

# DEFENSE PHASE: ACTIONS



Take up to four **actions (page 21)** with defenders, with the following restrictions:

- You cannot take an action with a defender that has a move token.
- You cannot take an action with a defender that has an action token.
- If a defender is disrupted or exhausted, the only action they can take is Recover.

After you take an action with a defender, place an action token on the defender. If you take an action that exhausts a defender (all actions except Recover), flip their counter to its exhausted (grayed out) side.

## **Attack (Exhausts Defender), Page 21**

- Roll dice equal to the defender's combat value, plus any bonus from Inspire [I].
- If the attack is successful, remove the enemy counter. If there is a stack of enemy counters, remove the top counter.

### **Conditions**

- A defender must have line of sight to an enemy assault or support counter to make an attack.
- A defender must have a weapon token with the Ranged [R] designation to attack from the top floor or to attack from the ground floor or basement against a support counter.

## **Attack: Grenades (Exhausts Defender), Page 23**

- Roll dice equal to the defender's combat value, plus any bonus from Inspire [I] against each enemy counter in the interior space on the same floor as the defender and then discard a grenade weapon token from the space the defender is in.
- If the defender is also in the interior space, roll two additional dice for each attack roll.

### **Conditions**

- If the defender is in the interior space and one or more of the attack rolls fail, roll one die. If the result is a 1, the defender becomes a casualty.
- There must be a grenade [G] weapon token in the space with the defender.

## **Suppress (Exhausts Defender), Page 24**

- Place suppression tokens in an empty assault counter space the defender has line of sight to and then discard an ammunition token from the space the defender is in.
- The number of suppression tokens is equal to the defender's combat value + 2 (the weapon token's suppression bonus) + any bonuses from the Suppression and Inspire [I] attributes.

### **Conditions**

- There must be a weapon token with the Suppress [S] designation in the space with the defender.
- There must be an ammunition token in the space with the defender.

## **Recover (Does not Exhaust Defender), Page 25**

- Flip an exhausted (gray side) counter over or remove a Disrupted token.

## **Command [C] Special Action (Exhausts Defender), Page 25**

- Give three free, immediate recover actions to defenders in the same colored spaces on the same floor.
- Two of the three recover actions can be used on the same defender, so that it is possible to flip a defender back over from its exhausted side and remove a disrupted token on the defender.

### **Conditions**

- Only the defenders with the Command [C] special action can take the command action.
- The command action cannot be used to give a recover action to a defender that also has the command [C] special action.