are placed legally, the Complex Manager has the option to spend Reactor Charges to Deploy Complex Defenders in any or all of the newly Revealed Regions. After the Complex Defenders are Deployed, add Charges equal to the number of revealed Regions split between any number of Online Reactors. The process of Revealing Regions is not an Ability and therefore cannot be interrupted by Reactions.

### *Region Tile Placement*

The Complex Manager must make a best effort to place Region Tiles according to the following rules:

- Draw and place one Region Tile at a time.
- The Complex Manager can reserve up to 2 Region Tiles by placing them face up near the Region Tile deck. Reactor Region Tiles can be reserved in this way, but Tech Region Tiles cannot and must be immediately placed upon being drawn.
- If a Reactor is Online, its corresponding Reactor Region Tile must be placed when drawn. If the Reactor is brought Online while its Reactor Region Tile is in reserve, the tile must be immediately placed. Placing the Reactor Region Tile in this way does generate a Reactor Charge, and Complex Defenders may be Deployed to that Region.
- After drawing a Region Tile, the Complex Manager can choose to reserve the tile and draw another or select a reserved region tile to place, swapping the most recently drawn tile.
- Unobstructed edges on adjacent, Revealed Region Tiles must be matched by unobstructed edges on the placed Region Tile. If this is impossible, you must cover the adjoining edges with an appropriate unobstructed edge token, using the Pillared side if the edge contains a Pillar.
- After placing the Region Tile, you may place any edge tokens (i.e. open or closed Blast Doors or Cover) on any edges not adjoining any revealed regions.
- When revealing regions, you may not deny access to any part of the complex to any Operative if that Operative were only to use the "Move" "Basic Training" Ability. Additionally, there must be at least 1 region with an open edge to an unrevealed region.
- If the revealed region would result in no open edges to unrevealed regions, the complex manager may immediately open a blast door elsewhere in the complex. 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 unobstructed edge token 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.

## Initiative Structure

### *When Operatives Gain the Initiative*

1. Each Able Operative gains a number of Ability Points equal to their maximum ability point value.
2. If active, reduce the Stage 2 E.M.P. Tracker by 1. When the Marker moves to the explosion state, immediately bring Reactors 1, 2, 3, and 4 Offline.
3. Resolve any ongoing Region Status Effects, such as Regions that are burning.
4. Resolve any Abilities that cause effects "when you gain the Initiative".
5. 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.
6. Declare as a group that you are passing the Initiative to the Complex Manager.

### *When the Complex Manager Gains the Initiative*

1. Add 5 Ability Points to each Ability Point Tracker.
2. For each Online Reactor you control, increase the Charge by 1.
3. Resolve any ongoing Region Status Effects, such as Regions that are burning.
4. Resolve any Abilities that cause effects "when you gain the Initiative"
5. Do the following things in any order:
  - Bring a Reactor Online by spending a number of Reactor Charges equal to 1 + the number of Online Reactors.
  - Spend Reactor Charges to Stage Complex Defenders.
  - Spend Reactor Charges to Deploy Staged Complex Defenders.
  - 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.
6. Pass the Initiative to the Operatives.

## 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 Defender in a state of over extension and can eventually leave the Operative or Complex Defender incapable of defending itself.

## Abilities

Abilities, categorized into Actions and Reactions, can be Activated by paying their Ability Point cost. The type of each Ability is denoted by its description. All Reactions have the keyword Trigger followed by a description of the Trigger. If an Ability has no Trigger, then it is an Action.

The number of Ability Points required to Activate an Ability is denoted by circle containing a number 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.

Reactions can be Activated if other Reactions meet the Trigger conditions. 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. This is an integral design choice in Complex Crashers.

### *Multiple Reactions*

In some cases, an Action or Reaction may trigger multiple Reactions. For example, a Region with the burning status may also be threatened by an Operative with a sniper rifle. In the cases where the Complex Manager and the Operatives can both react to the same Action or Reaction, the player who has the Initiative gets the opportunity to decide to Activate their Reaction first. If more than one Operative can activate a Reaction, the players can freely decide which Reaction is Activated first. Environmental Reactions, such as moving into a burning Region, are always Activated before Operative or Complex Defender Reactions.

Note that even though the previous paragraph details the order in which the Reactions will be Processed, the opportunity to pay for the Reactions and prepare them for Processing occurs before any other Reactions can be Activated in response. A concrete example will help. A beta squad Activates a move Action and enters a Region adjacent to 2 Operatives equipped with Jack Rabbit SMGs. The movement satisfies the trigger for both Operatives' Quick Suppression Reaction. If the Operatives want to each Activate Quick Suppression, they must decide between them which will be Processed first, but they both have to pay the Ability Point cost before either Reaction is Processed. If the Beta Squad is Upgraded, it might choose to Tuck and Roll, which would entirely negate the second Activation of Quick Suppression. In another example, if a Beta Squad enters a Region with the burning status that is also threatened by a sniper rifle, the beta squad could Activate Tuck and Roll in response to the burning damage, denying the Operative from Resolving the sniper rifle Ability, even though the player chose to Activate it for Processing after the burning Attack was Resolved.

### *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 will result in Damage Dice being rolled and Assigned to enemy Units or Operatives. 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 Action 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 be differentiate between affecting single dice in a group, or the group of dice as a whole.

Damage is dealt to Units by Assigning Damage Dice 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 Armor of that Unit. Operatives 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. Complex Units are destroyed when they suffer at least as much damage as their Kill Threshold value,

indicated on the unit card by the  icon. Reactors are brought Offline, but not removed from the game. Complex Units and Reactors do not have Health in the way Operatives do. Damage Dice Assigned from a single Activation of an Ability must meet or exceed the Kill Threshold in order for the Complex Unit to be destroyed or the Reactor to be brought Offline.

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 amount of Damage Dice rolled is multiplied by the number of Complex Defenders, Reactors and 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 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 action points and lose 1 point of Armor and consequently lose 1 point from their maximum Health. Armor can be recovered through some Actions. An Operative can never be reduced below 1 Armor. 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" Operative Training, each Operative starts the game with a tier 1 Training. At later stages of the game, Operatives can obtain a single tier 2 and tier 3 Training. Although there are synergies between some Operative Trainings, there are no prerequisites when selecting Trainings.

## 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 Weapon and 1 Accessory.

### *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 Technology Grid

The Complex Technology Grid consists of 9 Technologies, 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 Technology Staged. In order to Stage an Alien or Mechanical Technology at any given tier, a Basic Technology of the same Tier must also be Staged.

Note: Although currently all Complex Technologies are Complex Defenders, a separate class of Technology called tactics may be introduced.

### *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 Technology, the Complex Manager must first Stage the Tier 1 Alien Technology and the Tier 2 Basic Technology. Note that the Alien Technology has no requirement that



any Mechanical Technology be Staged. Because the tier 1 Basic Technology starts the game Staged, in order to Stage the tier 2 Alien Technology, the Complex Manager will spend a total of 5 Reactor Charges, 1 for the Tier 1 Alien Technology, 2 for the Tier 2 Basic Technology, and 2 for the Tier 2 Alien Technology.

## Deploying Defenders

Once the Complex Manager has Staged Defenders, he/she will want to Deploy them. Defenders can be Deployed at any point during the Complex Manager's Initiative. They can also be Deployed immediately after a Region has been Revealed.

In order to Deploy a Defender, the Complex Manager must spend Reactor Charges equal to the Tier of that Defender. After spending the Reactor Charges, the Complex Manager places a number of models

indicated by the  symbol representing the Defender in any single Region adjacent to an Unrevealed Region. The Complex Manager can Deploy as many Defenders as he/she wishes and can afford in this way.

As part of the Deployment, the Complex Manager can open a Blast Door without paying any additional cost. If an Able Operative is in the Region where the 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 a single movement Action, regardless of the number of Defenders that are Deployed.

## 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*

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 Damage Dice must exceed the value of the Armor. No Armor value can exceed 9, which means Damage Dice with values of 10 always cause Damage.

### *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.

### *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.

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

Every Accessory, Defender, 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 unit of a type of resource created by Online Reactors. Reactor Charges can be spent to Stage Complex Technologies, Deploy Complex Defenders, and bring Reactors Online.

#### *Complex*

The Complex refers to the entirety of the Revealed and Unrevealed Region Tiles.

#### *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 Defenders.

#### *Complex Technology Grid*

The Complex Technology Grid is a 3 by 3 grid that is filled with 9 Complex Defenders. Each column represents a Complex Technology Type (Alien, Basic, Mechanical) while each row represents a Technology Tier (1, 2, 3). The Complex Manager can spend Reactor Charges to Stage Technologies, making them available for Deployment into the Complex. The order in which the Complex Manager can Stage Complex Technologies is restricted. In order to stage an Alien or Mechanical Technology, the Basic Technology of the same Tier must first be Staged. In order to Stage any Technology, the Technology Of The previous Tier of the same Technology Type must first be Staged.

#### *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 from multiple cover tokens are cumulative, and bonuses that enhance the cover effect are cumulative.

#### *Defender, Complex*

Complex Defenders are Units Staged and Deployed by the Complex Manager via the spending of Reactor Charges. The Complex Manager chooses 9 Defenders to fill the Complex Technology Grid.

#### *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 and Reactors 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. A Reactor is instead brought Offline.

#### *Line of Effect*

Line Of Effect describes available Targets for most Abilities. The Origin of the Ability has Line Of Effect 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, Stage 2 E.M.P., 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.

*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 by bringing all 5 Complex Reactors Offline simultaneously. 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 only 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 Effect, 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 Operatives to ignore certain Damage Dice. See the Pillar rules section for more information.

*Process, Processed (An Ability)*

Processing an Ability is following the written text on the card directly underneath the name of the Ability and before the following Ability. For Attacks, the Ability is considered Processed after the Damage Dice have been Assigned, at which point qualifying Reactions can be Activated.

*Quality*

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

*Stage, Staged, Staging*

A Complex Technology is considered Staged once the Complex Manager has spent a number of Reactor Charges equal to the Technology's Tier. The Technology Type has no 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. Restrictions on the order in which Complex Technologies can be Staged are located under the Complex Technology Grid glossary entry. Once a technology has been Staged, it can be deployed.

*Reactor (Online, Offline)*

A Reactor is a type of Unit that does not occupy a position in the Complex Technology Grid. Instead, the Complex Manager selects 5 Reactors to fill the Reactor Status Board. Reactors are Units in that they are physically represented on Region Tiles and can have Damage Dice Assigned to them. Reactors are never Destroyed but are instead brought Offline. A reactor that is Offline loses all of its Charges and does not generate new Charges. If a Reactor is brought Online its charges are set to 0. Reactors can never leave the Reactor Region they start in.

Reactors can be brought Online by spending other Reactor Charges even before the Region they occupy is Revealed. An Offline Reactor can be brought online by spending a number of Charges equal to 1 + the number of Online Reactors.

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.

*Reactor Status Board*

The Reactor Status Board is a helpful organizational mat that holds 5 Reactor Cards and tracks each Reactors assigned number and Charge amount. A Reactor Charge Marker is used to indicate the number of Charges for each Reactor. An X indicates the Reactor is offline. In addition to the status of the Reactors, the Reactor Status Board also has a tracker for the Stage 2 E.M.P.

### *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. There are 8 special Region Tiles consisting of 3 Tech Regions and 5 Reactor Regions. Region Tiles are randomized in a way that allows the Tech and Reactor Region Tiles to be Revealed in order with some variation. See the Complex Region Tile Setup rules section for details.

### *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 Resolved. In the case of Attack Actions, this means the possibility of adjusting Operative Health Markers or destroying Complex Units.

### *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 Effect. 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 Defenders, 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 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.

### *Technology Type*

Technology Type refers to 1 of 3 values, Basic, Alien, or Mechanical. Complex Units are organized in to 1 of these 3 Technology Types.

### *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*

Most Reactors can Upgrade Complex Defenders once they are Online. When a Reactor with the Upgrade Quality is brought Online, place an Upgrade Marker on a Complex Defender card that has at least 1 Ability prefixed with the word "(upgrade)". All Complex Defenders of that card can now use all Abilities prefixed with the word "(upgrade)". If a Reactor is brought Offline, remove the number of Upgrade Markers the Reactor was supplying. The marker that was removed does not have to be the same marker that was placed when the Reactor was brought Online. Specific Upgrades are not tied to specific Reactors.

### *wall, Thin wall, Thick wall*

A type of Region Tile edge. Walls hinder movement and most Abilities. If two adjacent Region Tile Edges are both walls, then it is considered a Thick wall. If 1 Region Edge is a wall and the adjacent Edge is a Pillar or Open Space, it is considered a Thin wall. In the case of the Thin wall with a Pillar, the Pillar is ignored.

## Qualities

### *Armor Piercing X*

Treat targets of these attacks as having x less armor.

### *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.

#### *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.

#### *Deploy Anywhere*

This defender can be deployed in any region.

#### *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*

Only one of this unit can be deployed at any given time.

#### *Fully Charged*

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

#### *Immobile*

This unit cannot pillar or move.

#### *Inertial Barrier*

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

#### *Locked And Loaded*

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

#### *Mechanical Affinity*

Charges spent from this reactor count double toward the cost of deploying mechanical units.

#### *Mechanical Deployment Point*

Mechanical units can be deployed in this region.

#### *Phase Unstable*

This unit cannot be phased.

#### *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 treat targets as having x more armor per region away from the origin.

#### *Slow Reload*

An ability with slow reload may only be used once per initiative. If an entire card has the slow reload quality, only 1 ability from the entire card may be used per initiative.

#### *Superior Cover*

This operative or defender gains double the bonus from cover.

#### *Upgrades 1 Unit*

This reactor unlocks a single complex defender ability upgrade. You can choose a different unit or ability if this reactor is destroyed and brought back online. The selection must be made when the reactor comes online and is revealed. Units that are not yet staged are valid targets for selection. If a reactor is brought offline and is upgrading 1 or more abilities, you can choose a different upgrade token to remove than the one that was placed when that reactor was brought online and

revealed. For example, if Reactor A upgrades ability 1, then Reactor B is brought online and upgrades ability 2, if Reactor A is then brought offline, ability 2 can be chosen to have its upgrade token removed.

#### *Upgrades 2 Units*

This reactor can upgrade 2 unit abilities at the same time. See Upgrades 1 Unit for details.