

DEFENSE PHASE: MOVING



Move (page 20) up to four defenders with the following restrictions:

- You cannot move the same defender multiple times.
- You cannot move a defender that is exhausted.
- You cannot move a defender that is disrupted.
- Only two defenders can be in the smaller, square-shaped defender spaces.
- Only three defenders can be in the larger, rectangular-shaped defender spaces.
- There is no limit to the number of defenders that can be in the interior spaces.

You can do any of the following with a defender as a move:

- Move a defender from one space to a different space on the same floor.
- Use a defender to move a weapon or ammunition token in their space to any other space on the same floor without moving the defender. There is no limit to the number of weapon and ammunition tokens in a space.
- Move a defender from one interior space to an adjoining interior space on a different floor.

A defender can carry a combination of two weapon and ammunition tokens between spaces as they move.

After moving a defender, place a move token on the defender. Moving a defender does not exhaust the counter.

DEFENSE PHASE: ATTRIBUTES

Inspire [I], Page 26

- A defender with the Inspire attribute provides an additional die to any defender in the same colored spaces and on the same floor that is taking an attack action.
- A defender with the Inspire [attribute provides an extra suppression token to any defender in the same colored spaces and on the same floor that is taking a suppress action.

Conditions

- The defender with the Inspire attribute cannot be exhausted or have a disrupted, action, or move token.
- The effects of Inspire [I] are not cumulative and they cannot be used to increase the attack or suppress actions of another defender with the Inspire [I] attribute, including themselves.

Logistics [L], Page 26

- A defender with the Logistics attribute can carry a combination of four weapon and ammunition tokens between spaces as they move (instead of the normal limit of two tokens)

Noncombatants [N], Page 26

- A defender with the Noncombatant attribute cannot take attack or suppress actions

Suppression [S], Page 26

- A defender with the Suppression attribute adds an extra suppression token when taking the suppress action.

Conditions

- A defender must still have a weapon token with the Suppress [S] designation in their space to take a suppress action.

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.