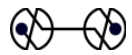


Action Reference

Suppressed or wounded units cannot Conceal, Attack, Bind, Tangle, or perform card actions.

Pull Threads: Each player gains 2 knots, plus knots from their controlled threads. You can only perform this action as your first action of the turn.



Deploy: Place your deployment/extraction token on the board with the arrows pointing downward. On your next turn, you may reveal any units in the deployment zone. Then you may conceal and place a unit or decoys from your reserves onto each of the hexes in the deployment zone that does not contain a revealed, unwounded unit, and could support that unit (no deploying onto chasms or walls, unless there's a bridge there). Then, remove your deployment/extraction token. Other players may now ambush the units that deployed.



Extract: Place your deployment/extraction token on the board with the arrows pointing upward. On your next turn, you may return any of your units in the extraction zone to your reserves (units in your reserves are cured of their suppression and wounds). Then, remove your deployment/extraction token.



Move: Move one of your units up to 4 hexes. If the unit is wounded or becomes wounded, and has more than 2 hexes of movement remaining, its remaining movement is reduced to 2 hexes.

If the unit is concealed and not suppressed at the beginning of the movement, you may split off a decoy. To do this, reveal a decoy from your reserves and secretly shuffle them together. Look at and choose one to leave at the unit's hex in any orientation, and perform the movement with the other.

Conceal: Turn one of your units face-down.



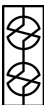
Attack: Choose one of your revealed units and choose a target unit, then reorient your unit and perform an attack with it according to the attack profile shown on its card against that target. If the attack has dash, it may move up to that many hexes without triggering ambushes. Then, measure a line of sight to the target, and if it's valid, apply the effect shown at that range in the attack profile to the target.



Bind Thread: Choose one of your revealed units that is adjacent to a thread. Remove any control marker there and place your control marker over that thread with the single-knot side facing upward. This thread will yield one knot every time someone pulls.



Tangle Thread: Choose one of your revealed units that is adjacent to an untangled thread you control. Pay 1 knot and turn the control marker over so that the double-knot side is facing upward. This thread will yield two knots every time someone pulls.



Turn Steps

1. If you meet the victory condition, you win.
2. Resolve your Extraction/Deployment.
3. Perform up to 4 actions.
4. Optionally, pay 1 knot to perform a bonus 5th action.
5. Remove suppression tokens from your units.
6. Spend knots to purchase new cards.

Misc Rules Reference

Movement

- Units can move across floor hexes, but not walls or chasms.
- Your revealed, unwounded units cannot end their movement on other revealed, unwounded units, and you cannot pass through unless that unit's controller allows it.
- If a unit ends its movement on a chasm, it falls to its death.

Revealing Units

- You may flip your concealed units face-up at any time during the game.
- You may flip up concealed units adjacent to your revealed units at any time during the game.
- Whenever a decoy becomes revealed, it is immediately returned to its controller's reserves.
- If a unit becomes revealed in the same hex as another revealed, unwounded unit, the player whose turn it is must move the newly revealed unit to an adjacent floor hex that doesn't contain a revealed, unwounded unit. If there are no such hexes, wound that unit instead.

Ambushing

If an enemy unit enters a hex within the field of view of one of your concealed, unsuppressed, unwounded units, you may reveal that unit (but not reorient it) and perform an attack with your unit against that enemy unit. In order for the ambush's attack to have an effect, the ambusher must have or gain line-of-sight on the target.

Line of sight

When a unit attacks, it must draw a line of sight to the target in order for the attack to have an effect. Start the line at any point in the attacker's hex, and draw it to the center of the target's hex. The line cannot pass through or travel along the edge of any intermediate hex that blocks the attacker's line of sight. Intersecting the corner of a hex that blocks line of sight is okay. The attacker's hex and the target's hex never block line of sight.