

CORPORATION TROOPER ROSTER



Valerie Duval



Max Steiner



BAUHAUS



IMPERIAL



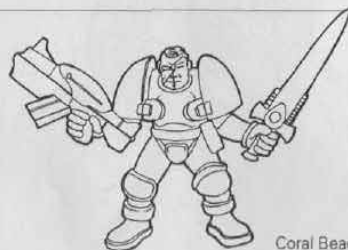
Edward S. Murdoch



Sean Gallagher



Attila III



Coral Beach



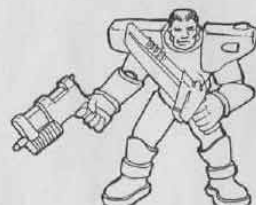
CYBERTRONIC



CAPITOL



"Big Bob" Watts



Mitch Hunter



Yojimbo



Tatsu



MISHIMA



THE SIEGE OF THE CITADEL

In this dramatic adventure game, you command a team of brave Doomtroopers. They are sent to strike deep into the Citadel of the Nepharite Alakhai, whose corrupt Dark Legion is trying to conquer the Solar System. It is here, deep within the Citadel your Doomtroopers must battle Alakhai's Dark Legion, perform perilous missions, and outdo the other corporation teams, in a heroic stand to save Mankind.

BASIC TRAINING

The "Trial By Fire" mission is a fast play training mission designed to teach players the basics of the game. In this training mission you will not use all the game components or rules. A complete listing of components and detailed explanation of the rules' finer points are presented in the section titled "The Rest of the Rules".

ASSEMBLY: Before you can begin to play, several playing pieces must be assembled. Push all the figures except the Ezoghoul into the slotted stands. Assemble the Ezoghoul as shown. Place the

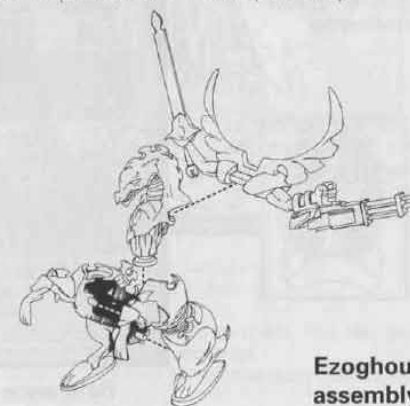
appropriate corporation stickers onto the Doomtrooper figures. The Corporation Trooper Roster pictures each Doomtrooper. Punch out the reference cards, all the markers and the two large pieces of the Citadel and assemble as shown. Place the card stock stairs section in the plastic inlay. Assemble the Corporation Tray by inserting the card stock corporation sheet into the plastic tray.



Figure assembly



Citadel assembly



Ezoghoul assembly

SETUP "TRIAL BY FIRE"

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- The diagram shows a 2D grid world environment. A robot, represented by a black arrow-like shape, is positioned in the center of the grid. The grid is divided into numbered sectors: 1 (top-left), 2 (top-right), 3 (bottom-right), 4 (bottom-left), and 5 (center). The robot is currently in sector 5. The grid is composed of squares, and the robot's path is indicated by a series of arrows. Labels include 'Trooper Entrance' at the top, 'Sector' pointing to sector 5, 'Wall' pointing to a boundary, and 'Square' pointing to a grid cell.

THE DARK LEGION PLAYER

- Legion creatures you will command. Shuffle the cards. Place one Force Card facedown on each gameboard sector.

Reference Card Rank Number of actions a

Illustration of Dark Legion Creatures

Color and number of dice with which the creature attacks in close combat

Number of Promotion Points rewarded to a trooper when the creature is killed

Color and number of dice with which the creature attacks in fire-arm combat

Number of actions a creature has in a turn

The creatures' Armor Factor

Number of Promotion Points rewarded to a trooper when the creature is eliminated.
(Promotion Points are not used in the "Trial by Fire" training mission.)

Reference Card Rank 1-2

SEQUENCE OF PLAY "TRIAL BY FIRE"

CORPORATION PLAYER'S TURN

- The first time a player's marker is drawn, the player places both troopers off board, next to any indicated entrance. Both troopers must enter at the same entrance. More than one team can use the same entrance.

MOVE, moving the figures square to square on the gameboard.

A trooper may perform these in any order.

Example:

or can MOVE once and then MOVE again ...

All actions of one trooper must be completed before the actions of your next trooper starts.

VICTORY: Corporation players attempt to eliminate all the Dark Legion creatures while the Dark Legion player tries to eliminate the corporation troopers. The player eliminating the most figures wins. The mission ends when either all the Dark Legion creatures are eliminated or all the corporation troopers are eliminated.



*But now the Imperial Infantry
advanced on the black barri-
cades.*

'Sergeant, it's time for the final push. Call for the Doomsdroppers.'

MOVE: All figures may move three squares per move action.

Rules for movement are simple: one square-one step. You may move your figure forward, backward, sideways or diagonally. You may change directions at any time but you don't have to move all three steps. You may not move through another figure or through walls, but you may move diagonally between two figures.

When you move a figure off the gameboard, it is out of play for the rest of the game.

REVEAL FORCE CARDS: When a gameboard sector is entered by a trooper for the first time and the trooper has completed the move action (move three steps), any Force Cards in that sector are revealed. The Dark Legion player places the creatures listed on the cards in any square in that sector, except those squares which are right next to the trooper. These Dark Legion creatures may not move or attack until it is the Dark Legion player's turn.

ATTACK: In this training mission, the weapon your figure is holding is the type of weapon the trooper can use to attack. If your figure only holds a sword, it can only execute close combat with three white dice. If your figure only holds a firearm, it can only execute firearm combat with three white dice. When a trooper figure has both a sword and a firearm, it can attack in close combat or with firearm combat.

A trooper can only make one attack per action. Only one enemy figure can be attacked in an action.

A trooper cannot do a combat action when the figure is off board. The figure must be on a gameboard square before attacking.

CLOSE COMBAT ATTACKS: When your trooper is adjacent to a Dark Legion creature, you may ATTACK it in close combat.

To determine if your attack is successful, roll three white dice. When you roll the dice, they will either show hits or misses. Count up the number of hits. When you roll more hits than the target's Armor Factor, you have eliminated the creature. Remove the creature from the board and hold it in front of you to keep track of the number of creatures you eliminate.

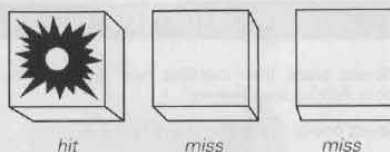
Example:

A trooper armed with a sword is ATTACKING a Legionnaire.

The ATTACKING player's trooper rolls three white dice and gets one "Hit" and two "Misses". The Legionnaire has a "0" Armor Factor, so one hit is enough to remove the Legionnaire from the game.

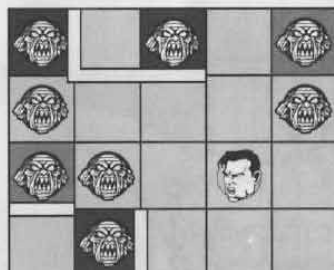
The Armor Factors of the Dark Legion creatures are given on the Dark Legion Reference Card.

The Armor Factor for a corporation's trooper is "1".



FIREARM ATTACKS: When your trooper is not adjacent to an Dark Legion creature and has line of sight to an enemy target figure, you may ATTACK it with firearm combat. All firearms have a range of 24 squares.

LINE OF SIGHT: To attack with a firearm, your trooper must be in range and also be able to see the target. Imagine a straight line from the exact middle of the square occupied by your figure to the exact middle of the square occupied by the target. When the line does not go through a wall or through any part of a square occupied by another figure, you have a clear line of sight and may attack. When your line of sight goes through the point of two diagonal squares with figures in them, the line of sight still exists. This happens when you shoot along a diagonal line of squares.



These figures are not in line of sight (blocked by other figures)



These figures are not in line of sight (blocked by walls)

Firearm combat is conducted in exactly the same way as close combat. To determine if your attack is successful, roll three white dice. When you roll the dice, they will either show hits or misses. Count up the number of hits. When you roll more hits than the target's Armor Factor, you have eliminated the creature. Remove the creature from the board and hold it in front of you to keep track of the number of creatures you eliminate.

DARK LEGION PLAYER'S TURN

At the start of the turn, when there are Force Cards still face down, the Dark Legion player must choose one card and turn it over. The creatures listed on the card are placed in any square in that sector.

In a turn, each Dark Legion creature may perform two actions, MOVE or COMBAT.

The rules for movement and combat for Dark Legion creatures are the same as those for corporation troopers. A Dark Legion creature may perform

their actions in any order. All actions of one creature must be completed before the actions of the next creature starts.

The color and number of combat dice a Dark Legion creature will use is listed by creature on the Dark Legion Reference Card.

When a Dark Legion creature is attacking a corporation trooper, it must roll two or more hits to eliminate the corporation trooper. The Armor Factor of a corporation trooper is "1". When a trooper figure is eliminated, remove it from the board and place it in front of the Dark Legion player to track the number of troopers eliminated.

COMPLETING THE MISSION

It will take a number of rounds to determine a winner. The mission ends when either all the Dark Legion creatures are eliminated or all the corporation troopers are eliminated. The player eliminating the most figures wins!

Your basic training mission was purposely kept easy so you could grasp the basics including combat and how to move.

All trooper teams have learned well and are duly

promoted to Doomtrooper, First Rank. All players receive two credits and all Doomtroopers are issued a suit of Kevlarite Armor.

Now, it is time to send your Doomtrooper team into the heat of battle. The Dark Legion creatures are much stronger and your missions are extremely difficult. But all the knowledge you need to meet this challenge is in "The Rest of the Rules".



'As the heavy explosion tore a big hole in the gates, Gallagher rushed across fallen roof beams. Before any of the blinded Legionnaires could answer the massive fire Murdoch cocked the grenade launcher with a well-rehearsed hand

movement, stood up and pulled the trigger.

The grenade cleared the last pocket of resistance in the ante-chamber.

'We're in! Go, go, go!' Murdoch shouted, and fired wildly at the enemy.

THE REST OF THE RULES

The Siege of the Citadel is primarily designed to be played by five players. One player is chosen to command the Dark Legions, while each of the other players control a Corporation team of Doomtroopers. When there are less than five players, it will be a formidable challenge for the Doomtroopers to complete their mission.

Any of the Primary Missions can be played as a single game or you can choose to fight one or more missions as a campaign. A campaign game is made up of a number of missions played in sequence before a winner is declared. In a campaign, your

team will advance in rank, earn valuable credits and fight with powerful new weapons as they successfully complete missions. A campaign game is an exciting way to play **The Siege of the Citadel** and will provide many hours of entertainment.

CONTENTS

Your **Siege of the Citadel** game should contain the following:

- 1 Rule Book
- 5 Card stock Corporation Sheets
- 5 Plastic Trays
- 35 Plastic Pegs
- 7 Card stock gameboard sections
- 1 Card stock gameboard stairs section
- 1 Plastic stairs inlay
- 2 Large Card stock sheets with the Citadel, Reference Cards and markers
- 10 Doomtrooper figures
- 1 Sticker sheet

- 28 Dark Legion figures (12 Legionnaires, 9 Necromutants, 3 Centurions, 2 Razides, 1 Nepharite and 1 Ezoghoul in four parts)
- 37 Slotted stands
- 84 Cards (13 Doomtrooper Cards, 12 Force Cards, 13 Event Cards, 10 Secondary Mission Cards, 36 Equipment Cards)
- 9 Dice, (3 white, 3 red, 3 black)
- 1 Missions Book

CORPORATION TRAYS

The Corporation Tray will help you keep track of your Doomtrooper teams' vital stats.



DOOMTROOPER STRENGTH: Each Doomtrooper has their own display for tracking hits. A Doomtrooper starts each mission at a strength of five points. Each time the Doomtrooper receives a hit, move their strength peg down one number on the track. When the Doomtrooper's strength is reduced to zero (skull), the Doomtrooper is out of action for the rest of the mission. Remove the figure from the board.

KEVLARITE ARMOR: Doomtroopers have an Armor Factor of "1". But, because Doomtroopers wear a special suit of Kevlarite Armor, their armor always has a chance to absorb a second hit. Any time your Doomtrooper is attacked and receives two or more hits, roll the correct Rank color die. When you roll the "Hit" symbol, another hit is absorbed by the Kevlarite Armor. Subtract two from the total of your attacker's hits.

Example:

A Razide ATTACKS a Doomtrooper and scores three hits. One hit is automatically absorbed by the Doomtrooper Armor. Roll one die to see if the Kevlarite Armor is strong enough to absorb a second hit. When a successful roll is made, a second hit is absorbed. This leaves one hit. Reduce the strength of the Doomtrooper down one point.

PROMOTION POINTS: A Doomtrooper team receives Promotion Points for eliminating Dark Legion figures:

Legionnaire	1	Razide	5
Necromutant	2	Nepharite	7
Centurion	3	Ezoghoul	10

Use two pegs, one for units and one for tens, to track your teams' Promotion Points. Start play with the pegs at zero.

When you are playing a campaign, Promotion Points will carry over from one mission to the next.

During combat you may hit one of your own or another corporation Doomtrooper by accident. When this happens, your team loses 3 Promotion Points for each hit you score.

At the end of a mission, the Dark Legion player receives 1 Promotion Point for each hit on corporation Doomtroopers.

DOOMTROOPER RANK: At the start of each mission, review the number of Promotion Points recorded to determine what rank your team has achieved. Mark your team's Rank based on this point total. Also, record on the Extra Action track,

0-9	Promotion Points	Rank 1
10-24	Promotion Points	Rank 2
25-44	Promotion Points	Rank 3
45-69	Promotion Points	Rank 4
70-99	Promotion Points	Rank 5
100-129	Promotion Points	Rank 6



Beach sat huddled against the wall and worked at the cables protruding from the broken wall. Quickly he connected the network of the Citadel with his own Combat Computer. The tiny computer responded with a familiar buzz.

'Attila, we're plugged in on the net. We now control their temporary defense system! We can attack them with their own weapons!'

Beach entered a couple of codes and began searching for targets.

the proper number of Extra Actions and note what color dice your team will use during this mission.

In a long campaign game, when your team gains 130 points, you have reached the highest Rank possible.

EXTRA ACTIONS: Each Doomtrooper has two actions a turn. As your team gains experience and advances in Rank, it receives Extra Actions. At the start of a mission, review the Rank track and set your Extra Actions at the proper number. A corporation team at Rank 1 has two Extra Actions. A team cannot have more than six Extra Actions. Extra Actions can be an additional MOVE and/or ATTACK and are in addition to the two actions your Doomtrooper has each turn. When you use an Extra Action, reduce the Extra Action track number by one for each Extra Action used.

A Doomtrooper may not perform more than four actions in a turn.

CREDITS: Each time your Doomtrooper team completes a mission, they are rewarded with a number of Credits. To gain Credits, your team must successfully complete the mission and must have at least one of your Doomtroopers withdrawn or on the gameboard alive at the end of the last round. Record Credits you gain at the end of the mission on the Credit track. All Doomtrooper teams start play with two Credits.

At the start of each mission, the number of Credits determine what equipment you can "Checkout" from the Equipment Bunker. Credits are not actually spent when selecting your equipment. Your team's Credit total is only reduced when a Doomtrooper is eliminated. For each Doomtrooper you lose during a mission, you lose one Credit. If your team does not have any Credits, your team loses five Promotion Points instead.

When you are playing a campaign, Credits will carry over from one mission to the next.

Before your team's Rank is determined, it is possible to buy one Credit by giving up five Promotion Points. You may only buy one Credit at the start of a mission. Reduce your Promotion Point track by five points and increase your Credit track by one point.

SPECIAL ABILITIES: Each corporation team of Doomtroopers has a Special Ability that distinguishes it from the others.

Bauhaus Doomtroopers are crack shots. Roll 1 extra die when attacking with firearms.

Imperial Doomtroopers have a keen sense of intuition. They gain one Extra Action at the start of each of their turns.

Cybertronic Doomtroopers wear an advanced form of Kevlarite Armor. Roll 2 dice to absorb hits.

Capitol Doomtroopers are superior tacticians. Start each mission with one extra Doomtrooper card.

Mishima Doomtroopers wear a light-weight compact armor which makes them more agile. Move 4 steps per Movement Action.

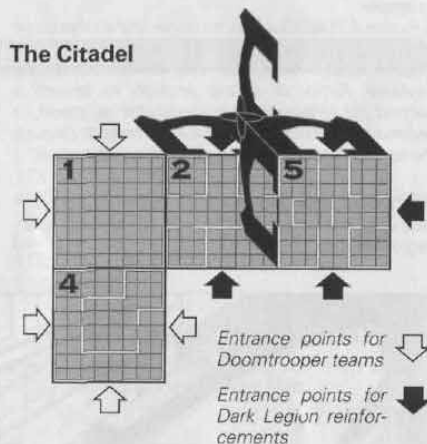
THE GAMEBOARD AND CITADEL

The gameboard is made up of eight sectors. Each sector has a numbered corner. When setting up a mission, use the numbers to arrange each of the sectors exactly the way it is illustrated in the Missions Book. Place the assembled Citadel onto the gameboard as shown.

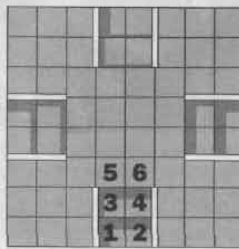
The Citadel construction represents the interior of the Dark Legion complex. Dark Legion reinforcements can only enter a gameboard sector which has two of its sides along the Citadel walls.

Doomtroopers enter the gameboard through any designated entrance.

The Citadel



LINE OF SIGHT ON THE STAIRS: Figures in squares 1 or 2 only have line of sight into an adjacent sector or to the top of the stairs, squares 5 and 6. Figures in squares 3 or 4 have line of sight to squares 1, 2, 5, and 6 but cannot attack with firearm combat, because these are adjacent squares. Figures at the top of the stairs in squares 5 or 6 have line of sight down the stairs to squares 1 and 2 and also have line of sight to the squares on the top level in the sector.



SETUP "THE REST OF THE RULES"

- Determine if you are going to play a Single Mission game or a Campaign Game.

One Credit equals five points.

SINGLE MISSION GAME: When playing a Single Mission game,

- select a mission
- decide at what Rank you want to play
- set the Promotion Points at the minimum number for that Rank
- take two Credits for every Rank level
- and play.

Example:

If you want to play a mission at Rank 3, each Doomtrooper pair should have 25 Promotion Points and 6 Credits.

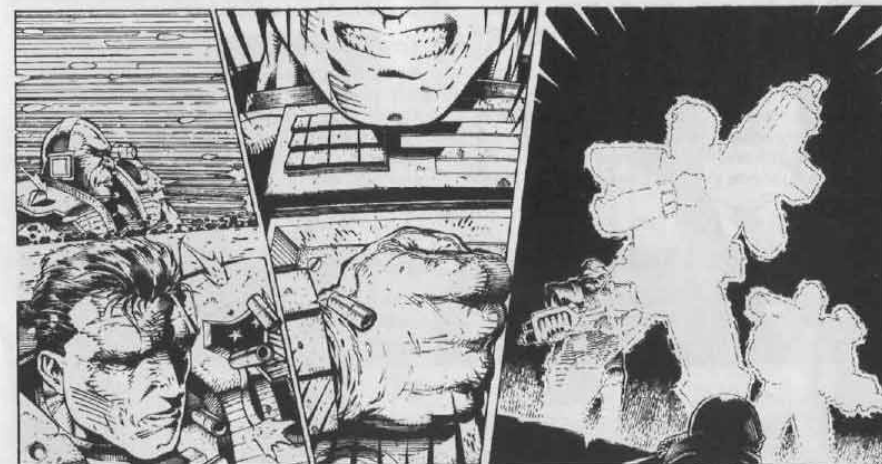
The goal for all the Corporation players will be to fulfill the Primary Mission and/or Secondary Missions, while the Dark Legion player tries to prevent their success.

The player who earns the most points in the missions WINS! At the end of the mission each player determines the number of points gained by adding the number of Promotion Points and Credit points.

CAMPAIGN GAME: When you choose to play a short mini-campaign, two or three missions will give you a full afternoon or evening. The winner of this mini-campaign is the player with the highest number of Points after all the missions are completed.

In a long campaign, the first player to reach a set number of Points is declared the winner. The number of points can vary, but remember 130 Promotion Points is the highest Rank possible.

- Sort all the cards into five piles, according to type.
- Each player picks a corporation to play, takes the corporation tray, takes the identification marker and takes the two trooper figures for that corporation.
- Each player places their marker face down on the table. Mix up the markers. Select one of the markers and turn it over. The player of that corporation will play the Dark Legion for this mission.
- The Dark Legion player, will command the Dark Legion creatures. Set your corporation tray and Doomtroopers aside for this mission. Take the proper Dark Legion Reference Card and keep it at hand.



"Mitch, they're too many!"

"I know. Just give me a second, will you." Hunter slapped the massive box on his breastplate. A blue bolt of energy flickered and for a fraction of a second the two Troopers were connected by a electrical discharge, thin as a thread. Then the image of

them was distorted. Both soldiers seemed to disappear when the spectrum around them was twisted, and the beholder saw only what was behind them.

The Legionnaires stared at the empty air, unable to comprehend what had happened.

DARK LEGION REFERENCE CARD:

There are three different Dark Legion Reference Cards. The Ranks of the Doomtrooper teams at the start of a mission determines which reference card to use. Use the "Dark Legion Rank 1-2" card at first. When at least two Doomtrooper teams have reached Rank 3 or higher, use the "Dark Legion Rank 3-4" card and when at least two teams have reached Rank 5 or higher, use the "Dark Legion Rank 5-6" card.

- Select a Mission from the Missions Book.

PRIMARY MISSIONS: The Primary Missions are numbered one through ten and progress in difficulty. You can play the missions in sequence or select them at random.

Each Primary Mission diagrams how the gameboard sections are laid out. The briefing section presents background information and points of entrance. The mission section details the task that the Corporation Doomtrooper teams must accomplish, when Secondary Missions Cards are used, the amount of time they have to complete the mission, states which Force Cards the Dark Legion player deploys, and explains the rewards.

When the Primary Mission is accomplished, all players sharing that mission receive the same reward. A player who loses both Doomtroopers will not receive Credit rewards. However, Promotion Points earned in the mission are maintained.

SECONDARY MISSION CARDS: Secondary Missions are only utilized when there are more than two corporation teams and the Primary Mission instructs players to use the Secondary Mission Cards.

To determine which two corporations are assigned the Primary Mission, each corporation player places their identification marker face down on the table. Do not include the Dark Legion player's mark-

er. Mix up the markers. Select two of the markers and turn them over. These players are assigned the Primary Mission. The other players each draw one Secondary Mission Card. Secondary Missions are kept secret and should not be revealed until necessary. Secondary Missions must be accomplished and proven by the player who drew the card or the mission is considered a failure!

Some Primary Missions direct all players to take a Secondary Mission Card. All players try to accomplish both the Primary Mission and their Secondary Mission to receive awards.

- Set up the gameboard according to the mission diagram. It is very important that the sectors and the Citadel are arranged exactly the way they are illustrated.
- The Dark Legion player deploys the Force Cards listed for the mission. Shuffle the Force Cards and place one Force Card facedown on each gameboard sector. Place the remaining cards on any of the sectors that are adjacent to the Citadel walls.
- The Dark Legion player shuffles the Event Cards and draws one event card for each round listed under the mission's Time Limit. Place these cards facedown in a pile in front of the Dark Legion player. The remaining Event Cards are set to the side.
- Corporation players set up their Corporation Trays. Take the pegs and place them on the proper numbers on each track.
- Corporation players select Equipment.

At the start of each mission Corporation players select equipment and weapons for their Doomtroopers. The number of credits and the current Rank of your Doomtrooper team determines what equipment you can "Checkout" from the Equipment Bunker (Equipment Card Deck). This

means you can't have the really powerful weapons until your Doomtroopers have gained enough credits, experience, and skill.

The player to the left of the Dark Legion player selects first. Take one card and pass the deck to the left. The deck is passed around until each player's Credits have been used. The Dark Legion player does not select equipment.

You must allocate this equipment to each of your Doomtroopers. Place the cards you select on the same side of the tray as the Doomtrooper who will carry the equipment and weapons. When a Doomtrooper is eliminated, the equipment is also lost.

EQUIPMENT BUNKER: The Equipment Bunker (the Deck of Equipment Cards) is the Corporate warehouse for all types of advanced equipment and powerful weapons.

Each Equipment Card pictures one weapon or one piece of equipment.

Weapon cards have a brief description of the weapon, its Close Combat and Fire Combat dice effect, Rank required before the weapon will be issued to your Doomtrooper and its cost in credits.

A Doomtrooper can only have one of these Weapon cards.

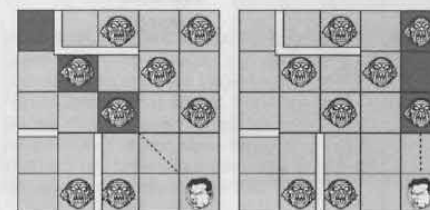
Every Doomtrooper team has one close combat specialist, and even with all the High-Tec firepower weapons available, this Doomtrooper still prefers to have a strong close combat weapon.

These Doomtroopers, Valerie Duval, Sean Gallagher, Coral Beach, Mitch Hunter and Yojimbo,

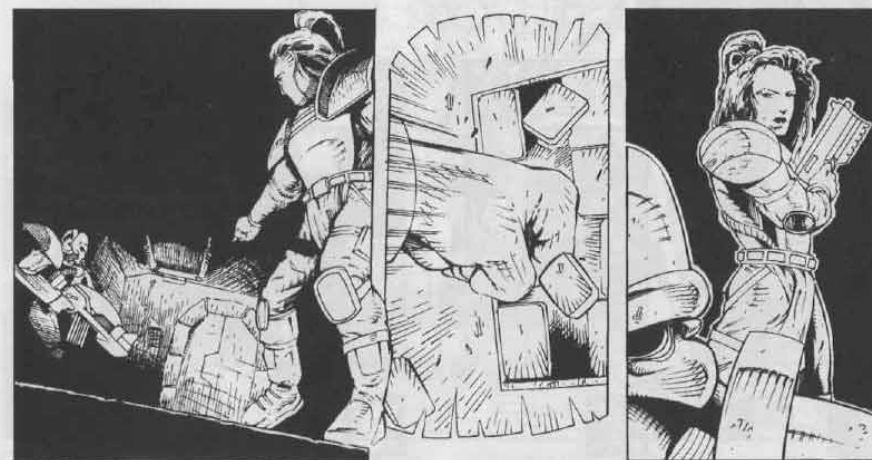
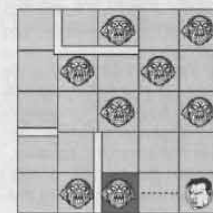
must always be armed with a close combat weapon able to attack with three or more dice.

Equipment cards have a brief description, which includes the effect of the equipment and its cost in Credits. A Doomtrooper can have one or more of these Equipment cards.

SPECIAL WEAPONS: The Gehenna Puker inflicts hits on all targets in the line of fire. Range 24 squares. Roll the attack dice once to determine the



Gehenna Puker



"Valerie, where is the Mishima group?"

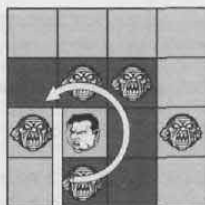
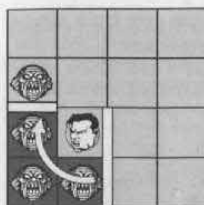
"They're coming this way, from that corridor." The Bauhaus trooper pointed to an opening at the farther end of the chamber. Max rushed over to the opening mechanism and dealt it a tremendous blow

with his fist. In response, the massive door started making a hideous grinding sound.

"Now they can't enter this way. That means that only we will reach the primary target and crush the teleporter," Max smiled beneath his mask.

RANK REQUIRED: 1	RANK REQUIRED: 2	RANK REQUIRED: 3	RANK REQUIRED: 4
Punisher Sword Plasma Carbine	Gehenna Puker Deathlockdrum Punisher Combo	Violator Sword Violator Combo	Nimrod Autocannon

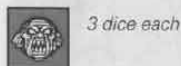
COST 1 CREDIT	COST 2 CREDIT	COST 3 CREDIT
Coagulant Auto-Injector Laser Sight	Cybernetic Power Arm Explosive Ammo Grenade Launcher	Combat Medic Unit Command Helmet Disruptor Molecular Phaser Targeting Eye Teleportal



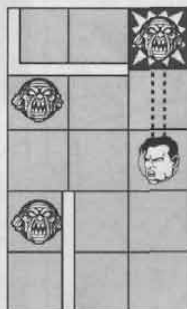
**Violator
Sword**

number of hits. All figures in the line of fire, whose Armor Factor is less than the number of hits rolled, are eliminated.

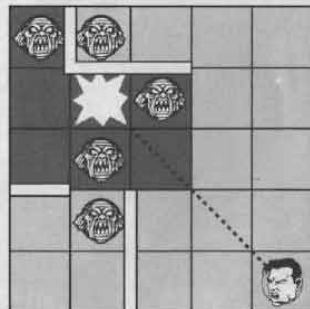
The Violator Sword can be used to attack one single target, or it can be swung in a circle around the Doomtrooper, striking all figures in adjacent squares. Roll the attack dice once to determine the number of hits. All figures in the adjacent squares, whose Armor Factor is less than the number of hits rolled, are eliminated. The attack will stop when the swing strikes a wall.



3 dice each



6 dice



all hits



one hit less

Nimrod Autocannon

Grenade Launcher

The two barrels of the **Nimrod Autocannon** allow your Doomtrooper to target one or two figures in the same attack. You must have a line of sight to both targeted figures. If you fire at one target, you roll six dice. If you fire at two targets, roll three dice against each.

The Grenade Launcher is a special piece of equipment which mounts on a Plasma Carbine. The Grenade Launcher inflicts hits on a target square and all figures in adjacent squares not protected by walls. You must have a line of sight to the target square. Roll the attack dice once to determine the number of hits. The figure in the target square, whose Armor Factor is less than the number of hits rolled, is eliminated. The effect of the blast is reduced by one in the adjacent squares. Figures in the adjacent squares, whose Armor Factor is less than the reduced number of hits, are eliminated.

- The Doomtrooper Cards are shuffled and two cards are dealt to each Corporation player.

DOOMTROOPER CARDS: Each Doomtrooper Card lists two effects. A Doomtrooper Card can be played at any time but you can only use one of the effects on the card. When a Doomtrooper Card is played, its effect must be completed before the next Doomtrooper Card is played. Do not show your Doomtrooper Cards until you play them. Once a Doomtrooper Card is played, it is discarded. Doomtrooper Cards cannot be saved from mission to mission.

SEQUENCE OF PLAY "THE REST OF THE RULES"

1. Each player places their identification marker face down on the table. Mix up the markers.
2. Select one of the markers and turn it over.
3. The player whose marker is drawn takes a turn. Once the player's turn has been completed, select another marker.
4. When the last marker is revealed and that player's turn is completed, one round is completed.
5. Place all the markers face down, mix, and start the sequence again. It will take a number of rounds to complete the mission. When both of a player's Doomtroopers are eliminated, remove the player's marker.

actions, Move and/or Attack. They also can use Extra Actions. A Doomtrooper may perform actions in any order. A Doomtrooper may not perform more than four actions in a turn. All actions of one Doomtrooper must be completed before your next Doomtrooper starts their actions.

MOVE: All figures may move three squares per Move action.

REVEAL FORCE CARDS: When a game-board sector is entered for the first time by a Doomtrooper, the Dark Legion player reveals all the Force Cards in that sector. The Dark Legion player places the creatures listed on the cards in any square in that sector, however when the Force Card instructs you to deploy creatures that are not available, those creatures are ignored.

CORPORATION PLAYER'S TURN

The first time a player's marker is drawn, the player places both of their Doomtroopers off board next to an entrance. Both troopers must enter at the same entrance. More than one team can use the same entrance.

In a turn, each trooper figure may perform two

COMBAT: The weapon your Doomtrooper figure has selected from the Equipment Bunker for the mission is the weapon the Doomtrooper can attack with in combat. The color of the combat dice depends on the Rank of the Doomtrooper, while the number of combat dice rolled is listed on the weapon card. A Doomtrooper can make only one attack per action.



The atmosphere changed quickly. At once the Doomtroopers assumed combat positions. Then the chamber exploded in a cascade of twisted light and in its center a creature stood with its face towards the ceiling, emitting a piercing shriek.

'A Nephrite! Fire!!!

Gallagher lifted his Plasma Carbine, but paused half-way. Through the wall came a huge Doomtrooper who wasn't there a second ago. Big Bob switched off his Molecular Phaser and the barrels of his Autocannon locked on the Nephrite.

'Out of my way. It's Nimrod time!'

When you roll more hits than the Dark Legion creature's Armor Factor, you eliminate the figure. Remove the creature from the board. It is returned to the Dark Legion Player to use again. Record the proper number of Promotion Points on your Corporation Tray's Promotion Points track.

When you hit another Doomtrooper during an attack, you lose 3 Promotion Points. Record the loss to your Promotion Point track.

DARK LEGION PLAYER'S TURN

- Draw the top Event Card.

EVENT CARDS: The Dark Legion player draws the top Event Card, reads it out loud and follows the instructions. Each Event Card also lists a number of Dark Legion reinforcements. The Dark Legion player places these reinforcements at entrance points off-board. They do not have to enter through the same entrance. When the Event Card instructs you to deploy creatures that are not available, those creatures are ignored.

COMPLETING THE MISSION

It will take a number of rounds to complete a mission. When the last Event Card is drawn, this is the final round for the mission. The round ends after all identification markers are drawn and each player completes their last turn.

Determine which players have completed their

THE SIEGE OF THE CITADEL FOR 2, 3 OR 4 PLAYERS

The *Siege of the Citadel* is primarily designed to be played by five players. One player is chosen to command the Dark Legion, while each of the other four players control a corporation team of Doomtroopers. When there are less than four teams of Doomtroopers, it will be a formidable challenge to complete a mission. When there are four teams of Doomtroopers do not adjust. But, to bring some play balance to the game when there are less than four teams of Doomtroopers, the following rules are recommended.

- Before the Dark Legion player draws an Event Card, the player must state if they want to call for the reinforcements listed on this Event Card. The number of times the Dark Legion player can call for reinforcements is limited by the number of Doomtrooper teams in the mission. When there is one team of Doomtroopers, the Dark Legion player can call for reinforcements on one Event Card. When there are two teams of Doom-

Once an Event Card is played, it is discarded. When the Event Card is the last card in the pile, this is the final round of the mission.

- When there are Force Cards still face down, the Dark Legion player must choose one card and turn it over. The creatures listed on the card are placed in any square in that sector. When the Force Card instructs you to deploy creatures that are not available, those creatures are ignored.
- In a turn, each Dark Legion creature may perform two actions except the Ezoghoul and the Nepharite, who have three actions per turn. The rules for movement and combat for Dark Legion creatures are the same as those for corporation Doomtroopers. A Dark Legion figure may perform their actions in any order. All actions of one creature must be completed before your next creature starts their actions.

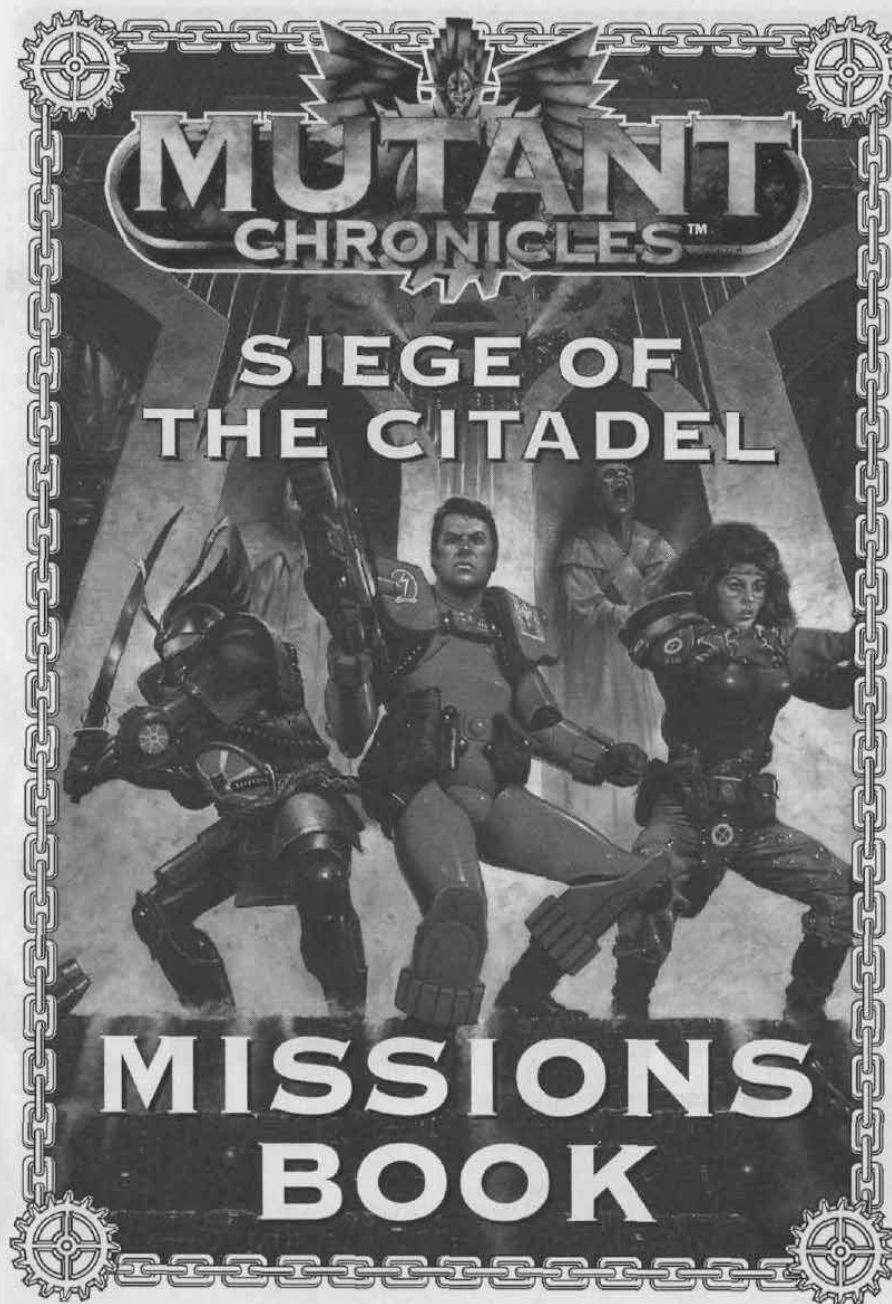
The color and number of Combat dice a Dark Legion creature will use is listed by creature on the Dark Legion Reference Card.

missions successfully and collect rewards.

When you are playing a campaign game adjust your credits, select another mission, follow the set up instructions and you are ready to start the next adventure.

troopers, the Dark Legion player can call for reinforcements on two Event Cards. When there are three teams of Doomtroopers, the Dark Legion player can call for reinforcements on three Event Cards. When the Dark Legion player does not call for reinforcements, the instructions on the Event Card are followed, when applicable, but the reinforcements are ignored.

- When the Dark Legion player is placing Force Cards on the gameboard at the start of the mission, the number of cards is reduced proportionally to the number of Doomtrooper teams in the mission. When there are three teams of Doomtroopers, reduce the number of Force Cards by one. When there are two teams of Doomtroopers, reduce the number of Force Cards by two. When there is only one team of Doomtroopers, reduce the number of Force Cards by three. The cards you remove are pulled out, at random, but always keep the Key Force Cards for the mission.



PRIMARY MISSIONS

MISSION 1: EAGLE STRIKE

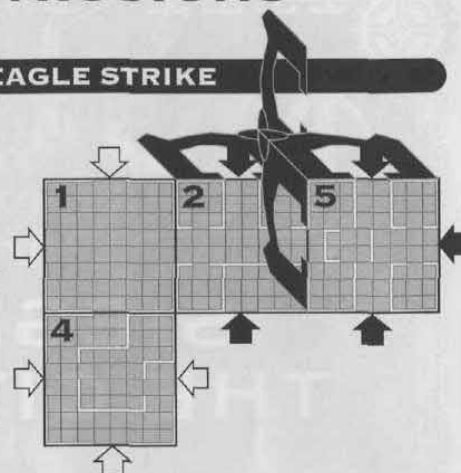
BRIEFING: The entrance to Alakhai's Citadel has been blown open by the bomb squad. Doomtrooper entrance points are marked.

MISSION: The Doomtroopers must eliminate 20 Promotion Points of Dark Legion creatures. By the end of the mission, one Doomtrooper from a player's team must exit the gameboard from sector 1 or 4 to collect the reward. Secondary Mission Cards are not used.

TIME LIMIT: 4 Rounds (Reminder: Dark Legion Player draws 4 Event Cards). Reinforcements on the Event Cards enter at entrance points in the Citadel marked.

DARK LEGION RESOURCES: Force Cards 1-7 (Reminder: Dark Legion Player places the Force Cards on the gameboard sectors.)

REWARDS: Doomtroopers receive 1 Credit. If the Doomtroopers fail to complete the mission, the Dark Legion player receives 2 Credits.



MISSION 2: TRAPPED!

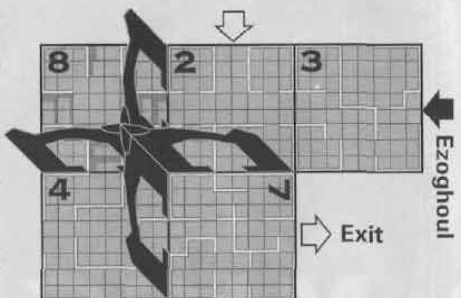
BRIEFING: You're trapped, with a long run home and a gigantic Ezoghoul hot on your heels. Doomtrooper entrance point and escape exit are marked.

MISSION: Doomtroopers must exit the gameboard at the escape exit before the mission ends to collect a reward. Secondary Mission Cards are not used.

TIME LIMIT: 7 Rounds (Remove the "Ezoghoul Attack" Event Card this mission). Dark Legion Reinforcements cannot enter in sector 2.

DARK LEGION RESOURCES: Force Cards 3-7. The Ezoghoul figure enters at the indicated entrance.

REWARDS: Corporation Player receives 1 Credit for each Doomtrooper that escapes. Dark Legion player receives 1 Credit for each Doomtrooper which fails to exit.



MISSION 3: GET THE BOSS!

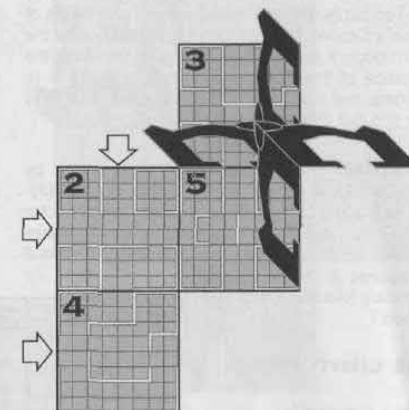
BRIEFING: Your superiors feel that eliminating the ordinary troops is not enough. Find and eliminate the Dark Legion Centurion subcommander, Ghosh. Doomtrooper entrance points are marked.

MISSION: At the end of the mission, to make sure Ghosh is eliminated, all Centurions figures must be eliminated. Secondary Mission Cards are not used.

TIME LIMIT: 5 Rounds (Reinforcements are not allowed during round 5.)

DARK LEGION RESOURCES: Force Cards 1-7.

REWARDS: Doomtroopers receive 2 Credits. If there is a Centurion on the board at the end of the mission, the Dark Legion player receives 2 Credits.



MISSION 4: ASSAULT ON THE EAST TOWER

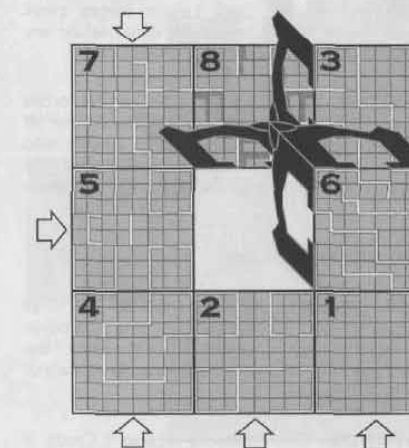
BRIEFING: The Dark Legion troops are organizing near the Citadel's east tower. Break through the enemy lines and wipe out this evil horde. Doomtrooper entrance points are marked.

MISSION: Eliminate all the Dark Legion figures on the gameboard by the end of the mission. Doomtroopers are not allowed to pull out from the gameboard before Round 7. Secondary Mission Cards are not used.

TIME LIMIT: 8 Rounds (Reinforcements are not allowed during rounds 6, 7, and 8.)

DARK LEGION RESOURCES: Force Cards 1-8 and 12.

REWARDS: Doomtroopers receive 2 Credits. If the Doomtroopers fail to complete the mission, the Dark Legion player receives 2 Credits.



MISSION 5: BREAK THEIR BACK!

BRIEFING: Your superiors have discovered a High-Tec battle computer inside the lower levels of Alakhai's Citadel. This computer is probably why the Doomtroopers are not succeeding in breaking the resistance of the Dark Legion. Your mission is to terminate the computer. Doomtroopers may only enter and exit through sectors 1 and 2.

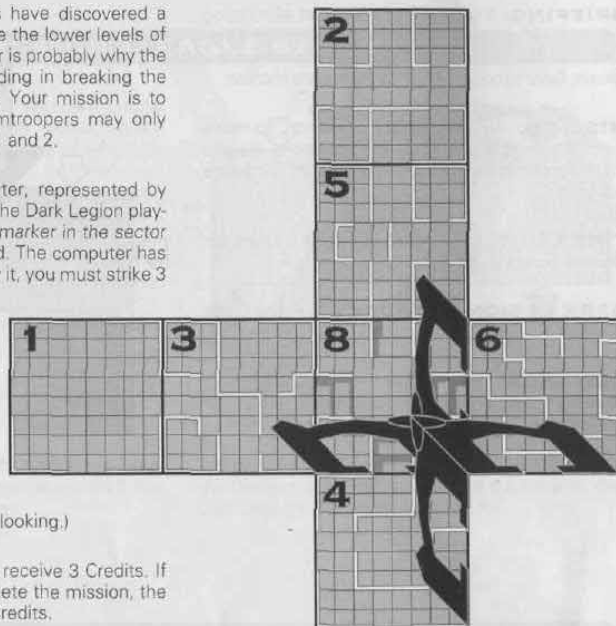
MISSION: Find the computer, represented by Force Card 12, and destroy it. The Dark Legion player must place a primary target marker in the sector when Force Card 12 is revealed. The computer has an Armor factor of 2. To destroy it, you must strike 3 hits against it in one attack. Secondary Mission Cards will be used.

TIME LIMIT: 6 Rounds

DARK LEGION RESOURCES:

Force Cards 1-9 and 12. (Place card 12 inside the Citadel, the other cards are placed without looking.)

REWARDS: Doomtroopers receive 3 Credits. If the Doomtroopers fail to complete the mission, the Dark Legion player receives 2 Credits.



MISSION 6: HOLD THE FORT

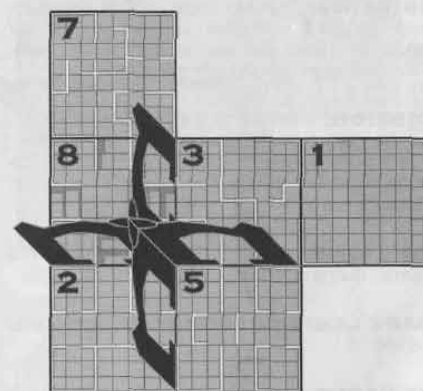
BRIEFING: The Dark Legion troops are organizing near the Citadel's east tower again. Hold the tower; don't let the Dark Legion forces break through. Doomtrooper teams are deployed on any square in sector 8 before the mission starts.

MISSION: Do not let the Dark Legion forces break through your position and exit any figures off board from sector 8. All Corporation players also have a Secondary Mission Card. (Remove the "Convey Important Message" Secondary Mission Card.)

TIME LIMIT: 6 Rounds

DARK LEGION RESOURCES: Shuffle all the cards, without looking place 2 cards face down in each sector except number 8. Set the rest of the cards aside. (Dark Legion Reinforcements cannot enter in sector 8.)

REWARDS: Doomtroopers receive 1 Credit. If



the Doomtroopers fail to complete the mission, the Dark Legion player receives 3 Credits.

MISSION 7: PORTAL OF DOOM

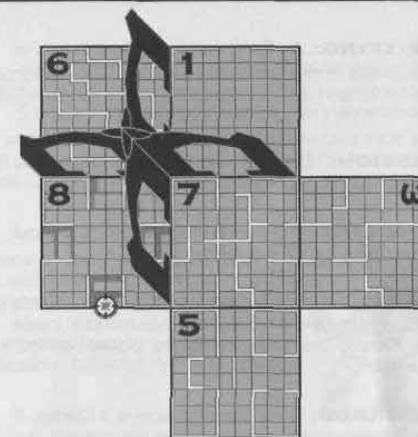
BRIEFING: Your Doomtroopers must search for the Portal of Doom inside catacombs of the Citadel. Your superiors need the information of what lies beyond the portal. The portal is believed to be secured with a time lock, and will probably open only after some time. Doomtroopers may enter through sector 3 or 5.

MISSION: At least two Doomtroopers must pass through the portal (exit the gameboard) in sector 8. The portal is marked on the set-up diagram and represented by a primary target marker. The portal is open only during rounds 3, 5, and 6. All corporation players also have a Secondary Mission Card.

TIME LIMIT: 6 Rounds

DARK LEGION RESOURCES: Force Cards 1-8 and 10.

REWARDS: Doomtroopers receive 3 Credits. If



the Doomtroopers fail to complete the mission, the Dark Legion player receives 2 Credits.

MISSION 8: TO THE TOP

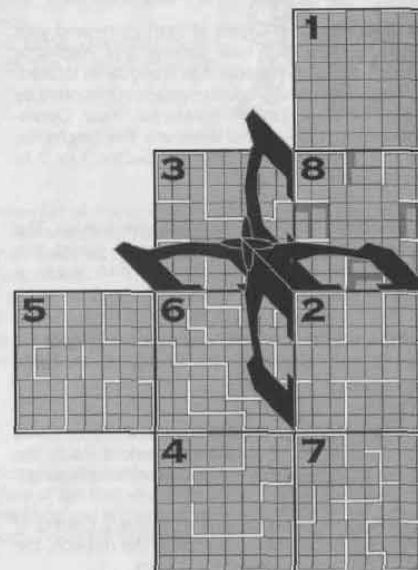
BRIEFING: Secret documents that you secured in the catacombs have led to the discovery of a powerful combat-teleporter in the top level of the Citadel. The Dark Legion player places one primary target marker in a sector inside the Citadel and the other in a sector outside the Citadel. The Teleporter Doorways connect and when a figure moves onto one Teleporter Doorway space, it is teleported to the other Doorway space. A figure may not finish its move in the same space as the Teleporter. Doomtroopers may enter through sectors 1, 4, 5, and 7.

MISSION: You must destroy both Teleporter Doorways. The Teleporter Doorways have an Armor Factor of 3. To destroy a Doorway, you must strike 4 hits against it in one attack. Secondary Mission Cards will be used.

TIME LIMIT: 5 Rounds

DARK LEGION RESOURCES: Force Cards 1-12.

REWARDS: Doomtroopers receive 3 Credits. If the Doomtroopers fail to complete the mission, the Dark Legion player receives 1 Credit.



MISSION 9: CORRIDORS OF DEATH

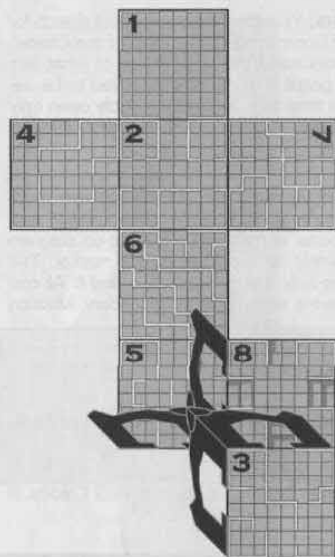
BRIEFING: An Ezoghoul is reported to lurk in the lowest level of Alakhai's Citadel. Your Doomtroopers must get down there and wipe it out. Doomtroopers may enter through sectors 1, 4, and 7.

MISSION: Eliminate the Ezoghoul. Secondary Mission Cards will be used.

TIME LIMIT: 9 Rounds (Remove the "Ezoghoul Attack" Event Card this mission.)

DARK LEGION RESOURCES: Force Cards 1-11. (Place Card 11 Ezoghoul Beastmaster inside the Citadel, the other cards are placed without looking.)

REWARDS: Doomtroopers receive 3 Credits. If the Doomtroopers fail to complete the mission, the Dark Legion player receives 2 Credits.



MISSION 10: THE HUNT FOR ALAKHAI

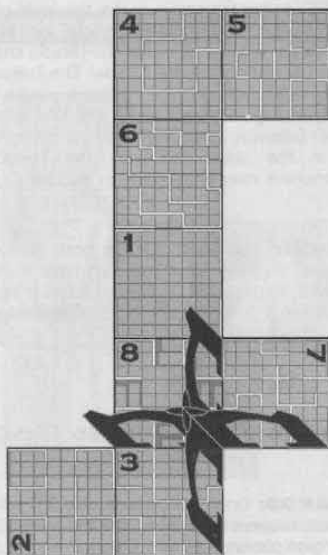
BRIEFING: The Chiefs of Staff commend your actions to date but now believe the Nephrite Alakhai, Lord of the Citadel, has finally been located. The Nephrite plans a counter-attack surrounded by hordes of Dark Legion creatures. Your Doomtroopers must go in and eliminate the Nephrite. The Doomtroopers can only use Sector 1 or 2 to enter or exit.

MISSION: Eliminate the Nephrite Alakhai. The Nephrite has four actions per round during this mission. All corporation players also have a Secondary Mission Card.

TIME LIMIT: 8 Rounds (Remove the "Nephrite Timerift" and "Nephrite Alter Reality" Event Cards this mission.)

DARK LEGION RESOURCES: Force Cards 1-12. (Place Card 10 Nephrite Overlord inside the Citadel; the other cards are placed without looking.)

REWARDS: Doomtroopers receive 2 Credits. If the Doomtroopers fail to complete the mission, the Dark Legion player receives 2 Credits.



ABOUT THE DARK LEGION



THE LEGIONNAIRES

In silent hordes the undead Legionnaires of Algeroth march against the light of humanity. These soldiers are zombies, humans killed in battle and reanimated with the help of necro-technology.

Their equipment is a mix of modern and ancient technology. The Legionnaires have no mind and act without any will of their own. They are slaves under the control of the Nephrite. A Legionnaire has two actions per round.

NECROMUTANTS

These are warriors transformed by the twisted science of the Dark Legion. Their bodies are perfectly adapted to combat. They are massively built, with broad shoulders and muscular arms. Their skin is the color of soot and their eyes expressionless wells of darkness. Their veins pulsate with an unholy glow.

The Necromutants act as commanding officers in the battles fought by the Dark Legion. They fearlessly assault even the strongest fortification followed by the fanatical Legionnaires.

A Necromutant has two actions per round.



CENTURIONS

These are the special forces of the Dark Legion. Selected for their combat abilities they are given special missions by their leaders.

Physically they resemble the Necromutants, but often carry better weapons and equipment.

A Centurion has two actions per round.

RAZIDES

The Razides are beasts from another time and existence. They walk taller than man and are able to crush stone with their powerful hands.

A Razide appears to be a hybrid of flesh and iron and stone. Unearthly organs connected to endless tubes pump dark liquids through the Razide's muscular body and send ripples across its skin.

A Razide has two actions per round.



THE NEPHARITES

The Nephrites are the eternal enemies of mankind. They seek solace in the chaos of war and stalk the battlefields in their search for new victims.

The Nephrites are huge, often twice as tall as any man and dressed in shining dark armor and covered with sharp spikes.

They radiate calm, lead their armies with cold efficiency, and command their forces with mighty battlecries. The cries echo in the emptiness left after the slaughter and strike fear into the hearts of those who hear them.

A Nephrite has three actions per round.



EZOghouLS

The gigantic Ezoghoul is a being with one sole purpose, to do battle. Its soul is devoted to the destruction of other beings and to the glory of the battlefield. Its body is merged with an external metal skeleton and half of the Ezoghoul is made of artificial materials. Muscles and transparent tubes for the body fluids are attached to the skeleton.

An Ezoghoul has three actions per round.

ABOUT THE DOOMTROOPERS

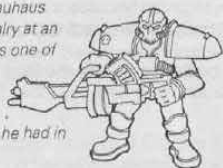
VALERIE DUVAL

Daughter of a prominent Bauhaus field marshal, Valerie's military career was pre-ordained. Over time, she has become an expert on clandestine operations, assassinations, and covert actions.



MAX STEINER

The son of an aristocratic Bauhaus family, he joined the air cavalry at an early age. He gained fame as one of the finest helo-pilots, but a scandal grounded him. He has earned just as strong a reputation on the ground as he had in the air.



EDWARD S. MURDOCH

After a brilliant military career, Eddie Murdoch was reluctantly transferred from his beloved Blood Berets, where he had gained a reputation as one of Imperial's most successful tacticians and fighters ever.



SEAN GALLAGHER

As the sole heir to the throne of the Gallagher clan, Sean was trained from childhood to live, fight and rule with unrelenting force. As Sean's entire clan was slaughtered by the Dark Legion, the young heir with no one to rule joined the dreaded Wolfbane Commandos, a unit composed entirely of renegade clan warriors.



CORAL BEACH

At the age of 24, Coral left his career as a freelancer to enlist with Cybertronic's armed forces. Over the years he has been enhanced electronically and mechanically to be a superior fighter, until nearly all his body is robotic.



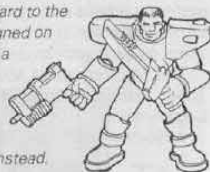
ATTILA III

Attila III is the pride of Cybertronic, a completely functional and thinking robot, a construct with a computer brain. More advanced than his predecessor, Attila II, this battle-machine is specially programmed for advanced skirmish situations.



MITCH HUNTER

Planning to use it as a springboard to the world of high-finance, Mitch signed on with the Capitol elite forces for a couple of years. Nine years have passed, and the impact on the world Mitch wanted to make with a suit and tie is being made with battle armor instead.



BIG BOB WATTS

«Big Bob» Watts is a battle-scarred vet of the Capitol Special Forces. Despite nine successful tours on Mars, Venus and Mercury, he was demoted and finally discharged for insubordination. Today he is a squad leader in the Free Marines, a rogue regiment loosely connected with Capitol.



YOJIMBO

After a brilliant career in the special forces, Yojimbo became one of Overlord Mishima's personal bodyguards. He fell from grace in a court scandal and was forced to become a freelance ronin. He later spoiled a conspiracy against Mishima, proving his loyalty and restoring his reputation.



TATSU

During his childhood and adolescence, Tatsu was a computer whiz, martial arts fanatic, and street-kid on the borders of a criminal life. It was on the streets that Yojimbo found him and took the youngster in, teaching him the ancient ways of the samurai.

