

# Heist

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# Setup

## Tiles

The board contains several large rooms with a grid and a network of hallways connecting those rooms. Certain squares will be labelled as Room, Door, or Hall squares. Shuffle each deck individually and place one tile of the appropriate type upside down on each such location so that the contents of each Room, Door, or Hall are unknown at the beginning of the game. The backside of some room tiles may contain clues as to what may be found there.

### *First Time Playing?*

You may play with the tiles face up.

## Guards

Find the numbered guard start locations. Place an appropriately colored guard pawn on each of the first 3 numbered guard start locations. More guards may be used to increase difficulty.

## Alarm

The alarm level starts at 0 and the players can lose if they draw a lockdown at alarm level 4 or 5.

## Event Deck

Shuffle the event cards and place them face down.

## Characters

Shuffle the available character cards and place one face up in front of each player. The symbols on these cards will be described in the “Play” section below. Experienced players may select characters instead of assigning them randomly.

### *Note: Balance*

The characters are not intended to be balanced. Each represents different strengths, weaknesses, and play styles. Some will be better in certain circumstances than others. If you choose your characters, choose them according to your desired play style.

## Starting Locations

Place your character pawn within two squares of the entrance.

## Difficulty

For a greater challenge try one of the following more difficult starts:

**Easy** 4 guards to start.

**Normal** 6 guards to start.

**Hard** 7 guards, alarm level 1 to start.

**Challenge** 8 guards, alarm level 2 to start.

**Impossible** 8 guards, alarm level 3 to start.

# Play

## Definitions

The following symbols are used throughout these rules, on the action summary cards, and on the various tiles. Later sections will detail how they are used.

### *Skill Symbols*

-  Athletics - Fight and Run
-  Finesse - Sneak, Steal, and Pick Locks
-  Handiness - Break, Dismantle, and Destroy stuff
-  Intellect - Hacking
-  Observation - Noticing security measures
-  Social - Distracting guards

### *Card and Effect Symbols*

-  A guard is stationed here
-  The obstacle is hidden or may be overlooked
-  Bypass an obstacle
-  Group Bypass an obstacle
-  Disable an obstacle
-  Failure effects
-  Move noise token
-  Add evidence token
-  Add alert token
-  Increase alarm level

## Reading the Map

### **Patrol Routes**

Patrol routes are the colored directional lines that loop around the map. Guards will only follow the colored route that matches their color.

### **Guard Stations**

Grey guard locations are guard stations. Grey guards may start on these locations and will not follow a patrol route.

### **Cover Lines**

Cover lines are the lines within the interior of an open room. These lines indicate where a character can hide.

### **Line of Sight**

A guard has line of sight on every square in the same room, down any hallway that is in a cardinal direction, and into adjacent rooms. Line of sight does not pass through doors, stairs, or elevators. Distracted guards do not have line of sight.

## **Movement**

### **Halls, Doors, and Stairs**

You cannot occupy squares that are marked as halls, doors, or stairs. A player that bypasses such a tile moves to the other side of that tile and when guards move along hallways they jump over hall or door tiles.

### **Occupancy**

Each square can only be occupied by four pawns at a time. A player cannot enter or move through a square that has four pawns. Guards will treat the square as impassible and look for another path to their destination.

### **Exposed**

A player that has been exposed during the Environment phase or through actions taken during the player phase has certain restrictions on what actions they can take. A hidden player cannot become exposed, but an exposed player cannot hide or sneak. An exposed player keeps that status even between phases until there are no guards with line of sight on them.

Making noise 🗣️ in a square within line of sight of a guard immediately exposes a player.

If at any time a player is not hiding and located in a square containing a guard or within line of sight in the cardinal direction a guard just moved, that player is immediately exposed.

When a guard searches they expose all players within line of sight that are not hiding regardless of direction.

## Alerts and Alarms

The pace of the game is set by the alert track and alarm levels. As the guards discover evidence of player activity they become more alert, eventually raising the alarm and gaining some bonuses. When the first alert is added to a new alarm level row the alarm level increases.

Alarm levels can also be raised or lowered directly in some situations. When the Alarm level changes directly the alert track fills up or depletes so that only the first alert of the new alarm level is present.

Alerts can also sometimes be removed, but you may never remove the first alert from the current alarm level. So if the Alarm level is 2 with only the first alert present and you gain the opportunity to remove an alert, there is no change in the alarm or alert level.

The effects of an alarm level increase are not applied until after an event card is drawn or the end of the current phase.

At higher alarm levels the guards will be more alert and aggressive. At level 0 the rules play out as normal, but at each level thereafter things become more difficult for the players. The effects of each alarm level also apply to any higher alarm level.

### **Level 1 (2 alerts)**

+1 Hide action difficulty.

### **Level 2 (+3 alerts)**

+1 Guard search radius

### **Level 3 (+4 alerts)**

+1 Distract action difficulty.

Safe zones are no longer safe.

+1 Guard (first time alarm level is reached)

### **Level 4 (+5 alerts)**

Players may no longer enter elevators tiles.

Extra guard action.

+1 Guard (first time alarm level is reached)

### **Level 5 (+6 alerts)**

+1 Fight action difficulty.

Draw two Events per turn.

Guards investigate the nearest alert even if another guard is closer.

+2 Guards (first time alarm level is reached)

The alarm level cannot increase above level 5.

## **Player Phase**

Play is divided into rounds. During the player phase all of the players simultaneously may take as many actions as they choose to and are capable of taking in a 30 second period. Most actions involve rolling dice as described under **Rolling**. If a player fails a roll they must set their dice aside for the remainder of the round, they may not act again during this player phase.

### *First Time Playing?*

You may play without the timer until you feel comfortable with the rolling mechanics and reading tiles.

## **Noise Tokens**

Each player has one and only one noise token. Their noise token starts on their player card. As they perform actions that draw attention to themselves they move the noise token around the board, attracting the attention of the guards to their most recent exploits. See the Player Actions section for more details.

## **Inventory**

You may drop any item or token from your inventory at any time, but you cannot pick up that same item or token during the same player phase.

For each “Heavy” item in your inventory, add one automatic miss to your miss track at the beginning of each player phase.

## **Special Ability Cards**

These are optional cards that give each player a special ability based on the character they chose. If you choose to use them, distribute them at the beginning of the game to the corresponding player.

### *Items*

Item effects are held in the inventory and can be dropped and picked up like other inventory items, except that they may also be dropped or picked up onto or from adjacent hall, door, or stair squares. They are treated as evidence by guards, and if they are collected they are removed from play, their effect is lost, and they cannot be activated.

A single use item can only be activated once, then it is removed from play.

An item that can be remotely activated allows the corresponding player to activate the ability from any square, but with an effect centered in the square the item occupies.

## **Rolling**

### *The Obstacle*

Each action will show a symbol and a number. This number tells you both how many dice you will be rolling and how many “hits” you need to complete the action. The symbol corresponds to a skill symbol on your character sheet.

### *The Roll*

You may roll as many dice as you like, up to a maximum of four, for each action. You can roll the dice one at a time or all at once. Each 1 or 2 you roll counts as a miss. A 4 or 5 counts as a hit. A 6 counts as two hits. A 3 is neither a hit or a miss, it just wastes your precious time.

### *Miss Track*

The Miss Track is the list of skills on your character card, and it starts at 0. Every time you roll a miss on a die, even if you have enough hits to succeed, you move your marker along the miss track on your character card once for each miss. The miss track does not reset between rolls and continues to increase throughout the entire round, even when you attempt a different action with a different skill.

### *Failing*

If your miss track ever reaches or exceeds the skill symbol on your character for the action you are attempting then you fail, even if you have enough hits to succeed. Failing means that you fail to complete the action, suffer any failure consequences listed for the action or tile, and are immediately finished acting for this round, no matter how precarious your position on the board.

### *Reroll*

You may reroll your dice or roll new dice, up to a maximum of four dice, as many times as you like while attempting an action. If you reroll a hit it is lost.

### *Succeeding*

When you successfully roll as many hits as the obstacle number for the current action, you succeed at that action. You may attempt another action or you may choose to wait for the round to end. You may always attempt a new action after a success even if your miss track has already passed the skill symbol for the new action on your character sheet, but in such a case rolling a single miss results in a failure.

### *Cooperating*

Two or more players may attempt to overcome the same obstacle together. Each player rolls against the obstacle independently and keeps track of their own misses, but the obstacle is overcome when the sum of their hits meets the obstacle number.

If you cooperate on an action that only affects one player, then only one player benefits. You can help another player hide, but only they are hidden. You can help another player bypass a laser maze, but you would then have to bypass it separately to get past.

### *Running Out of Time*

When time runs out for the player phase you must finish the action you started before time ran out but you cannot start a new action. An action that has been started but not finished counts as a failure, not as if it was not taken.

# Player Actions

## Reading Actions

Action shorthand consists of four optional components: an action type, a skill roll, and consequences. For example, the running action looks like: →👣1 🗣️. The “→” is the type of action, the “👣1” is the required skill roll, and 🗣️ is the consequences. Consequences listed with an action are the consequences for *succeeding* at that action.

### *Failure (Ⓢ)*

If an action or tile contains the Ⓢ failure symbol then the consequences listed after that symbol are the results if you fail any roll associated with that tile or action. If no failure is listed then by default nothing happens.

## Types of Actions

### *Bypass (→)*

Indicates that a roll is needed in order to move. You may *not* move out of a square containing an undistracted guard.

### *Group Bypass (↔)*

The group bypass symbol functions exactly the same as bypass except that you may move any other players occupying the same square with you as you move.

### *Notice Obstacle (🔍)*

Indicates that an obstacle is hidden and is always followed by 🎯 and a number representing a required roll. For example 🔍🎯1 indicates that you must roll one success against your 🎯 skill in order to notice the obstacle. If the roll is refused or failed then you suffer the failure conditions listed on the tile. If you succeed you may continue to interact with the tile normally. If you flip a tile as time is running out, you must attempt the roll even if time ran out while you were flipping the card.

### *Disable (⊗)*

Indicates the obstacle and skill needed to remove a tile from the map. A disabled tile is removed, but must still be bypassed as described under special tiles above, you do NOT automatically bypass a disabled tile when you disable it.

## Consequences

If a consequence happens as part of an action, it is resolved after the action is completed. So if you move, you apply the consequence after your move, not before.

### *Evidence (🕒)*

Place an evidence token in your square.

### *Noise Token (🗣️)*

Move your noise token to your square. Your noise token is always on the most recent square that a noise token was triggered, and each player may only have one on the board at a time. You may wait until the end of the player phase to place your noise token at the last location it was triggered.

### *Alert Token* (🚨)

Place an Alert marker in your square if there is not already one present. The players may wait until the end of the player phase to place all alert tokens.

### *Alarm* (📢)

Raise the current Alarm level.

## **Movement**

### *Default Movement*

If a square is not impassable and does not list a bypass, group bypass, or disable action then you move using the standard actions: run, sneak, walk, stumble.

### *Stair, Hall, Door, and Disabled*

When you bypass these squares you move over them, not into them.

### *Rooms*

You move into and out of room squares one at a time, whether it is a room tile or an open room square.

### *Elevator*

You move into and out of elevators like rooms, but when you enter an elevator your turn ends immediately.

## **Standard Actions**

### *Run*

→ 🏃 1 📢

### *Sneak*

→ 🦏 2

You may not sneak while exposed.

### *Walk/Stumble*

→ 📢

Every time you walk you add one miss to your miss track. If you roll a miss while running or sneaking you can choose to immediately end that action and stumble instead. When you stumble you still add any misses you rolled to your miss track, but you do not need to add an additional miss for stumbling.

### *Whistle*

📢

No roll is necessary, just move your noise token.

## **Guard Interaction**

### *Distract*

🗨️ 3

You distract a guard within line of sight. If you distract a guard while on the same square as a noise or alert token, you may remove it from the board.

### *Fight*

♥3△

You must be in the same square as an undistracted guard to fight them. If you succeed the guard is distracted.

### *Incapacitate*

♥3

You must be in the same square as a distracted guard or hiding in the same square as an undistracted guard to incapacitate them. Remove the guard pawn from the map and replace it with an 😞 incapacitated guard token. Also remove one alert from the alert track. Players can pick up incapacitated guard tokens and take the incapacitated guard item.

### *Hide*

♥3

You must not be exposed and must be in a square with cover or in a room tile in order to hide. If you succeed then you cannot be exposed, chased, or caught. You remain hidden as long as you take no other actions and thus can remain hidden over many phases.

## **Tile Actions**

You may flip any Hall, Door, or Room tile that you are adjacent to, revealing its contents, but are subject to any 🔍 notice obstacle action immediately upon doing so.

The actions you can take on a tile are listed. If an action does not exist for a tile then it is not an option or is not needed.

### *Activate*

Some tiles have special actions that a player can take. The obstacle and skill needed will be listed as well as description of what happens if you succeed at the roll. If the effect is continuous, place an “activated” token on the tile so that you know the effect is active.

### *Guarded (🛡)*

Some tiles have a guard symbol, indicating that a guard and guard station are present on the tile. When this card is revealed immediately draw a new guard pawn. If the tile was a hall or door, place the guard on the other side to start, otherwise place the guard in the square. A guard returning to a guard station on a hall or door tile while patrolling will stop when they are adjacent to the tile, they do not need to enter the tile.

### *Variable (X)*

Some tiles have a variable difficulty roll, this means that you can set the obstacle with an outcome based on the number of hits you rolled. If the variable has a number added to it, then the obstacle of the roll is the number you choose plus the added number, but the outcome is only based on the number you choose.

## Environment Phase

### Count Alerts

If the number of active alert plus noise tokens is greater than or equal to the number of players, add an alert to the alert track.

### Capture

Any player that was caught last environment phase and is still caught is now captured. Remove their pawn from the board. They are out of the game unless they can be rescued with a special tile action. The capturing guard is immediately distracted.

Within a safe zone guards will only capture a player that fought them during the previous player phase.

### Event Deck

First reveal the top card of the Event deck and follow any instructions. Most event cards have a number representing the alarm level at which the event can happen. Some contain a plus meaning that alarm level or higher, or a minus meaning that alarm level or lower. Other cards have just a star, meaning any alarm level. If the alarm level does not match then there is no special event for this environment phase.

### Adding New Guards

If an event or action adds a new guard to the map, find the lowest numbered patrol route or guard station that currently has no guard assigned to it. Place the appropriate guard pawn in an unoccupied square adjacent to the exit. If all numbered routes and stations are occupied then do not add a new guard, but add an alert to the alert track instead.

### Distracted Guards

A distracted guard should be turned on it's side to signify that it is distracted. When that guard is activated it stands up, but takes no further actions this turn.

### Extra Action

Each extra action a guard has allows the guard to take one additional action as listed below. They may be the same actions or different actions, the guard will do whatever action is appropriate at the start of that action.

### Activate Guards

Guards activate in number order according to the route they are assigned to, from lowest to highest. By default they take a single action, either **Chase**, **Investigate**, or **Patrol** in that order of preference. If their first action is to Chase or Investigate, they get one extra action. They also **Collect** alert and noise tokens, **Spot** incapacitated guards, and **Expose** hidden players as they act. All of these actions are described in greater detail under **Activating Guards**.

### Remove Noise Tokens

After all guard have activated remove all noise tokens from the map and move to the planning phase.

## Activating Guards

### Guard Movement

*Guards prefer to take the elevator.* Until alarm level 4 treat stairs as impassible to guards. At alarm level 4 the elevators shut down and become impassible, and with a heavy sigh, they resign themselves to the only alternative, but they aren't happy about it.

Guards prefer to go south, then east, then west, then north. They will move with that order of preference as long as it does not result in a longer trip.

Guards count distance by number of squares they need to move. So they skip hall, door, or stair squares, ignore paths through impassible squares, and count entering and exiting rooms or elevators as one movement.

### Collecting Tokens

When a guard moves over an alert or noise token they remove it from the board. If it was an alert, it is now added to the alert track.

### Spotting Incapacitated Guards

If another guard spots an incapacitated guard token within line of sight then the alarm level increases and a new guard of the same color is drawn and added to play. The incapacitated guard token is removed from the map.

### Chase

If a guard has line of sight on an exposed player then they will chase the nearest such player they can see by moving toward them.

If the guard ends their chase in the same square as or an adjacent square to a player then that player is **Caught**. A caught player can only take the Fight or Distract actions during the player phase. The difficulty of these actions is increased by one for each guard, including the first, that has caught them (up to +4). A guard that has caught a player takes no further actions, even if they have actions remaining.

Within a safe zone guards will only chase a player if there are alerts present in the room.

### Investigating

Guards will investigate alert and noise tokens by moving toward them.

- A guard will only investigate a token if no other guard is closer. At alarm level 5 guards ignore this rule and always move toward the closest alert or noise token on the map.
- If a guard has multiple tokens that they are investigating, then they will move toward the closest one first.
- If there are multiple tokens that are all the same distance from the guard, then the guard chooses which path to take according to guard preferences.

If the guard reaches an alert or noise token then they will immediately **Search** that square and all adjacent

squares as part of their current Investigate action.

### **Patrolling**

Any guard that was not chasing or investigating will patrol. If the guard is not already on their assigned patrol route or guard station then they will move toward their station or the closest square along their patrol route. If a guard is already on a patrol route when they start patrolling then they will move along the patrol route one square. If they are already at their station then they will **Search** their square and all adjacent squares.

### **Searching**

Each evidence token present in a square that a guard is searching is removed and an alert is added to the alert track. Searching guards also expose unhidden players within line of sight.

## **Planning Phase (Optional)**

Players may discuss strategy as much as they like during the environment phase and may generally take their time after the environment phase starts but before the player phase begins to examine the situation and decide what they should do next. If conversation is taking too long or players are spending too much time calculating odds then consider instituting a timed planning phase. If one player asks for a planning phase take a majority vote to decide if a planning phase should be used. Players may only vote on using the planning phase once per round, so stop whining if everyone else wants to take their time. Once the planning phase is employed, use it every round for the rest of the game. Use the approach below if a timed planning phase is desired:

Each player has one 30 second timer to state their strategy for the coming player phase or they may pass with a few words at most. Move clockwise around the table starting with the player whose character has the highest Social skill. After each player has had their say or passed go around the table a second time giving each player another 30 second timer to clarify their strategy according to what the other players said or pass with a few words at most. After the last player has had a chance to clarify, the player with the highest Social skill should give everyone at the table a moment to take a breath, say “ready?”, and then flip over the timer to start the player phase, at which point everyone should begin to roll madly and watch all their careful planning go terribly wrong.

## **Winning and Losing**

The players win the game if they can get out carrying the loot.

The players lose if they draw a Lockdown card while at alarm level 4 or 5 or if they are all captured.

If the players win but some of their compatriots are captured then they still win, but not all the way, and they should hang their heads in shame for leaving an ally behind. It is the responsibility of the captured player(s) to ensure that they do so.