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Game: **ROGUE TROOPER**
Pub: **Games Workshop (1987)**

Page 1: **Rules summary** front
Page 2: **Rules summary** back
Page 3: **Play Reference**

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For best results, print on card, laminate and trim to size.

ROGUE TROOPER

Setup

Sort the cards into their separate **Encounter, Supply, Mission, Rogue** and **Traitor decks**, shuffle each deck and place them face down on the table. Discarded cards are placed face up in discard piles, and the discard deck reshuffled when exhausted.

Each player takes a **GI playing piece**, a **GI characters sheet**, 4 **ammunition track markers** (1 of each of the 4 types) and 1 **lives track marker.**

Place the numbered **Bio-chip counters** in a cup. Each player draws a counter from the cup, then takes the indicated number of Bio-chips from the cup and places them in available slots on their character sheet.

Each player rolls 2 dice and draws that number of **Supply cards**, records their **ammunition** by placing their **ammunition marker** on the appropriate number on their sheet, and places a **lives marker** on the 4 space of the **Lives track**. Note the highest number on each track on the character sheet is the maximum you can have of that item or lives.

The **Drop Zone counters** are placed in a cup. Each player draws a counter and places their playing piece in the **Drop Zone** indicated, then returns the counter to the cup.

Each player draws a **Mission card**; players may discard the first card (this is the only time *Genie* and *Wedding Bells* missions may be discarded) and draw a second one, but *must* accept the second mission unless it is impossible to complete.

Each player draws 3 **Rogue cards**.

Turn Sequence

Play starts with the game owner and moves clockwise. During another's turn, players may play **Rogue cards**.

When a player is forced to miss a turn, the current turn is completed and the *next* turn missed. The player may usually do nothing except play *Rogue* cards on other players.

1. Movement Phase

GIs normally move 1 sector.

2. Encounter Phase

GIs in a sector with another GI make **GI Encounters**, and GIs in unoccupied sectors make **Battlefield Encounters**.

3. End Phase

GIs reaching their mission destination declare their mission and turn the **Mission card** faceup, completing it unless another player causes it to fail with a *Rogue* card.

GIs may fight the Traitor if in the same sector.

Draw **Supply cards** if in a *Souther City* or the *GI Armoury* on Milli-com.

Discard unwanted *Rogue* cards and draw new cards up to a total of 3, and discard excess *Clue* cards.

Movement Phase

Nu-Earth: GIs may move to any adjoining sector or choose not to move, but may not end their move in a *Scum Sea* sector unless they have a *Scum Sea Survival Kit*.

Milli-com: GIs may get to Milli-com by being captured by *Millifuzz*, or move there from the *Shuttle Base*, or by using a *Shuttle Rogue* card from any *Souther City*. They can leave via the *Lifepod* sector or the *Shuttle Bay*.

On Milli-com they may move to any adjacent sector as normal. *Rogue* cards affecting movement may not be played on GIs on Milli-com.

GIs **imprisoned** may not move until they have *escaped*.

If a GI can move extra sectors, he is moved straight to the destination and makes encounters normally there, but does not make encounters along the way.

Encounter Phase

A GI entering a section already occupied by another GI *must* have a **GI Encounter**; otherwise he has a **Battlefield Encounter**.

A GI who does not move does not have any new encounters, however unbeaten *Hazards* and *Fortifications* must be encountered.

Battlefield Encounters

The number on the sector is the **Encounter Rating**, and the number of **Encounter cards** drawn by the player to the left of the one whose turn it is. If there are already faceup cards in the sector, draw enough to bring the *total* up to the rating.

The drawing player sorts the cards in descending order of **Initiative** (highest on top). He may decide the order for cards that have the same Initiative. Any cards not suitable for the sector are discarded. *Coastal* encounters may only take place in *Scum Sea* sectors or those adjacent to them. The card(s) are then placed faceup on the board with only the top card showing. The GI player then resolves each card in turn:

Companions and **Special Items** are picked up and placed in front of the player. A GI finishing his move at a companion's *Destination* may discard the companion.

The GI may first try to **Evade** other encounters, unless the card or a *Rogue* card says otherwise. If successful, the card is discarded. If unsuccessful, or he does not try to evade, the GI may either **Surrender** or **Fight**.

Evading

GIs may not evade if they are in a *Glass Zone*, or if the encounter or a *Rogue* card says they may not. They may not evade *Special Items* or *Companions* except *K for Ken*. GIs may attempt to evade even if they failed to evade a previous encounter.

Roll 1 die, adding any adjustments for the type of sector, *Special Items* or *Companions*. **If the total is higher than the encounter's Initiative, he has failed to evade.**

Each *Companion* reduces the roll by 1. GIs accompanied by *K for Ken* subtract 2 from their rolls.

If a GI evades an encounter and the *next* encounter card is a *Companion* or *Special Item*, this card is discarded also.

Surrender

GIs may always surrender to *Nort* encounters unless the card says otherwise. The GI is immediately **Imprisoned** in the *Glasshouse*.

GIs who surrender to *Millifuzz* are immediately **Imprisoned** in the *Brig* on Milli-com.

GIs may not surrender to *Neutrals*, or to *Souther* encounters other than *Millifuzz*. GIs may not surrender to *Special Items, Companions*, the *Traitor* or other GIs.

The imprisoned GI must discard any *Companions* and *Special Items*, keeps the GI rifle, helmet, backpack and bio-chips, but loses all other equipment and ammunition. The GI may not move and does not make encounters.

The GI may attempt to *escape* at the beginning of his next Movement phase, either by using an *Escape Rogue* card or rolling a die:

The Glasshouse

1-4 Remain in the Glasshouse.
5 Draw 2 *Supply* cards and escape, or remain.
6 Draw 4 *Supply* cards and escape.

The Brig

1-4 Remain in the Brig.
5-6 Draw a die roll of *Supply* cards and escape.

An *Escape Rogue* card counts as rolling 6 on the relevant table.

After 2 unsuccessful escape attempts a GI will automatically escape on the third (treat as roll of 6).

A GI may move on the turn they escape, and will have encounters if they remain in the sector.

GI Encounters

Imprisoned GIs cannot encounter each other.

The GI who has moved into the sector is the **Attacker** and the other GI is the **Defender**. The Attacker may choose *one* of the following options:

Attack: the defender may try to evade, in which case the attacker's Initiative is 2 *plus* his current Lives total. GIs count as *Personnel*.

On Milli-com GIs can only fight with their bare hands.

If the attack is because of a *Genie* mission, the mission is completed after *Firepower* dice are rolled, even if neither side is harmed (if the defender successfully evades, the mission is not over).

Kidnap: *Firepower* dice are rolled as for an attack; if the attacker wins, he may take 1 *Companion* of his choice away from the defender, who loses no lives. If the defender wins, the attacker loses a life.

Exchange Companions: the attacker gives the defender one *Companion*, who must take it, but may then give the attacker one of his companions, if he has any. The process continues until one player stops (a companion can only be traded once in a given GI Encounter).

Exchange Missions: the attacker may exchange Mission cards (except *Genie* and *Wedding Bells*) with the defender, who canot refuse. Cards are kept hidden from those not involved in the exchange.

Exchange Clues: the attacker offers an exchange of Clue cards, and the defnder chooses whether or not to accept. If both have *one* card the other wants, they exchange, if not, the encounter is over. Cards are kept hidden from those not involved in the exchange.

Trade: if both players agree, they may exchange *Special Items* and *Standard Issue* ammunition.

Talk: the GIs do nothing but swap stories.

Rogue cards which generate extra encounters may not be played against a GI making a GI Encounter.

The defender may only *evade* if the **Attack** option is chosen. They may never *surrender*.

Combat

The **Firepower** of each encounter is given on its card. The player to the left rolls 1 die for each point.

The GI player chooses a **Salvo** of any number of rounds from *one type* of their available ammunition or *Special Items*. He then rolls the appropriate number of dice according to the ammunition used.

In each salvo, a GI may use only 1 **main weapon** *(GI rifle, Lazooka, Plasma Grenades, Micro-Mines, Mini-Nukes)*, though it can be backed up with certain **secondary** weaponry.

The **GI Rifle** can only fire 1 kind of ammunition at a time *(GP Mags, Sealburster or Sammy).*

Both sides roll Firepower dice together, and the GI adds extra Firepower from Companions (*first* salvo only). Companions can only affect targets that would be effected by GP ammunition.

If the enemy's score is higher, the GI loses a life (2 lives if the card is marked **Double Damage**). The encounter card is discarded unless it is a *Hazard* or *Fortification*, which remain on the board until destroyed.

If the GI scores more, or the scores are equal, the enemy is destroyed and the card discarded.

If the GI has companions and loses a life, roll a die for each life lost. If a score equals the Initiative of a companion, the GI is unhurt and the companion killed. The companion card is put in the game box.

End Phase

Leave unbeaten *Hazards* or *Fortifications* on the board.

GIs reaching their mission destination declare their mission and turn the **Mission card** faceup. The other players may play *Rogue* cards to prevent or delay mission completion—if no one does so, the mission is over, the card discarded, and the player draws a new one, playing a *Rogue* card on their GI if desired.

The player may discard the first card (**except** *Genie* and *Wedding Bells*) and draw a second one, but *must* accept the second mission.

GIs may fight the Traitor if in the same sector.

GIs in a *Souther City* may roll 1 die and draw that number of *Supply* cards. GIs in the *GI Armoury* on Milli-com may roll 2 dice and draw that number of *Supply* cards.

The player may discard any *Rogue* cards he does not want to keep and then draws new cards until he has a total of 3. The player then must discard excess *Clue* cards.

Supply Cards

Supply cards may be **Standard Issue** or **Special Items**.

Standard Issue cards are marked with a number and a name. Move the appropriate marker on your character sheet and discard the card. They cannot be saved for later use.

Special Items are placed faceup by your character sheet. You cannot have more than 6 at any one time; extra cards must be discarded (you may choose which to keep).

If an Encounter card allows Supply cards to be drawn, they are drawn *immediately* before completing any remaining encounters.

Mission Cards

Mission cards may be **Contact**, **Genie** or **Wedding Bells**.

Players may discard the first mission card they draw (except *Genie* and *Wedding Bells* missions) and draw a second one, but *must* accept the second mission unless it is impossible to complete.

Each contact mission card has a **destination** where the contact is located. If the GI gets there successfully they may draw a *Clue* card, unless someone plays a *Rogue* card which foils the mission.

A *Genie* mission lists mission instructions.

A *Wedding Bells* mission means the GI must gain the named companion, kidnapping her if necessary. If that companion is not in play, the card is discarded and another one drawn.

Players draw a mission card on completion of each mission until they have a complete set of Clue cards. Once they do they discard any mission card they have and do not draw any more.

Rogue Cards

A player may use a *Rogue* card during his own turn or in any other player's turn as long as it is played during the **phase** indicated on the card.

Rogue cards are always played at the *start* of the phase, starting with the player to the left of the player whose turn it is and continuing clockwise. Only the *last* card played will affect the player; any others played are discarded.

Any *Rogue* cards that affect the Traitor or allow the player's GI to escape from the *Glasshouse* or the *Brig* take effect *immediately*—no more cards can be played and any previous ones are discarded.

Cards that call up **reinforcements** cannot be played on GIs in sectors with a 0 encounter rating.

Clue Cards

When a player has obtained **4 Clue cards** and made up the Traitor's whole face, they may confront him.

Clue cards are kept secret until the player has made up an entire set, except when exchanging Clues during GI Encounters.

Only 4 cards may be held at any one time. Extra cards are discarded in the *End* phase of a player's turn.

Dead GIs

If a GI has) lives, his chip is placed in the sector where he died, his other bio-chips, Companions, Special Item and Clue cards and ammunition put to one side, and his other cards discarded.

The nearest living GI must move there and fit the dead GI's chip into an available slot, discarding one if necessary. The 2 GIs now form a team; the living GI collects the dead GI chips, cards and ammo, and may choose to discard one of the mission cards (dead GI *Genie* and *Wedding Bells* missions must be discarded).

If the living GI wins, the dead GI takes second place; joint seconds if he has more than 1 dead GI chip.

The Traitor

As soon as a player has 4 matching *Clue* cards they must be turned faceup. The player discards his current *Mission* card and does not draw any more.

A Life marker is placed on the Life track of the *Clue* card set; the Traitor starts with 4 lives. The **Traitor marker** is placed on the *Bridge* at Milli-com. It may be moved directly to destinations as a result of Movement *Rogue* cards being played.

Winning

The **Traitor** may only be attacked by a GI with a complete set of **Clue cards** and who is in the same sector as the Traitor's playing piece.

Confrontations take place in the *End* phase. Other players may play special *Rogue* cards that affect the outcome (that specifically affect the Traitor).

Combat takes place as normal. GIs may only fight *one* round of combat per turn. **On Nu-Earth**, the Traitor rolls 8 dice for Firepower. **On Milli-com**, both sides fight unarmed.

The Traitor counts as a **Personnel** target with 4 Lives. When he loses a Life, record this on all faceup sets of Clue cards.

When a GI moves into a sector occupied by the Traitor *and* another GI, he may choose to encounter the GI in the *Combat* phase or confront the Traitor in the *End* phase—*not* both.

The player whose GI kills the Traitor by reducing his Lives to 0 wins the game.

ROGUE TROOPER

SECTORS

Souther Sectors: use only *Souther*, *Neutral* and *Airbourne Nort* encounters.

Nort Sectors: ignore *Souther* encounters.

Neutral Sectors: use only *Neutral* and *Airbourne Nort* encounters.

Front Line Sectors: use *all* encounters.

TERRAIN

City: draw a die roll of *Supply* cards in the End phase when in a *Souther City*.

Scum Sea: use only *Coastal* and *Airbourne* encounters. May only be crossed by using *Special Item* cards or aircraft.

Swamp/Jungle: +1 to *Evade*.

Mountain: +1 to *Evade*.

Plains: -1 to *Evade*.

Glass Zone: may not *Evade*.

SPECIAL SECTORS

Furlow: spend an entire turn here to regain any lost lives; do *not* draw *Supply* cards.

Glasshouse: GIs *imprisoned* here regain any lost lives.

Nu-Arcady: spend an entire turn here to regain 1 lost life.

Shuttle Base: end move here to move directly to Shuttle Bay on Milli-com and stop.

Milli-com: GIs here may not use any weapons. All sectors have a rating of 0 and do not have a Side.

The Bridge: the Traitor is placed here when revealed.

Lifepods: GIs beginning a move here may move to 1 of the Drop Zones and then make a normal move. Those with a Helm bio-chip may choose which zone; others draw a Drop Zone token.

Battle Computer: A GI with 3 matching Clue cards may search through the deck until they find the card they need (or take 1 of their choosing if it isn't there). You do not need a Helm bio-chip to do so. Then reshuffle the deck.

Security Zone: GIs may only enter if they have a Helm bio-chip or a Security Clearance Rogue card.

Shuttle Bay: end move here to move directly to Shuttle Base on Nu-Earth and stop.

GI Armoury: GIs here in the End phase may draw 2 dice of Supply cards.

Sick Bay: spend an entire turn here to regain any lost lives.

AMMUNITION

1 die for each GP Mag.

2 dice for each Plasma Grenade.
4 dice each when used against *Fortifications*. No effect against *Airbourne* encounters.

4 dice for each Sealburster.
Only used against *Sealed* targets.

4 dice for each Micro-Mine.
Only used against *Personnel* targets.

BIO-CHIPS

Each player chooses where to use the **Bio-chips**; once selected they cannot be changed during the game.

GUNNAR

+2 to all **GP**, **Sealburster** and **Sammy** *Firepower* rolls.

HELM

Double *Firepower* rolls against enemy **Armour**.

Can also be used in missions involving *Battle Computers*, and to pass through the *Security Zone* on Mill-com.

BAGMAN

May select and dice for a **second salvo** (may be a different type to the first) after opponents have made their *Firepower* rolls, adding your totals together.

ESCAPING

The Glasshouse

1-4	Remain in the Glasshouse.
5	Draw 2 *Supply* cards and escape, or remain.
6	Draw 4 *Supply* cards and escape.

The Brig

1-4	Remain in the Brig.
5-6	Draw a die roll of *Supply* cards and escape.

An *Escape Rogue* card counts as rolling 6 on the relevant table.

After 2 unsuccessful escapes a GI will automatically escape on the third (treat as roll of 6).