THE RULES

Borderlands®: Mister Torgue's Arena of Badassery™ is a cooperative multiplayer boardgame in which you and your friends face off against a horde of bandits, monsters, and villains controlled by the game itself. You are Vault Hunters who have stumbled into Torgue's Tournament, a violent gladiator pit where Torgue will send psychos, skags, and anything else he can think of after you for the amusement of his audience (and the cash of his sponsors).

You can play this game as a series of scenarios that link together to form a campaign. After each scenario, you will be able to visit the vending machine, mod your character, and enter the next scenario even more badass than before. During the last scenario in the campaign, you will face a boss: a hideous monstrosity that Torgue throws at you for his last act. Survive, and you win.

THE [RE]ACTION SYSTEM™

At the core of the **Borderlands®: Mister Torgue's Arena of Badassery™** game is the [RE]action System. The [RE]action System uses three different colors of dice which link to three colors of actions your models can take.

GREEN   YELLOW   RED

ACTIONS

When it's your turn to play, you'll be taking actions with your Vault Hunters. Actions include moving, attacking, healing, and more. Each Vault Hunter has a number of actions available to them, colored **GREEN**, **YELLOW**, or **RED**. You'll use Action Tokens to track how many actions each Vault Hunter has. When one of your Vault Hunters takes an action, they'll flip one of their Action Tokens, to show it's been used. The color of Action Token used determines what color die you'll roll, to see if the action succeeds or fails. Generally, **GREEN** actions are the best, then **YELLOW**, with **RED** actions being the least likely to succeed.

[RE]ACTIONS

If one of your Vault Hunters is wounded by an enemy's attack, you'll have the opportunity to react to it - instead of just getting pummeled! Actions and [RE]actions are explained in detail further along in these rules, but it's good to have a handle on the basics before diving in.

THE DICE

Borderlands: Mister Torgue's Arena of Badassery uses three different colors of Action dice. They are rolled to see if an action succeeds or not.

Other types of dice such as twenty-sided (d20), ten-sided (d10), and four-sided (d4) may also be used in some situations. When they are needed, the rules will specify it.

GREEN

YELLOW

RED

Each Action die has a CRIT and a FUMBLE face. Crits usually mean success and can trigger other special rules. Fumbles can sometimes trigger worse results and usually mean you've failed whatever you're attempting.
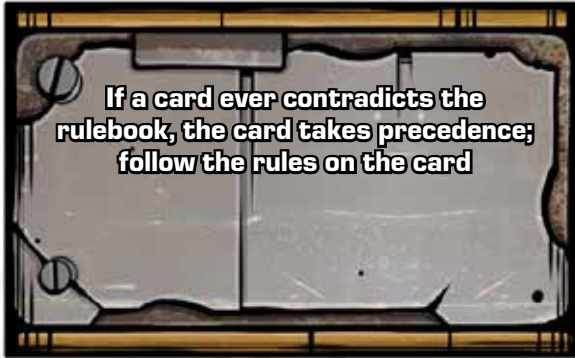
CRIT   FUMBLE

MODELS

Vault Hunters all consider each other to be "friendly" while they consider all models controlled by the game to be "enemy" models. Models controlled by the game consider each other to be "friendly" and all Vault Hunters to be "enemies."

> If a card ever contradicts the rulebook, the card takes precedence; follow the rules on the card

SET UP

Step 1: First, each player chooses their Vault Hunter. You must always play with four Vault Hunters, but a single player may control more than one Vault Hunter if you wish. Take the card for your Vault Hunter and place it in front of you.

Step 2: Next, as a group, choose which campaign you will play. Each campaign is described in its own booklet. Turn to the first scenario in the campaign booklet and set up the game board as shown using the game board pieces from the box. The assembled game board is referred to as the Vault. Any special rules, such as specific victory conditions and how enemies spawn, will be listed in the scenario.

Step 3: Place any game elements and enemies on the scenario map in the Vault as shown. Every scenario has enemies, but some may also include loot, exploding barrels, etc. The scenario will also describe how enemies spawn and which enemies will spawn. Collect any enemies available to spawn during the scenario and place them somewhere convenient, you'll need them!

Step 4: If this is the first game in the campaign, each player chooses three Skill Tree cards for their Vault Hunter. Skill Tree cards are used to track your Vault Hunter's progression as they learn new abilities, explained later (see page 14). If this is not the first game, skip this step as you already have your Skill Trees.

Step 5: Shuffle the Fan Favorite deck and randomly deal one Fan Favorite card to each Vault Hunter. Your Fan Favorite card determines how you can gain the Spotlight token, which you will hold until another character takes it. Randomly determine one Vault Hunter to start with the Spotlight token. More on the Spotlight token later (see page 11).

Step 6: Place a $500 token on each Vault Hunter's card.

Step 7: Place the Vault Hunters in the starting locations noted by the scenario.

Step 8: Shuffle the Announcement deck and form the Announcement queue: This is a row of three cards placed face up next to the Announcement deck. The card furthest from the deck is the first card in the queue. These cards will have orders that direct how the enemies act during the enemy turn.

There are three tiers of Announcement cards and the scenario will tell you which ones to use and how to organize them. For example: a scenario may direct you to shuffle the tier

1 Announcement cards together and only use those; another scenario may direct you to shuffle the tier 1 and tier 2 Announcement cards and then place the tier 1 deck on top of the tier 2 deck so the difficulty escalates as the game progresses; and another may ask you to shuffle all three tiers of cards together randomly.

Step 9: Place all of the Loot tokens into the Claptrap bag and give it a good shake.

Step 10: Shuffle the Event deck and the Vending Machine decks (guns, ammo, meds, and legendary items) and keep them handy.

HOW TO PLAY

A game of Borderlands: Mister Torgue's Arena of Badassery is broken into game rounds. Each round consists of a Vault Hunter turn followed by an enemy turn. Vault Hunters always get the first turn. During a round, follow these steps:

- **Vault Hunter turn:**

  ◊ Choose the first Vault Hunter to activate

  ◊ Take actions until the first Vault Hunter has none left or chooses to pass

  ◊ Choose the second Vault Hunter to activate

  ◊ Take actions until the second Vault Hunter has none left or chooses to pass

  ◊ Repeat this process until all Vault Hunters have been activated.

  ◊ Once all Vault Hunters have activated, it is the enemy turn

- **Enemy Turn:**

  ◊ Look at the first card in the Announcement queue

  ◊ Follow the orders listed on that card from top to bottom. You must fully complete each order with all enemies before moving onto the next order. For example, if the first order is "Move" and the second is "Melee," then first all enemies will move towards the Vault Hunter with the Spotlight; then, once all enemies have finished moving, all enemies will make a melee attack.

  ◊ Once all the orders have been completed, place the first card in the queue into the Announcement discard pile. Move the other two cards up one space in the queue and flip a new card from the Announcement deck to become the new third card in the queue.

GETTING LUCKY

The Vault Hunters begin the game with a pool of three Luck Tokens to share between them. When a Vault Hunter is the Active Model or when it is the target of an attack, it may choose to discard one Luck Token in order to reroll one die. A die may never be rerolled more than once, so the second result is final. The player controlling the Vault Hunter has the final say over whether or not to use a Luck Token.
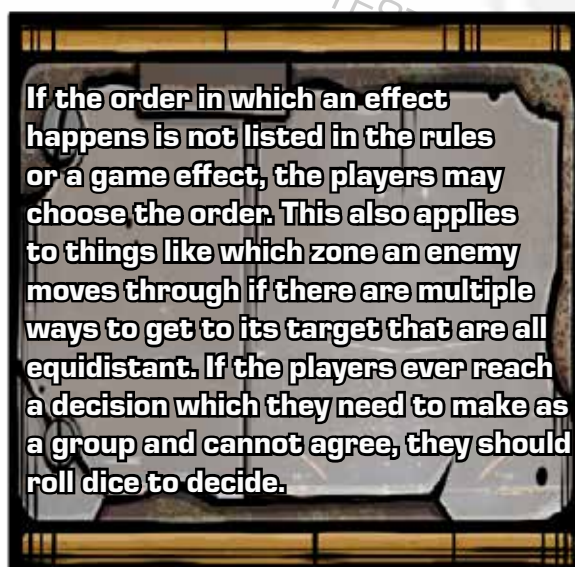
Some items or other game effects may change the number of Luck Tokens you start with or even generate them during the game!

LUCKY STREAK

If you spend a Luck token and the reroll is a Crit, take the Luck token back.

EXHAUSTING CARDS

Sometimes you'll be directed to "exhaust" a card. To exhaust a card, flip the card over so its back is showing. An exhausted card may not be used and is considered blank for all game purposes. This is most common when guns run out of ammo (more on that later). When you are directed to refresh a card, flip it face up and it may be used normally again.

> **If the order in which an effect happens is not listed in the rules or a game effect, the players may choose the order. This also applies to things like which zone an enemy moves through if there are multiple ways to get to its target that are all equidistant. If the players ever reach a decision which they need to make as a group and cannot agree, they should roll dice to decide.**

NAVIGATING THE VAULT

To get around the Vault, models travel between hexes called zones.

ZONES

The spaces that make up the Vault are called zones. Models and other game elements will always be in one zone while they are in play.

A zone may contain up to three small-based models or one large-based model. If a zone has three small-based (or one large-based) model(s) then it is "full." Models may not move into a zone that is full.

When a model moves, it moves from the zone it is in to an adjacent zone. Models may move in any direction they choose.

If a zone is full and contains only friendly models, a model may move through (but not stop in) that zone. If a zone is full and contains any enemy models, a model may not move through that zone.

LINE OF SIGHT

Every action requires "line of sight" between the Active Model and the target, unless it says otherwise. If the Active Model does not have line of sight to a target, that target is not a valid choice for the action.

To determine if a model has line of sight to its target, check to see if there are any blocking zones between it and the target. Blocking zones are zones that contain one or more enemy models and/or other game elements that block line of sight (generally described in each scenario). If there are one or more blocking zones between a model and its target, the model does not have line of sight.

Friendly models never block line of sight.

A model always has line of sight to all other models in the same zone as it.

Areas that do not have any Vault tiles (such as the space between two parallel hallways that are not connected) always block line of sight.

Each space has a light dot in the exact center. In order to have line of sight, you must be able to draw a straight line between the dot in the zone the Active Model is in and the dot in the zone its target is in without crossing any blocking zones OR areas where there are no Vault tiles. A straight edge such as a ruler or even the edge of a card may be useful in determining line of sight.

LoS Example will be placed here when it is ready.
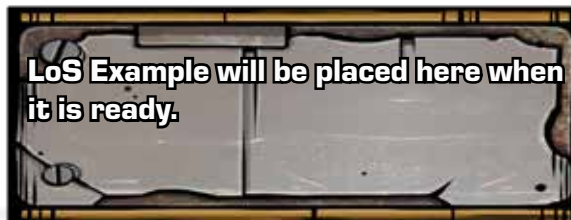
VAULT HUNTER CARDS

Each Vault Hunter has a card that details how they play and what they can do in the game.

ACTIONS

Each card shows how many actions that Vault Hunter begins a game with. Actions can be **GREEN**, **YELLOW**, or **RED**.

SPECIAL RULES

Many Vault Hunters have a special rule or action listed on their card. This rule applies to them, unless stated otherwise. If the special rule is an action it will show a Skill icon or state that it is an action. Otherwise it is an ability and does not require an Action Token to use.

SALVADOR
THE GUNZERKER

GUNZERKER
At the end of this model's activation, it may make a ranged attack for free - so long as it uses an equipped gun it has not yet used this turn.

NAME & KEYWORDS

The Vault Hunter's name and any keywords are listed at the top.

SKILLS

Most Vault Hunters have three different Skills. When they attempt an action that uses one of those Skills, they add their Skill value to the die roll. Skills include Reflexes, Melee, Ranged, Medical, Tech, and Influence.

SKILLS

There are six different Skills that Vault Hunters can have. Higher Skills improve the chance that actions using that Skill will succeed.

Enemies most commonly make ranged or melee attacks, so your Vault Hunter will usually defend with their Reflexes or Melee Skills.

Willpower
Used to command, intimidate, and for using Psychic Actions.

Medical
Used for healing, drugs, poisons, and Medical Actions.

Ranged
Used for ranged attacks.

Reflexes
Used for movement, climbing, jumping, thrown items and Opposing Ranged Actions.

Melee
Used for melee attacks, close combat, and Opposing Melee Actions.

Tech
Used for machinery, hacking, and Tech Actions.

VAULT HUNTER TURNS

During each Vault Hunter turn, players will take turns activating their Vault Hunters.

ACTIVATING A VAULT HUNTER

Each Vault Hunter is given a chance to activate in any order of the players' choosing.

When a Vault Hunter is activated, that Vault Hunter is referred to as the Active Model. The Active Model may choose to take actions until it either has no more Ready Action Tokens or it chooses to finish its activation without using all of its Action Tokens (a Vault Hunter does not need to use any ACtion Tokens if it does not want to, sometimes saving Action Tokens can be useful!).

After each Vault Hunter ends their activation, the players choose another Vault Hunter to activate. Once all Vault Hunters have had a chance to activate, the Vault Hunter turn is over.

TAKING ACTIONS

Action Tokens are used to keep track of how many actions of each color each Vault Hunter has and whether those actions are Ready or Used.

When a Vault Hunter takes an action, choose one of its Ready Action Tokens and flip it to its Used side. The color of the Action Token determines the color die used to determine success, if a die roll is necessary.

Ready   *Used*

STARTING ACTION TOKENS

Each Vault Hunter begins the game with the Action Tokens shown on their card. Actions begin the game Ready. Place them on or near the card, so it's very clear which tokens belong to which character.

ANATOMY OF AN ACTION

There are three components of every action: the Skill used, the Range, and the Result.

1. RANGE: LIMIT THE ACTION CAN TARGET

**2. SKILL USED**

Explosive Crits
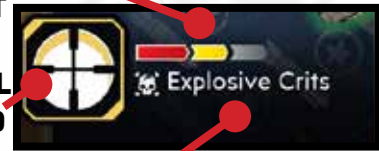
3. RESULT: WHAT HAPPENS IF THE ACTION IS SUCCESSFUL

1. RANGE

Actions generally have a range, measured in zones. The zone adjacent to the one a model is in is at range 1, while a zone two spaces away is at range 2, etc.

An action's range is represented by colors: **RED** is range 1 as well as the same zone as the model taking the action, **YELLOW** is range 2, and **GREEN** is range 3. Some actions can be used at Long Range, which is represented by a black bar with a plus sign to the right of the **GREEN** range. Long Range actions may affect a target an unlimited number of spaces away.

If a range is colored in and outlined in white, the action can affect that range. If the range is not colored in, the action may not affect that range.
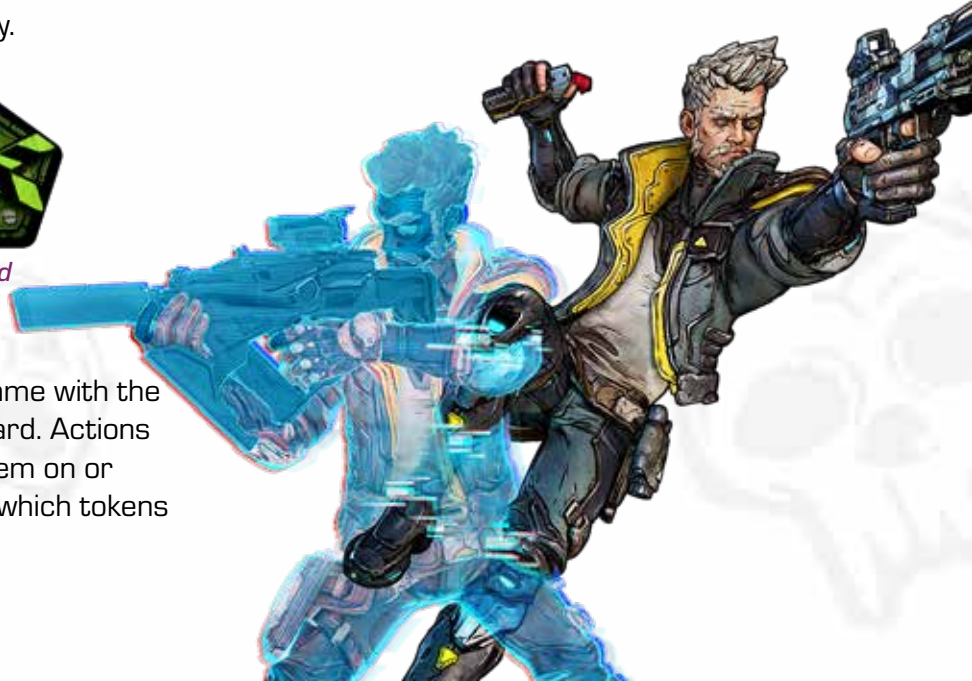
Example

An action with **RED** range may affect targets in the same zone as the model taking the action or an adjacent zone. This is common for short range actions, such as melee attacks.

An action with **RED**, **YELLOW**, and **GREEN** ranges may affect targets in the same zone as the acting model or up to three zones away.

An action with only YELLOW and GREEN colored in may affect models two or three zones away, but may not affect models adjacent to or in the same zone as the acting model.

An action that does not have **RED**, **YELLOW**, or **GREEN** colored in but shows a Long Range may not target models in the same zone as the acting model or within three zones of it, however it may target models farther than three zones away up to an unlimited range. This is common for things such as sniper rifles.

2. SKILL USED

If an action shows a Skill icon, you'll make a Skill Roll to see if it succeeds. If no Skill icon is shown, it is an Easy Action and it automatically succeeds (but still uses an Action Token).

3. RESULT

What happens if the action is successful.

Targets of Actions

The model being affected by the action is the "target."

SUCCESS & FAILURE

When a Vault Hunter attempts an action that shows a Skill icon, you'll roll a die to resolve whether the action succeeds or fails.

You'll roll the color die that matches the Action Token used to attempt the action. Taking a **GREEN** action? Roll a **GREEN** die.

RESOLVING AN ACTION

After choosing an action and using an Action Token, you'll do the following to resolve it:

1. **Choose the Action's Target:** Make sure it's within the action's range and there is Line of Sight.
2. **Determine Target Number:** This is the number you need to roll in order to succeed. If you are targeting an enemy model, the Target Number will be the enemy's Defense stat (for example, if the enemy is Defense 5, you will need a 5 or higher to succeed).
3. **Roll Dice:** Roll the die and add the appropriate Skill value, plus any other modifiers (such as special abilities).
4. **Calculate Results:** If the Active Model's total is equal to or higher than the Target Number, the action is a success.
5. **Luck:** If the Active Model's player does not like the result, they may choose to discard a Luck Token in order to reroll the die. Then Calculate Results again.
6. **Apply Effects:** If the action was successful, apply its effects. Or, if there are consequences for failing and the action failed, apply those effects.

THE OBSTACLE DIE

Sometimes Vault Hunters will need to make a Skill roll when they are not targeting an enemy. When this happens, they will need to roll the Obstacle Die (D10) to determine the Target Number. During Step 2: Determine Target Number, simply roll the D10 to see what Target Number is needed for the Vault Hunter to succeed. Any action which shows a Skill next to it will require a Skill roll.

ATTACK ACTIONS

Attack actions may only target enemy models and, if they are successful, they deal a wound to the target. Any action with the attack symbol, shown below, is an attack action.

WOUNDING ENEMIES

Every enemy has a number of Hit Points listed on its card. When an enemy is wounded, place a wound token next to the enemy's model (or on its card if there is only one of that enemy in play, whichever you prefer). If an enemy suffers a number of wounds equal to its Hit Points, it is Taken Out and removed from the table. The enemy may also drop loot when it is taken out (see page 12).

TOUGH ENEMIES

Some enemies have the Tough ability (denoted by the symbol below). If an enemy is Tough, whenever it suffers wounds, reduce the number of wounds being suffered by 1 (to a minimum of zero). This means that you will generally need Deadly Attacks to wound Tough enemies (see Deadly page 27).

CRITS AND FUMBLES

If a Crit is rolled, the action is automatically a success. If a Fumble is rolled, the action automatically fails. Some models may have special rules that trigger when a Crit or Fumble is rolled.

BASIC ACTIONS

There are five basic actions available to all Vault Hunters, even though they are not listed on their individual cards. These actions are:

THE BASIC MOVE ACTION

A Vault Hunter may use one of their Ready Action Tokens to take a Basic Move Action.

When they do, they move up to a number of zones determined by the Action Token they used: They may move up to one zone if they used a RED token, up to two zones if they used a YELLOW token, and up to three zones if they used a GREEN token.

THE BASIC MELEE ACTION

Any Vault Hunter may use the Basic Melee Action to attack an enemy within RED (in the same zone or adjacent).

This action will do a single wound if it succeeds.

THE BASIC LOOT ACTION

Take all Loot tokens in the same zone as the Vault Hunter and place them on their card (see Loot tokens, Page 12). This uses an Action Token but does not require a die roll (it is an Easy Action).

THE BASIC SWAP GUNS ACTION

Swap one gun you have equipped with one gun in your Inventory (see Inventory, Page 13). This is an Easy action.

THE BASIC INTERACT ACTION

This is an Easy action that allows you to interact with something in the Vault. The most common use is to switch a New-U Station from inactive to active. This may only be done if the Vault Hunter is in the same zone as the New-U Station. If other Interact actions are available for a scenario, the scenario rules will list what they are. (For example, a scenario may allow you to pick up explosives in the same zone as your Vault Hunter and put it on their card with an Interact action).

THE BASIC HAND OFF ACTION

This is an Easy action which allows your Vault Hunter to pass any number of Loot tokens they are carrying to another Vault Hunter in their zone.

FREE ACTIONS

Sometimes an ability or effect will allow a Vault Hunter to take an action "for free." This means that the model does not need to use an Action Token to take the action. To determine the color of the action, the model may choose any Action Token it has, Ready or Used.

ACTIONS WITH MULTIPLE TARGETS

When an action targets more than one model, the attacker makes a single die roll, which is compared to the Defense of each target. This can result in an attack that wounds one model but misses another.

FAN FAVORITE AND THE SPOTLIGHT

Each Vault Hunter will have one Fan Favorite card for the duration of the scenario. This card lists how the Vault Hunter can gain the Spotlight token. There is only one Spotlight token, and only one Vault Hunter may have it at a time. If one Vault Hunter gains the Spotlight, another Vault Hunter will lose it.

The Vault Hunter with the Spotlight is the "focus" of the enemies. In general, enemies will always try to move towards and attack the Vault Hunter with the Spotlight, if possible (see page 16).

If the Vault Hunter with the Spotlight is taken out, they give it to the Vault Hunter in play who has taken the most wounds. If multiple Vault Hunters are tied, choose randomly between them.

HEADSHOT!

When you take out two or more enemies with ranged attacks in one activation, gain the Spotlight token.

Example

If Mordecai has the above Spotlight card and he takes out two or more enemy models during his activation, at the end of his activation he will remove the Spotlight from the Vault Hunter that has it and place it on his card.

LOOT

As you slay enemies, they will drop Loot tokens into the zone they occupied. The number of Loot tokens an enemy drops when it is taken out is equal to its Hit Points. So an enemy with a Toughness of two will drop two Loot tokens into its zone when it is taken out, etc. If an enemy has the Tough ability, it will drop an additional 1D4 Loot tokens.

Loot tokens are drawn randomly from the Claptrap bag and placed in the appropriate zone.

When you move into (or activate within) a zone that has Loot tokens, you may immediately take **one** of those tokens and place it on your Vault Hunter's card. You may also take the Basic Loot Action to take **all** Loot tokens in the same zone as your Vault Hunter and place them on their card.

You may use Loot tokens on your Vault Hunter's card freely, at any time, without using Action Tokens. There are five basic types of Loot:

Health: Discard a Health Loot to immediately Heal 1 wound (choose a wounded Action Token and replace it with a token of its original color—see page 13).

Cash: Cash can be used to respawn Vault Hunters who have been taken out (see Respawning, Page 20). Note that each Vault Hunter begins the game with a $500 Cash token on their cards.

Ammo: Discard an Ammo token to reload all your equipped guns and grenades that are out of ammo.

Guns: Discard a Gun token to immediately swap an equipped weapon with one in your Inventory without using an action. (Note: all guns have a card draw icon on the back, see below, so they may also be used to draw a brand new gun!)

Mods: When any Vault Hunter uses a Mod, all Vault Hunters immediately get to place one Mod token on their Skill Trees (see Skill Trees, Page 14). The Vault Hunter who used the Mod token (and only that Vault Hunter) also Heals all wounds and recharges all shields.

Bounty: Your Vault Hunter has found a tip about a lucrative Bounty. Turn it in after the game to go on a Bounty Hunt (see page 24).

Loot tokens don't always stick around: they can disappear at the end of the round (see Page 20), so grab them while you can!

If a token has a card draw icon on the back, it may be discarded immediately to draw a card from the relevant deck (Guns, Ammo, or Zed's Meds for Health tokens) instead of being used for its normal effect. This card is equipped or added to your Inventory immediately (your choice). However, if the token shows a cash value on the back it may instead be used after the game to get prizes from the Vending Machines, but more on that later!

HEALING

As your Vault Hunter is wounded, its starting Action Tokens will be replaced with **RED** Action Tokens (see page 8). If a Vault Hunter has the ability to heal wounds, it will say "Heal [X]," where X is the number of wounds healed. Each wound healed restores one **RED** Action Token to its original color.

Vault Hunters cannot be healed to give them more actions than they began the game with.

Only models currently on the table can be healed. Once a model is taken out, they can no longer be healed.

GEAR UP

Borderlands®: Mister Torgue's Arena of Badassery™ is full of all the gear you will ever need to maim, mutilate, and massacre your way to stardom.

EQUIPMENT SLOTS

Every piece of Gear takes up an equipment slot. All Vault Hunters start with the following equipment slots:

- Two gun slots
- Two miscellaneous slots
- One shield slot
- One grenade slot

The slots represent the **maximum** number of that type of Gear a Vault Hunter may have equipped at a time. For example, a Vault Hunter with two gun slots may equip a maximum of two guns.

Any Gear that does not fit into the category of guns, shields, or grenades must be equipped into one of the miscellaneous slots.

OUT OF AMMO

Certain game events (generally on the Announcement or Event cards) may state that your Vault Hunter is out of ammo. When this happens, take all the guns and grenades you have equipped (if any) and exhaust them (flip them face down). They may not be used again until you reload, at which point they are refreshed (flipped face up).

GRENADES

Grenades are a weapon, similar to guns they will show an attack which they allow your Vault Hunter to make. The difference is that grenades always run out of ammo and are Exhausted after being used (in addition to when the Vault Hunter is normally out of ammo). An Ammo Loot token may be used to reload your grenades and refresh them so they can be used again.

INVENTORY

Each Vault Hunter also has their own, separate Inventory. This is where all of the Gear that they cannot currently equip goes. Gear in your Inventory may not be used and has no effect on the game.

A Vault Hunter may take the Basic Swap Guns action to exchange one gun in an equipment slot with one gun in their Inventory. This may be useful to swap out a gun that is out of ammo. Note that a gun that is out of ammo and placed into Inventory in this way is still out of ammo.

SKILL TREE

As your Vault Hunter progresses, it will climb its Skill Trees by adding Mods, generally by using a Mod token or winning a scenario. Each Skill Tree has a number of slots that can be Modded, arranged in tiers that must be Modded in order from lowest to highest.

When your Vault Hunter gains a Mod, choose one of the three Skill Trees you selected at the start of the game. You must fill in one of the slots in the lowest tier of that Skill Tree that does not already have a Mod or a lower tier. For example, if your Vault Hunter already has Mods in tiers 1 and 2 on the Skill Tree, you must place the Mod in tier 3 or below. You may not Mod tier 4. Each slot can only have one Mod assigned to it. You may add Mods to every slot in a tier if you wish, but even a single filled slot allows you to Mod slots in the next higher tier.

Each slot on a Skill Tree lists a bonus of some sort (increasing a Skill, a new ability, etc.). If you assign a Mod to a slot, your Vault Hunter immediately gains that benefit and retains it for the rest of the campaign.

Example Skill Tree

Salvador has completely Modded the first two tiers of his skill tree, and has one mod in the third tier. He permanently gains all of the benefits of the four skills he has selected. The next time he gains a Mod and chooses this Skill Tree, he may either Mod the remaining tier three skill, or Mod the tier four skill.
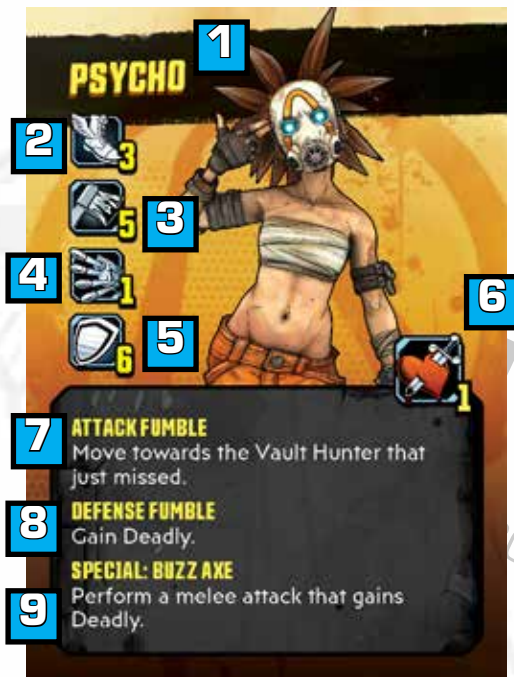
THE ENEMY TURN

During the enemy turn, they get a go at pummeling your faces in!

ENEMY CARDS

Each enemy has a card that represents how they play and what they can do in the game. Often multiple enemy models will be represented by a single card.

1. **Name & keywords:** The enemy's name and any keywords are listed at the top.
2. **Move:** How many zones the enemy moves during a move order.
3. **Strength:** When an enemy attacks a Vault Hunter, the Vault Hunter's defense roll must be equal to or higher than the enemy's Strength in order to successfully defend.
4. **Range:** The range of the enemy's attacks (in zones) during a ranged order.
5. **Defense:** When a Vault Hunter attacks an enemy, their result must be equal to or higher than the enemy's Defense in order to succeed.
6. **Hit Points:** When an enemy suffers a number of wounds equal to its Hit Points, it is taken out.
7. **Attack Fumble:** An effect that happens if a Vault Hunter rolls a Fumble while attacking this enemy.
8. **Defense Fumble:** An effect that happens if a Vault Hunter rolls a Fumble while defending against this enemy.
9. **Special:** What the enemy does during a special order.

WHEN ENEMIES ATTACK

Enemies don't just exist to sit there like meat-filled punching bags—expect them to fight back!

When an enemy attacks a Vault Hunter, the Vault Hunter must select one of their Action Tokens (Ready or Used) to defend with. The color of the action token determines the color of the die they roll to defend. Defending with a **YELLOW** Action Token? Roll a **YELLOW** die. This does not cause the token to be used, however you should choose carefully, as you will risk the token if you fail!

If the Vault Hunter fails to defend, they are wounded and the Action Token they chose to defend with is replaced with a **RED** Action Token. If a Vault Hunter defends with a **RED** action token and fails, they are taken out and removed from play.

RESOLVING AN ENEMY ATTACK

When an enemy attacks a Vault Hunter, do the following:

1. **Determine Target Number:** This is the number you need to roll to succeed. This is equal to the attacking enemy's Strength plus any modifiers (for example, if the enemy has Strength 5, you will need a 5 or higher to succeed, unless something like an Event card modified the enemy's Strength).
2. **Select Defending Token:** Select an Action Token (Ready or Used) to defend with.
3. **Roll Dice**: Roll dice and add the appropriate Skill value, plus any other modifiers (such as special abilities). If the enemy is making a ranged attack, defend with the Reflexes Skill. If the enemy is making a melee attack, defend with the Melee Skill.
4. **Calculate Results:** If the Vault Hunter's total is equal to or greater than the enemy's Strength, the Vault Hunter successfully defends and is not wounded.
5. **Luck:** If the Vault Hunter's player did not like the result, they may choose to discard a Luck token in order to reroll the die. Then Calculate Results again.
6. **Apply Effects:** If the Vault Hunter failed to defend with a YELLOW or GREEN token, replace the Action Token with which it defended with a RED Action Token. (If the original token was Ready, the RED Action Token will be as well, likewise if the original token was Used).
7. **Taken Out:** If the Vault Hunter failed to defend while defending with a RED Action Token, the Vault Hunter is taken out and removed from play.

RED-LINED MODELS

Vault Hunters whose actions have all been wounded and are all **RED** are "Red-lined." Some actions only affect Red-lined models. If a Red-lined model heals any wounds, it will no longer be Red-lined.

WOUNDS OUTSIDE OF ATTACKS

On rare occasions, a Vault Hunter may be wounded even when there was no attack (for example, an ability that automatically causes a wound). On other occasions, a model may suffer more than one wound during an attack, so there are still more wounds to apply after the Action Token that was used to defend is wounded (such as with a Deadly attack).

In these instances, the model's controller chooses which of the model's Action Tokens is replaced with a **RED** Action Token. If the model was Red-lined, it is taken out.

SHIELDS

Shields are a type of Gear that your Vault Hunters may acquire.

Shields show a number of Shield tokens. When your Vault Hunter equips a shield, place the Shield tokens shown onto the Shield card.

These tokens work similarly to the Action Tokens on Vault Hunters, but may NOT be used to take actions (or [RE]actions). However, they may be used to defend against attacks.

If your Vault Hunter has a Shield, they MUST choose one of the Shield tokens on the shield to defend against any attacks. If the attack causes a wound, the Shield token suffers the wound rather than an Action Token on the Vault Hunter. In this case, replace the defending Shield Token with a **RED** Shield Token. If a Vault Hunter uses a **RED** Shield token to defend against an attack and a wound is suffered, remove **all** tokens from the shield and flip the card over, it is Exhausted. The Shield may not be used again unless something causes it to recharge.

When a Vault Hunter recharges their shields, refresh the shield card (flip it face up) and replace all Shield tokens shown on their Shield card. The shield may now be used to defend normally. Shields recharge only when the game ends or when specified by other game effects.

If a Shield card is discarded for any reason, it is shuffled back into the deck it came from.

Shields may also give Vault Hunters additional abilities. If they do, they will list them on the card.

Shielded Enemies
Some enemies have Shields, represented by a Shield icon on their card. If they do, when they are attacked, follow the same process as when a Vault Hunter has a Shield. The enemy rolls a die determined by the color of their Shield during Step 2: Determine Target Number and the Vault Hunters need to get equal to or higher than their roll to hit. **YELLOW** and **GREEN** enemy Shields are replaced with **RED** Shields when they are hit, while **RED** Shields get discarded entirely. If an Event directs all models to Recharge Shields, enemies do as well.

[RE]ACTIONS
[RE]actions represent your Vault Hunters adapting quickly as the battle gets more bloody, taking a shot or throwing a punch at the person who just bloodied them or their friends - or moving out of the line of fire to avoid being attacked again.

When a Vault Hunter takes a wound from an attack, any Vault Hunters within line of sight of it (including the wounded Vault Hunter) may immediately make a [RE]action. [RE]actions use Action Tokens like normal actions do, so the Vault Hunter must have a Ready Action Token to flip over in order to use a [RE]action.

[RE]actions are a single action, taken after your enemy's wounding action is fully resolved. They interrupt the normal sequence of the enemy turn.

Each Vault Hunter may only [RE]act once per enemy attack, even if that attack causes more than one wound (such as a Deadly Attack). If a Vault Hunter is wounded again by a different attack (and has another Ready Action), then they may [RE]act again.

If multiple Vault Hunters wish to react at the same time, they resolve their [RE]acts in an order of their choosing. If they cannot agree, the Vault Hunter that was wounded [RE]acts first and [RE]acts proceed clockwise around the table.

If a Vault Hunter suffers a wound that was not dealt by an attack, no Vault Hunters may [RE]act.

After the [RE]act(s) are complete, the enemy turn continues as normal.

FIGHT FOR YOUR LIFE
If a wound causes a Vault Hunter to be taken out, that Vault Hunter may still [RE]act (provided it has a Ready Action Token). If the Vault Hunter manages to take out at least one enemy during a Fight For Your Life [RE]act, then the Vault Hunter is not taken out. Instead, it heals all of its wounds and recharges all of its Shields. However, if the Vault Hunter fails to take out an enemy with their [RE]act, then they are taken out as normal.

ANNOUNCEMENTS AND ORDERS

During the enemy turn, the first card in the Announcement queue will determine what actions the enemies take that turn: simply follow all of the orders listed on the card from top to bottom. All enemies in play must complete each order before you move to the next order. Some Announcement cards may list the same order twice or more in a row; in this case, simply perform it multiple times.

There are seven basic orders. They are:

- **Move**: All enemies move a number of zones equal to their Move value.
- **Melee:** All enemies make a melee attack.
- **Ranged:** All enemies make a ranged attack, if they have a Range value.
- **Spawn:** Spawn enemies according to the Spawning section of the scenario you are playing.
- **Special:** All enemies with a special action take that action.
- **Activate Slaughterlight:** Flip the Spotlight token to the red side.
- **Event:** Draw an Event card and resolve it immediately.
- **Out of Ammo:** At least one Vault Hunter runs out of ammo.

MOVING ENEMIES

When enemies move, they move a number of zones equal to their Move value. They always move directly towards the Vault Hunter with the spotlight, entering and stopping in that Vault Hunter's zone if they are able. If an enemy is unable to make it to that zone, they will stop as close to it as possible. You may move enemies in any order you choose, so long as they all move before you go on to the next order (if there is one).

HOW ENEMIES SELECT AN ATTACK TARGET

Enemies will always attack the Vault Hunter with the spotlight if they are able. If that Vault Hunter is out of range, out of line of sight, or unable to be attacked for some other reason, the enemy will target a different Vault Hunter using the following priorities:

- The enemy will target the closest Vault Hunter.
- If multiple Vault Hunters are equally close, the enemy will target the Vault Hunter among those who is suffering the most wounds.
- If multiple Vault Hunters are tied for the above, the players may choose which of the tied models is attacked (if they cannot agree, roll a die).

You may have the enemies make their attacks in an order of your choosing, so long as all enemies have attacked before you move on to the next order (if there is one).

MELEE ATTACKS

All enemies can make melee attacks. Enemies may only target Vault Hunters in an adjacent zone or that are in their current zone with melee attacks (unless they are using a special attack that states otherwise). They will select the target of their attack as described above.

RANGED ATTACKS

All enemies with a Range value may make ranged attacks. This value is the maximum range of their attack, measured in zones. For example, if an enemy has a Range of 3, when it makes a ranged attack it can target Vault Hunters up to 3 zones away. If an enemy has a dash for its Range stat, it may not make ranged attacks and may only make melee attacks. Enemies will select the target of their ranged attacks as described above. Enemies may attack Vault Hunters in the same zone as them with Ranged Attacks.

Note: *Enemies only have a single strength value that is used for both melee and ranged. But it's still important to remember what sort of attack is being made, because the Vault Hunters will have to defend with different stats (reflexes or melee). Also, many enemies have special abilities that only trigger when performing a certain kind of attack. For example, Lil Shotties only have Crowd Control on their Ranged Attacks.*

SPECIAL ACTIONS

Many enemies have special actions listed on their card. They are frequently attacks, but not all of them are. Either way, the card will list what they do. When an order directs the enemies to take their Special Actions, all enemies make all Special Actions available to them in an order of your choosing (so long as all enemies complete all Special Actions before moving on to the next order, if there is one).

If an enemy has multiple Special Actions, it will take them in order from top to bottom.

THE SLAUGHTERLIGHT

When you receive an Activate Slaughterlight order, flip the Spotlight token to its red side. It will remain red until a new Vault Hunter gains the Spotlight. Each scenario will list what happens when the Slaughterlight is active (for example, enemies may get a bonus to Strength, etc.)

SPAWNING

The scenario will mark certain zones as spawning zones. When enemies spawn, they will spawn in, or adjacent to, a spawning zone (unless the scenario states otherwise). Spawning zones are generally adjacent to multiple other zones in the Vault. To see where they are located, check the map for the scenario you are playing. When spawning enemies, place a single enemy in the spawning zone and then another single enemy into each adjacent zone. Repeat this until all the enemies are spawned, only spawning multiple enemies in a single zone when you have to.

The scenario will tell you how many enemies to spawn, what type of enemies they are, and what spawning zone they come from.

If so many enemies spawned that they filled the spawning zone and all zones adjacent to it with enemies remaining, spawn the remaining enemies as close to the appropriate spawning zone as possible (if multiple zones are equally close, the players may choose).

If there are still more orders, the newly-spawned enemies **will** participate in them.

Vault Hunters may not move into spawning zones unless the scenario states otherwise (though spawning zones do not block line of sight).

If enemies are spawned and you do not have enough of the enemy model, simply spawn as many of that model as you have available. However, if you are called on to spawn an enemy and every enemy of that type is already in the Vault, then all enemies of that type Heal all wounds and then perform the Melee order.

Example: *If you are called on to spawn five psychos but you only have one model left available, simply spawn your last remaining Psycho model and then carry on as normal. However, if you are called on to spawn five Psychos and you have none left available to spawn, then all Psychos in play Heal all wounds and then perform a Melee order.*

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EVENTS

Events are just that: random events. When an order directs you to draw an Event card, take the top card of the Event deck and apply its effects immediately. Then the card is discarded. It is possible for an event to have orders on it: if it does, follow them the same way you would for an Announcement card before discarding the event.

At the end of the scenario, place the Event discard pile on the bottom of the deck. Only shuffle the deck after the Campaign ends (in this way you will see a wider variety of Events).

CLICK, CLICK, CLICK

All Vault Hunters are Out of Ammo.

Any enemies in the same zone as the Vault Hunter with the Spotlight perform the Special Announcement.

OUT OF AMMO

At least one Vault Hunter runs out of ammo. The order will specify which Vault Hunter it is.

UNIQUE ENEMIES

Sometimes you may encounter a Unique Enemy. This may happen due to an Event card or a Scenario. Unique Enemies are just like other enemies except that they are usually tougher and they drop Loot tokens differently.

When a Unique Enemy is taken out, do not draw random Loot tokens. Instead, place the Legendary Loot token in the zone it had occupied. This token may be used immediately to draw one card from the Legendary deck and either equip it or place it in your inventory.

ENDING A ROUND

When a round ends (at the end of the enemy turn) do the following in order:

1. Make the Clean Up Roll.
2. Respawn any Vault Hunters that were taken out, if able.
3. Move up Announcement cards in the queue and flip over new Announcement cards until there are three cards in the queue.

CLEAN UP ROLL

To make the Clean Up Roll, roll 1D4 and do the following depending on the roll:

1. Remove Tokens: Take all Loot tokens from the Vault and place them back into the Claptrap bag. Loot tokens that are on a Vault Hunter's card remain there. If the Legendary token is in play, simply remove it from play rather than adding it to the bag.
2. Nothing happens.
3. Nothing happens.
4. End Effects: Some effects, such as Incendiary, end when the End Effects result is rolled. These effects will state so in their descriptions.

RESPAWN VAULT HUNTERS

At the end of each round, if your Vault Hunter has been taken out, you may spend $500 in Cash tokens from its card to respawn in any active NEW-U Station zone. Take your Vault Hunter and place them in the NEW-U Station zone with all of their wounds healed, Shields recharged, and guns/grenades reloaded. If the NEW-U Station zone is filled, place the Vault Hunter in the closest available zone. You may act normally in the next round.

Vault Hunters may only be respawned using cash! The resale value of weapons or tokens such as ammo or health tokens may not be used. The NEW-U Station does not recycle your ammo for you, you have to have cash tokens.

Note that not all NEW-U Stations begin the game active. Some begin the game inactive (see the scenario map) and you will need to use the Interact action (see page 10) to activate them before they may be used.

If a Vault Hunter has been taken out and they have no cash, the other Vault Hunters may spend $1000 to respawn them at the end of the round. Different players may pool cash to respawn another Vault Hunter in this way. The price goes up when your friends have to bail you out and you don't have the cash on hand!

If a Vault Hunter is out of play at the end of a round due to being taken out and the other Vault Hunters are unable to respawn them, then the Vault Hunters lose and the game ends.

WINNING AND LOSING

If there are no more cards in the Announcement deck or queue and there are no enemies in the Vault, the Vault Hunters immediately win.

If it is the end of the round and there is a taken out Vault Hunter that the Vault Hunters do not have enough cash to respawn, the Vault Hunters immediately lose.

Most scenarios will also have specific win and loss conditions, but these always apply as well.

IN BETWEEN GAMES

After each game your Vault Hunters will gear up from the vending machines and choose the next scenario.

VENDING MACHINES

After the game, the Vault Hunters will have the chance to choose new Gear from the Vending Machines. For the first three Vending Machines (Guns, Zed's Meds, and Ammo) you will follow the same procedure (the Legendary Vending Machine is slightly different). Draw four cards from the relevant Vending Machine deck and place them face up on the table. Starting with the Vault Hunter that had the Spotlight when the game ended and going **clockwise**, each Vault Hunter may purchase one of the revealed cards.

Each card has a value in dollars listed on it. If the cost is paid, place the card into the Vault Hunter's Inventory. Each Vault Hunter may only purchase one card in this way at a time (though they may continue to go around until each Vault Hunter passes on buying any more cards).

Vault Hunters may use any cash they have and they may also spend Loot tokens they have remaining at a value shown on the token. Any tokens used to purchase cards are placed back into the Claptrap bag. Vault Hunters may also trade in old Gear to help them purchase new Gear cards for an amount equal to the Gear's resale value. Gear that is resold in this way is shuffled back into the relevant deck once the Vending Machine phase is completely over.

Any cards that are not purchased are shuffled back into the deck.

There are four different Vending Machines. Each one will give you different kinds of Gear. Resolve the Vending Machines in the following order:

1. Guns
2. Dr. Zed's Meds
3. Ammo Dump
4. Legendary Items

Drawing from the Legendary Vending Machine works similarly to the other Vending Machines, except only ONE card from the Legendary Vending Machine is drawn and placed on the table. The player who had the Spotlight when the game ended has the first chance to purchase it, going clockwise from there. As there is only one card, most of the Vault Hunters may not get a chance to purchase a Legendary item.

REST AND RECHARGE

Once you have visited all four Vending Machines, place any remaining Loot tokens back into the Claptrap Bag. Heal all wounds, recharge all shields, and reload all guns and grenades. All game effects (such as Incendiary, etc.) end, and you should get ready for a new game.

LEVEL UP AND MODIFY ANNOUNCEMENTS

Some scenarios allow you to Mod one section of your Skill Tree if you win. If the scenario allows you to Mod your Skill Tree, do it now.

After that, adjust the Announcement deck. The Announcement deck should always be 12 cards. When the Campaign starts, all 12 cards will be Tier 1. After each scenario, for each Mod that was placed on a Skill Tree that game, take one random card from the next highest Tier and randomly replace one of the lowest Tier cards that still remains in the Announcement deck. Note that one new Announcement card is added for EACH Mod, so if all four Vault Hunters gains a Mod, add four new Announcement cards.

If every card in your Announcement deck is already Tier 3, skip this step.

Example: Your announcement deck currently has eight Tier 1 cards and four Tier 2 cards. If all four Vault Hunters placed one Mod on their Skill Trees this game, you will need to add four more Tier 2 cards. So take all the Tier 2 cards not currently in your Announcement deck and draw four randomly and add them to your deck. Then take the eight Tier 1 Announcements that remain in your Announcement deck and discard four of them randomly. Your Announcement deck now has eight Tier 2 Announcements and four Tier 1 Announcements.

SCENARIOS

Scenarios tell you how to set up the Vault and list any special rules that will apply to the game. All scenarios have the following sections:

Set Up

This shows the map of the Vault so you know how to lay out the tiles and where to place enemies, tokens, game elements like barrels, and anything else that may start in play. It will also show where the NEW-U Stations are and the zones where enemies spawn. (NOTE: add map with various symbols labelled).

Spawning

This section tells you what type of enemies to spawn, where to spawn them, and how many to spawn each time an Announcement card calls for it.

Special Rules

Any special rules for the scenario are listed here.

Victory

The victory and failure conditions for the scenario are listed here.

After The Scenario

This section tells you if you gained Mods, special Gear (usually depending on how well you did) and which scenario to play next.

BOUNTIES

Sometimes the Vault Hunters will get a lead on a lucrative Bounty. When this happens, they can go on a Bounty Hunt in between games. Bounty Hunts are not linked to the main Campaign story, but are quick side-quests where you will get the opportunity to get some loot!

There are two ways that Vault Hunters will be given the opportunity to go on a Bounty Hunt: either by ending the game carrying the Bounty token, or when the After The Scenario section of the scenario that was just played notes to do so. Either way, the process is the same. (If you end the gamewith the Bounty token AND the scenario allows you to do a Bounty, you may go on two consecutive Bounty Hunts if you wish).

If you are using the Bounty token to initiate the Bounty, keep it until the Bounty is complete and then place it back into the bag, so you do not receive another Bounty token during the Bounty Hunt.

Draw three cards from the Bounty Deck to form the Bounty Board. Select one of the Bounty Cards to be the Bounty you take on. If none of the Bounties are to your liking, you may choose not to go on a Bounty Hunt; they are always optional. Either way, place any unselected cards at the bottom of the Bounty Deck (do not shuffle it until the end of the Campaign, this guarantees a wide selection of different Bounties).

Then, roll the Obstacle Die (D10) and consult the following chart to see which map the Bounty will be played on (there is a Bounty Map section at the end of the Campaign Book).
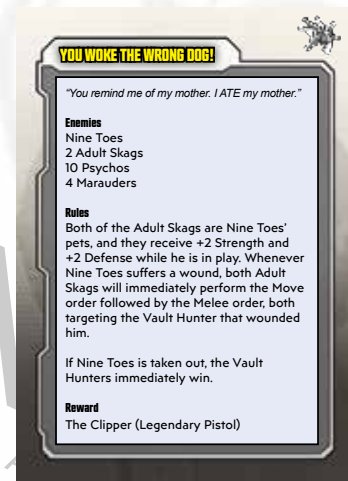
1. The Caves (Campaign page 25)
2. Tire Yard (Campaign page 26)
3. Skag Gully (Campaign page 27)
4. Barrel Bunker (Campaign page 28)
5. The Power Station (Campaign page 29)
6. Hell's Kitchen (Campaign page 30)
7. The Watering Hole (Campaign page 31)
8. The Hidden Basement (Campaign page 32)
9. Outpost Scraple (Campaign page 33)
10. The Cauldron (Campaign page 34)

The Map will show you how to set up the tiles and where enemies, Vault Hunters, and any other game elements should be placed at the start of the Bounty Hunt.

The Bounty card tells you which enemies you are fighting (usually at least one Unique enemy) as well as any special rules for the Bounty.

Example Bounty Card:

YOU WOKE THE WRONG DOG!

"You remind me of my mother. I ATE my mother."

Enemies
Nine Toes
2 Adult Skags
10 Psychos
4 Marauders

Rules
Both of the Adult Skags are Nine Toes' pets, and they receive +2 Strength and +2 Defense while he is in play. Whenever Nine Toes suffers a wound, both Adult Skags will immediately perform the Move order followed by the Melee order, both targeting the Vault Hunter that wounded him.

If Nine Toes is taken out, the Vault Hunters immediately win.

Reward
The Clipper (Legendary Pistol)

1. Name: This is the name of the Bounty
2. Enemies: These are the enemies that are in play at the start of the Bounty.
3. Rules: Any rules for the Bounty, including how to win, are here.
4. Reward: This is what you get if you win the Bounty. Usually this lists a specific Legendary item. If it does, simply search the Legendary deck for the listed item, place it into a Vault Hunter's Inventory, and shuffle the deck. If a Vault Hunter already has the listed Legendary, randomly draw a Legendary card instead. If you cannot agree on which Vault Hunter gets the reward, roll dice to determine who gets it.

Bount Hunts use the Announcement cards as normal, hoever, they are short games, so enemies never Spawn during a Bounty Hunt (unless the Bounty card states otherwise). Simply ignore any Spawn orders on Announcement and Event cards.

Vault Hunters **do not** start a Bounty with $500 Cash tokens and they **do not** respawn during Bounty Hunts as there are no NEW-U Stations. If a Vault Hunter is taken out, the Vault Hunters immediately lose. After the Bounty is complete, proceed to the next Scenario in the Campaign; the only penalty for losing during a Bounty Hunt is that no reward is gained.

After the Bounty Hunt, follow the normal In Between Games steps (visiting the Vending Machines, Leveling Up, etc.) before proceeding to the next scenario.

ENEMY TYPES AND BASE RINGS

In the right hand corner of each enemy card there will by a type listed. There are six types of enemies:

- Melee Normal
- Melee Special
- Melee Heavy
- Ranged Normal
- Ranged Special
- Ranged Heavy
- Unique
- Boss
- Fodder

These types have no effect on individual games, however they allow you to use a greater variety of models in each campaign. In any scenario, you may swap out an enemy of one type with another enemy of the same type.

For example, in the *Make Me A Sandwich* scenario, Marauders are an enemy that can spawn. However, if you bought the Skags At The Gates box and you have Spitter Skags, you may choose to use them instead of Marauders for this scenario as they are both Ranged Normal models. This is a good way to get a wide variety of play out of any Campaign (though there will also be a Skag-specific Campaign in the suplemental Campaign book).

Base Rings

Sometimes one model can represent different versions using base rings. For example, the

Unique mini-boss Nine Toes uses a Psycho model, but his card notes to place a blue base ring around him to let you know he is more than an average Psycho. Similarly, the Loot Goon Goliath card shows a Goliath model with a yellow basering, indicating to use a normal Goliath model with a yellow basering so you remember to get more loot when that particular Goliath is taken out. This lets you get lots of use out of your models!

BOSSES

During the last scenario of a campaign, the Vault Hunters will face a Boss.

Bosses have all the same stats as other enemies.When the Boss is taken out, the Vault Hunters have won the campaign!

Boss Action Card

Each Boss will have its own Boss Action card. This functions like an Announcement card, except it is never discarded and only the Boss follows the orders listed on it. Every enemy turn, the boss will follow the orders on its unique Boss Action card.

There will likely still be normal Announcement cards in play when you are facing the Boss. The Boss ignores these Announcement cards, they are only for other enemies that may be on the table with the Boss. The Boss only follows orders listed on its Boss Action Card. Resolve the Boss Action Card before resolving the normal Announcement card (if there is one).

Boss Events

Each Boss will also have its own unique Event cards. Shuffle these into the normal Event deck at the start of the Campaign.

Boss Announcement Cards

Some bosses will have their own Announcement cards. These will have a tier, just like normal Announcement cards. If the Boss has these cards, shuffle them into the appropriate tier at the start of the campaign and randomly discard a normal card of that Tier. In this way, the Boss has a unique effect throughout the whole campaign!

ACTION EFFECTS AND KEYWORDS

Each action has an effect in the game if it is successful (and sometimes if it fails!). Often, this will include one or more "keywords" that describe the most common effects. These keywords, as well as some special skills, are described below.

Shock: Shields may not be used to defend against Shock attacks.

Corrosive (X): After resolving a Corrosive attack, regardless of whether the attack was successful, place X Corrosive tokens on the target. The target reduces all defense rolls by 1 for each Corrosive token on it. During the Clean Up Roll, if End Effects (a Crit) is rolled, remove all Corrosive tokens from all models.

Incendiary: When a model makes an incendiary attack, it rolls an additional D4. This D4 does not affect the action total but, If a Crit is rolled on the D4, the target is set on fire (regardless of whether the attack succeeded): Place a Burning token on the target. At the end of every enemy turn, every model with Burning tokens suffers wounds equal to the number of Burning tokens on them. During the Clean Up Roll, if End Effects (a Crit) is rolled, remove all Burning tokens from all models.

Explosive: Explosive attacks affect **every** model in the target's zone. Only one roll is made to determine if the attack succeeds: each model in the zone defends separately.

Cryo: When a model makes a cryo attack, it rolls an additional D4. This D4 does not affect the action total but, If a Crit is rolled on the D4, the target is frozen (regardless of whether the attack succeeded): Place a Cryo token on the target. Models with a Cryo token may not move unless they choose to suffer a wound on a **GREEN** Action Token (only Vault Hunters have this choice). During the Clean Up Roll, if End Effects (a Crit) is rolled, remove all Cryo tokens from all models.

Radiation: When a model makes a radiation attack, it rolls an additional D4. This D4 does not affect the action total but, If a Crit is rolled on the D4, the target is irradiated (regardless of whether the attack succeeded): Place a Radiation token on the target. When a model with a Radiation token is taken out, roll a **YELLOW** die: All other models in the same zone as the irradiated model immediately suffer an attack with a strength equal to the roll (this may occur during the attack that placed the Radiation token on the model if the model was taken out by that attack). During the Clean Up Roll, if End Effects (a Crit) is rolled, all models with a Radiation token suffer a wound.

Suppression: Vault Hunters may only [RE]act to Suppression attacks with a move action. Enemy Attack Fumble effects are ignored during Suppression attacks.

Crowd Control: When a model makes an attack with Crowd Control, it selects a zone and rolls an additional D4 (this does not affect the action total): The number rolled on the D4 determines the number of models in the selected zone that may be affected by the attack (only one attack roll is made, but each target defends separately). If only some of the models in a zone are affected, the Vault Hunters may choose which models are affected.

Rapid [X]: Rapid actions allow you to repeat the same action X times without using additional actions. A Rapid action can target the same model more than once or target a number of different models. Resolve each of the Rapid actions separately, then resolve any and all [RE]actions in the order wounds were dealt, if any. If a Rapid action has multiple targets, the targets must all be in the same, or adjacent, zones.

Accurate: You may re-roll Accurate actions, after rolling. You may only ever re-roll a die once.

Crits Affects: Some special rules occur when a Crit is rolled and succeeds. On Gear, these appear as (Special Rule) Crits. For example, "Deadly Crits."

Deadly: Deadly attacks deal an additional wound when they hit. Deadly is often triggered by a Crit, as in "Deadly Crits."

Discard: An action with Discard must discard the Gear the action is on after completing the action.

Pistol: A Vault Hunter with at least one Pistol equipped may use its Ranged Skill to defend against Melee Attacks. This effect is lost if the Pistol is out of ammo.

**Attachable Blade:** This model's Basic Melee Attacks gain Deadly.

Lifesteal: After an attack with Lifesteal deals at least one wound, roll 1D4. On a Crit, this model heals a number of wounds equal to those dealt.

Ammo Guzzler: After this attack is resolved, exhaust this weapon; it is out of ammo.

Small Clip: If this model fumbles an attack with this weapon, exhaust this weapon; it is out of ammo.

Slag: When a model makes a successful attack with a Slag attack, place a Slag token on the target (regardless of whether the attack dealt wounds). Models with one or more Slag tokens suffer one additional wound from successful attacks. At the end of the round when you roll to clean up, remove all Slag tokens.

Run And Gun: When a Vault Hunter equips a weapon with Run And Gun, place a YELLOW Action Token on the weapon. This Action Token may be used by the Vault Hunter, but only to take [RE]Action attacks with the weapon. (This Action Token refreshes whenever the Vault Hunter normally refreshes Action Tokens).
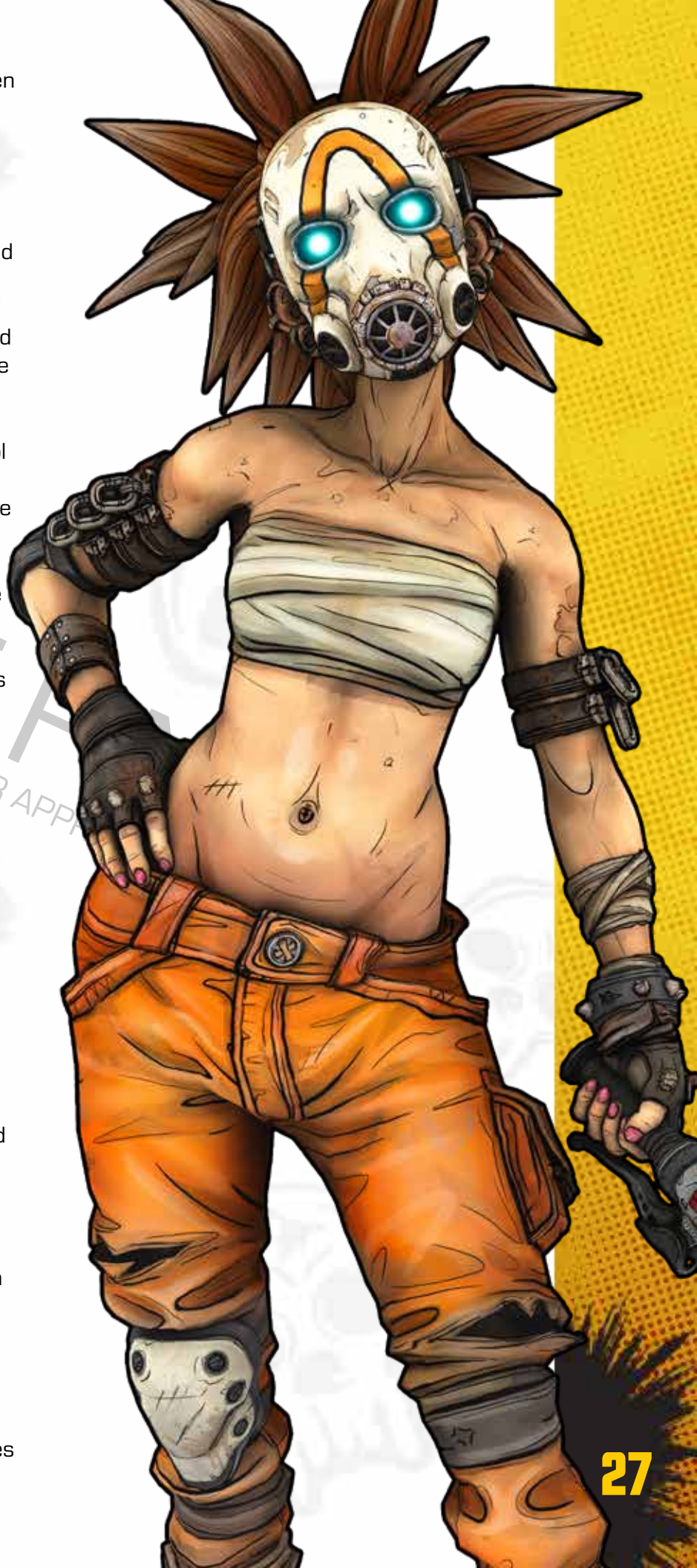
BORDERLANDS ® : MISTER TORGUE'S ARENA OF BADASSERY (™)

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