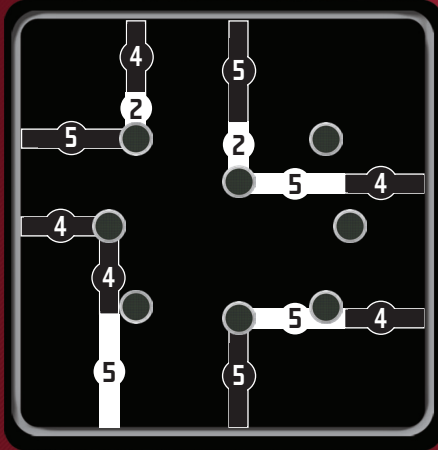# EXPLORE THE RUINS
MISSION CARDS

KEY OPERATION: EXPLORE THE RUINS

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KEY OPERATION BRIEFING

A secret has laid at rest here for a long time. The Aggressor, following a lead, seeks to find the ancient treasure and use it to aid their cause. The Sentinel is hot on their heels with a singular focus; stop the Aggressor from stealing the treasure no matter the cost.

KEY OPERATION SPECIAL RULES

Piece of the Cipher

At the start of the game, make an Operation Pool including the following tokens:

✴ , ◈ , ✴ , ✦ , ✦

After making the Operation Pool, each player draws one Operation token, starting with the Sentinel. Then each player chooses a **Primary Unit** and places the Operation token face down on the chosen Unit's Stat Card. Players may look at Operation tokens on their Unit's Stat Cards at any time. Additionally, if a Unit with one or more Operation tokens on its Unit Stat Card is Wounded, return all Operation tokens on that Unit's Stat Card to the Operation Pool.

Mysterious Workings

Mysterious Workings are unplanned for happenings of the ruins. Mysterious Workings happen at certain times as detailed below:
- A Unit is Wounded
- A ✦ token is revealed on the Switch Sequence
- A special rule tells you to resolve a Mysterious Working.
Mysterious Workings can only be resolved once each Turn.

To resolve **Mysterious Workings**, the Sentinel rolls one Attack Die and each player resolves the effect indicated on the following chart, starting with the Aggressor.

KEY OPERATION SPECIAL RULES

✴	**ANCIENT TRAPS:** Choose an Active objective and roll 3 Attack Dice. For each ✴ in the roll, each Unit with one or more characters contesting that objective suffers 〤. A player cannot choose an objective that has already been chosen for this ability this Turn.
◈	**COLLAPSE:** Choose an enemy Unit. If the chosen Unit is ➘, it suffers 〤 〤. Otherwise, the opposing player may choose for the chosen Unit to suffer QQ. If they do not, the chosen Unit may H. You control this move.
✴	**COLLAPSE:** Refresh ✦.
✦	**COLLAPSE:** Choose an objective token. Place the objective token within ⊕2 of its current location, at any elevation. A player cannot choose an objective that has already been chosen for this ability this Turn.

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KEY OPERATIONS

STAGE I: COMPLETE THE CIPHER

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Overview
The cipher has led both parties here. While the Aggressor races to piece together the archaic clues and find the treasure, the Sentinel does everything in their power to put a stop to the Aggressor's plot.

SETUP
Put the Key Operations: Explore the Depths Dashboard next to the Struggle Tracker.

Archaic Clues
Active objectives are Archaic Clues.

Decoding the Cipher
At the end of each player's Turn after control of objectives is determined. The Active player may choose and resolve one of the following:

- *RESEARCH THE CLUE* - Choose an Archaic Clue, you control. Place a Damage token covering the space on your Cipher that corresponds with that objective.
- *SNEAK A PEEK* - Choose an Archaic Clue. If the Unit that just activated is contesting that Archaic Clue, roll 3 Attack Dice. If the roll contains one or more ◈ results, place a Damage token covering the space on your Cipher tracker that corresponds with the Archaic Clue. If the roll contains one or more ✖ results, the Unit that just activated suffers ✹ ✹. Then, after the dice roll, resolve Mysterious Workings.
- *USE SECRET KNOWLEDGE* - Reveal an Operation token on an allied Unit's Stat Card. If the Operation token matches an uncovered space on your Cipher, cover the matching space with the Operation token. Otherwise, return the Operation token to the Operation Pool.

STAGE I: COMPLETE THE CIPHER

Beat You to It
At the end of each Turn, if the Sentinel has no uncovered spaces on their Cipher, put a Damage token on the Complete space near their Cipher.

End of Stage
- At the end of each of the Aggressor's Turns, if all the spaces on their Cipher are covered, they have solved the Cipher and have Completed the Stage. If the Sentinel's Complete space is uncovered, remove 2 Momentum from the Struggle Tracker and then resolve **Mysterious Workings**. Finally, proceed to *STAGE II: THROW THE SWITCHES*.
- At the end 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 never finds the secrets the cipher holds.

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KEY OPERATIONS

ATOMIC MASS GAMES

STAGE II: THROW THE SWITCHES

Overview
The cipher has been decoded and only one barrier stands between the Aggressor and their victory. The Ancient Mechanisms must be manipulated in a specific order to allow access to the ancient treasure. Acting swiftly, the Aggressor aims to solve this last puzzle and retrieve their prize. The Sentinel, dismayed by the Aggressor's progress, has pivoted to a tactic of last resort and seeks to destroy the mechanism and lock the ancient treasure away forever…

SETUP
Return all Operation tokens from Stat Cards and the Dashboard to the Operation Pool. Then randomize the Operation Pool and draw an Operation token, placing it on the Switch Sequence. Continue drawing Operation tokens and placing them on the Switch Sequence, until all Operation tokens have been drawn.

Ancient Mechanisms
Active objectives are Ancient Mechanisms.

One Step Ahead
At the start of this Stage, if the Complete space is covered by a Damage token. The Sentinel resolves the following effect:
- *ONE STEP AHEAD* - One character in each allied Unit may ✦✦. Then each allied character may ⋯▶.

Throw the First One
At the start of the first Turn of the second stage, reveal the Operation token on the left most space of the Switch Sequence.

Something…Happened?
Each time you reveal an Operation token on the Switch Sequence, if it is the ⊛ Operation token, resolve **Mysterious Workings**. Then reveal the next Operation token in the Switch Sequence.

STAGE II: THROW THE SWITCHES

Throw the Switch
At the end of each Turn, if the Sentinel has no uncovered spaces on their Cipher, put a Damage token on the Complete space near their Cipher.
- *THROW THE CORRECT ONE* - If the Aggressor controls the Ancient Mechanism that matches the revealed Operation token on the Switch Sequence, discard the revealed token from the Switch Sequence and reveal the next token.
- *FORCE IT* - The Aggressor rolls 1 Attack Die for each Ancient Mechanism they control. If the roll contains one or more ✦ results, discard the revealed Operation token from the Switch Sequence and reveal the next token. Then resolve **Mysterious Workings**.

Sabotage the Ancient Mechanisms
At the end of each of the Sentinel's Turns, the Sentinel rolls 1 Attack Die for each Ancient Mechanism they control. For each ✦ or ⊛ result in the roll put one Damage token on the Damaged Mechanisms area of the Dashboard. After this effect is resolved if there are 5 or more Damage tokens on the Damaged Mechanisms, add one momentum to the Struggle Tracker, and resolve **Mysterious Workings**.

End of Stage
- At the end of each of the Aggressor's Turns, if there are no Operation tokens on the Switch Sequence, the Aggressor's strike team managed to use them to open the doorway and whatever treasures reside within are theirs for the taking. Victory!
- At the end of each 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 run out of time to find the secret of the ruins.

KEY OPERATIONS

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Key Operations: Explore the Ruins Dashboard

Stage I: Decoding the Cipher

COMPLETE

Aggressor's Cipher

Sentinel's Cipher

Stage II: Throw the Switches

Switch Sequence

| 1 | 2 | 3 | 4 | 5 |

Damaged Mechanisms

KEY OPERATIONS

ATOMIC MASS GAMES