Key Operation:
Jail Break!
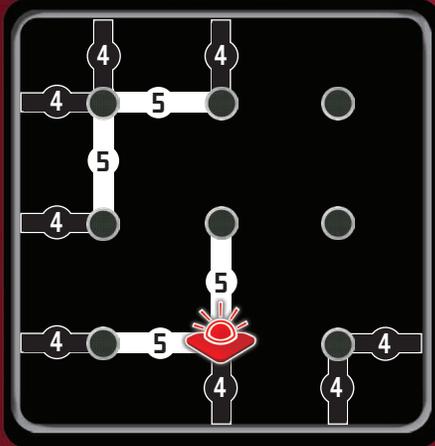
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KEY OPERATION BRIEFING

A key squad from a strike team has been captured while carrying out a vital mission. Their allies must break them out. The path will not be easy. The Sentinel's keen-eyed guards are watchful for such a ploy.

KEY OPERATION SPECIAL RULES

Operation Pool

Make an Operation Pool with the 10 Operation tokens indicated below.

✷, ✷, ✷, ⬦, ⬦, ⬦, ⬟, ⬟, ✚, ☢

Captured

Before Setup, the Aggressor chooses one of their squads. Each Unit in the chosen squad is Captured. Captured Units cannot move, be moved, make attacks, use *Active* [⬇] or *Reactive* [↺] abilities, and do not suffer ⚔ except by the *Press for Information* special rule. Characters in Captured Units are not deployed as normal. They will be instead put on the battlefield by the Sentinel during Setup for the first Stage.

Off Duty

Before Setup, the Sentinel chooses an allied **Secondary Unit**. The chosen Unit and all **Primary Units** are Off Duty. While a Unit is Off Duty, characters in that Unit cannot move or be moved and are not in LOS of or within any ⊕ of other characters. While a Unit is Off Duty, it cannot use ⬇ or ↺ abilities but can use its ⊖ and ☢ abilities as normal.

Deployment

- The Sentinel deploys first and deploys all non–Off Duty characters within ⊕2 of the Security Desk.
- The Aggressor deploys next and deploys their non-Captured Units anywhere not within ⊕2 of any objective and not within ⊕5 of any enemy characters.

Stage I - Breakout

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Overview

The mission did not go well. The Sentinel was ready and captured the advanced squad. The Aggressor must use stealth to release their Captured allies from the Sentinel's clutches. The Sentinel has set an increased Security Level, and time is running out to escape.

SETUP

Place the Suspicion Tracker next to the Struggle Tracker and put one Damage token on each space of the Security Level. Then mark the central objective with the Priority Objective token as indicated on the map. Finally, the Sentinel chooses one of the Aggressor's Captured Units and one Active objective not marked with a Priority Objective token. The Sentinel puts all characters from the chosen Captured Unit within ⊕1 of the chosen objective. The Sentinel repeats this process choosing a different objective and Unit each time until all Captured Units have been put on the battlefield.

SPECIAL RULES

Containment Fields

Active objectives not marked with a Priority Objective token are Containment Fields.

Access Core

The Active objective marked with the Priority Objective token is the Access Core.

Noise

As they carry out their plans, the Aggressor and Sentinel will make Noise. When a player makes one or more Noise, they draw a number of Operation tokens from the Operation Pool equal to the number of Noise made, putting those tokens facedown in the Noise area of the Suspicion Tracker.

KEY OPERATIONS

ATOMIC MASS GAMES

STAGE I – BREAKOUT

The Aggressor makes Noise as follows:

- When an allied character performs an ➡, make 1 Noise.
- When an allied Unit uses an 🔄 or ↻ ability, make 1 Noise.
- At the end of an allied Unit's activation, if it attacked during that activation and did not Wound an enemy Unit, make 4 Noise.

The Sentinel makes Noise as follows:

- At the end of each allied Unit's activation, if one or more characters in that Unit are within ⊕3 of an enemy Unit that is not Captured, make 1 Noise. Then if that enemy Unit is within ⊕2, make 1 additional Noise.

When a player makes Noise, if there are no tokens left in the Operation Pool, the Sentinel Sounds the Alarm and the Stage will end at the end of the Turn.

Gaining Suspicion and the Suspicion Tracker

When the Sentinel gains one or more Suspicion, cover the next empty space on the Suspicion Tracker with a Damage token for each Suspicion gained. When all spaces on the Suspicion Tracker are covered, the Sentinel Sounds the Alarm and the Stage will end at the end of the Turn.

At the end of each of the Sentinel's Turns, before checking End of Stage, reveal all Operation tokens on the Noise area of the Suspicion Tracker and the Sentinel gains a number of Suspicion for each token as indicated on the chart to the right.

After gaining Suspicion in this way, the Sentinel returns all tokens to the Operation Pool.

Additionally, when one of the Sentinel's characters deals one or more 🗡 to an enemy Unit with a ⚔ attack, if that Unit is not Captured, the Sentinel gains 4 Suspicion.

✦	2
✳	1
◈	0
⬛	0
◉	2

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STAGE I – BREAKOUT

Covert Operations

Each of the Aggressor's Units that is not Captured gains the following abilities during this Stage:

🔄 SLICE
Make 0–3 Noise. Then choose an Active Containment Field that one or more characters in this Unit are contesting and roll 3 Defense Dice plus one additional die for each Noise made with this ability. For each ✦ or ◈ result in the roll, put a Damage token on the Containment Field. This ability does not generate the 1 Noise for using an 🔄.

⊖ SLIP INTO THE SHADOWS
Once per turn, when an enemy character ends a ⇢, ➡, ✛, ⬆, or ➹ within ⊕2, each character in this Unit may ⇢. Then if one or more characters ⇢, make 1 Noise.

Locked Up but Not Helpless

When the Aggressor activates a Unit, if that Unit is Captured, it does not activate as normal. Instead, they choose and resolve one of the following effects:

- **BREAK FREE**: Make 0–3 Noise. Then choose an Active Containment Field that one or more characters in this Unit are contesting and roll 3 Defense Dice plus one additional die for each Noise made with this ability. For each ✦ or ◈ result in the roll, put a Damage token on the chosen Containment Field.
- **DISTRACT THE GUARDS**: Choose one enemy Unit. Each character in the chosen unit ⇢. The Aggressor resolves these moves. Then the Aggressor may choose another allied Unit within ⊕4 of the activating Unit. If they do, the chosen Unit may make one action, as if it were its activation.

After choosing and resolving an effect, the Unit's activation ends.

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KEY OPERATIONS

STAGE I – BREAKOUT

Releasing Containment Fields
When a Containment Field has 4 or more Damage tokens, it is Released. When a Containment Field becomes Released, the Aggressor chooses a Captured Unit within ⊕1 of that Containment Field. The chosen Unit is no longer Captured. Remove all Damage tokens from the Released Containment Field and set that objective to its Inactive side. Then the Aggressor may remove 1 Momentum from the Struggle Tracker.

Reporting for Duty
Before activating an Off Duty Unit, choose an allied Unit on the battlefield. Each character in the chosen Unit may ⸱⸱▶. Then put all characters in the activating Unit within ⊕2 of the Security Desk token and activate the Unit as normal. The activating Unit is no longer Off Duty.

Guard Duty
During this Stage, Units controlled by the Sentinel are on Guard Duty. Units on Guard Duty are restricted as follows:

- Characters in Units that are on Guard Duty cannot make ⟅ attacks.
- When a character in a Unit on Guard Duty would ⟶, it must instead ⸱⸱▶.
- Units on Guard Duty cannot choose enemy characters or Units that are not within ⊕5 when using abilities.

Additionally, Units on Guard Duty gain the following ability during this Stage:

⊙ **PRESS FOR INFORMATION**
Choose a Containment Cell within ⊕2 and a Captured Unit within ⊕1 of it. If the chosen Unit has no ⚔, roll 3 Attack Dice. For each ◈ result in the roll, the chosen Unit suffers ⚔. Then if this ability caused one or more ⚔, gain 1 Suspicion.

Requesting Heightened Security Level
Before checking for End of Stage at the end of each of the Aggressor's Turns, if an enemy Unit is contesting the Access Core, the Aggressor rolls 3 Attack Dice. If there are one or more ◈ results in the roll, remove one Damage token from the Security Level on the Suspicion Tracker.

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STAGE I – BREAKOUT

Sound the Alarm
Before checking for End of Stage at the end of each of the Sentinel's Turns, if there are no empty spaces on the Suspicion Tracker, the Sentinel Sounds the Alarm.

End of Stage

- At the end of any of the Aggressor's Turns, if there are no Captured Units, the Stage ends. The Sentinel converts Noise to Suspicion as if it were the end of their Turn. Then, if there are any empty spaces on the Suspicion Tracker, the Aggressor removes two Momentum from the Struggle Tracker. If there are no empty spaces on the Suspicion Tracker, the Sentinel Sounds the Alarm. Then proceed to *STAGE II – OPEN THE BLAST DOORS*.
- At the end of the Sentinel's Turn, if the Sentinel Sounded the Alarm and if three of the Aggressor's Units are still Captured, the Sentinel wins. The facility has been placed on lockdown and it is only a matter of time before the would-be rescuers are found. Otherwise, the Stage ends and the players proceed to *STAGE II – OPEN THE BLAST DOORS*.
- At the end of any of the Aggressor's Turns, if all eligible spaces of the Struggle Tracker are filled with Momentum, the game ends and the Sentinel wins by Countdown. The Aggressor has failed in their mission and is defeated.
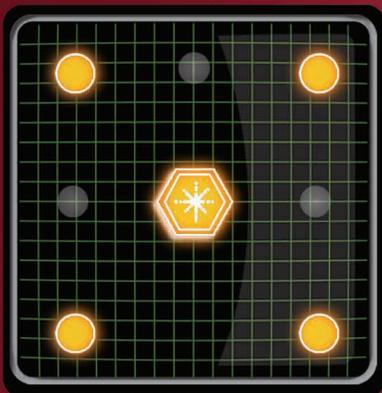
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ATOMIC MASS GAMES

STAGE II – OPEN THE BLAST DOORS

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Overview
With a buzz and a pop, the lights flicker for a moment and the blast doors lock tight. This is a setback but also an opportunity! The power surge has also shut down the Containment Fields. In the ensuing confusion, the Aggressor manages to free their remaining allies. Now, they must fight their way out!

SETUP
First, take all Damage tokens from the Security Level and set them aside. Then replace the Suspicion Tracker with the Access Code Tracker and place each of the set-aside Damage tokens on a different empty space of that tracker. Then the Sentinel must put all their characters that are not on the battlefield onto the battlefield. Put these characters within ⊕2 of the Security Desk or, if the Sentinel Sounded the Alarm in the previous stage, within ⊕3 of any battlefield edge. Finally, remove the Security Desk token from the battlefield and any Off Duty Units are no longer Off Duty.

SPECIAL RULES
Red Alert
At the start of this Stage, if the Sentinel Sounded the Alarm during Stage 1, they may remove 2 Damage tokens from the Access Code Tracker.

That's Going to Leave a Mark
At the start of this Stage, each Captured Unit gains an Injured token. Then each Captured Unit is no longer Captured. For each Injured token gained in this way, the Sentinel adds a Momentum to the Struggle Tracker.

Access Core
The objective marked with the Priority Objective token is the Access Core.

Guard Stations
Objectives that are not marked with Priority Objective tokens are Guard Stations.

Accessing the Blast Doors
At the end of each of the Aggressor's Turns, if an allied Unit is contesting the Access Core, the Aggressor rolls 2 Attack Dice plus an additional die for each Guard Station they control. Starting with Sequence 1, for each result that matches a symbol on an empty space on the Access Code Tracker, place a Damage token covering one of the matching spaces. Each Sequence must be locked in in sequential order and the Aggressor can only fill spaces for a single Sequence during any given Turn. A Sequence is locked in when it has no empty spaces remaining.

Access Denial
At the end of each of the Sentinel's Turns, if they control more Active objectives than the Aggressor, the Sentinel may remove a Damage token from a Sequence that has not been locked in.

End of Stage
- At the end of any of the Aggressor's Turns, if all eligible spaces of the Struggle Tracker are filled with Momentum, reinforcements have arrived, and the daring escape has been thwarted. The game ends and the Sentinel wins by Countdown.
- At the end of any Turn, if all Sequences on the Access Code Tracker are locked in, the Aggressor makes a desperate escape through the blast doors, surviving to fight another day! The Aggressor wins!

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KEY OPERATIONS

JAIL BREAK
TRACKERS

SUSPICION

SUSPICION TRACKER

✦=+2 SUSPICION	✶=+1 SUSPICION	◊, ✕=0 SUSPICION	◉=+2 SUSPICION

NOISE AREA

SECURITY LEVEL

ACCESS CODE TRACKER

SEQUENCE ONE

✦/◊	◊
✦/✕	✕
✦/✶	✶
	✶

SEQUENCE TWO

✦/◊	◊
✦/✕	✕
✦/✶	✶
	✶