ETHER3D6
THE LURE

A former battlefield medic looking to make a life away from the core, a ranger gone rogue and a combat veteran sent in to fix their previous failed attempts.
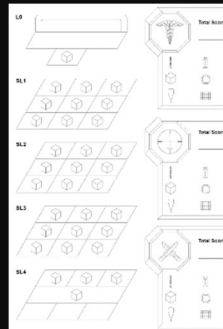
Over time each receive a transmission from 'The Messenger' of an espionage mission at ETHER3D6, an off world mining facility.

The job is too greater an opportunity to refuse. A simple go in, take an amount of unrefined ETHER3D6 and bug out.
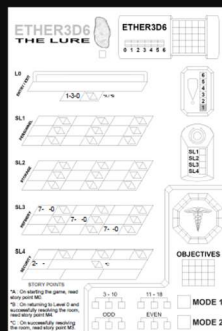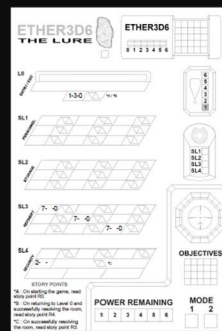
What could go wrong...?

Game Setup

1

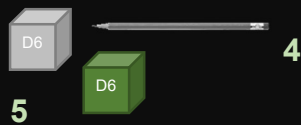

2a

2b

2c

3a

3b
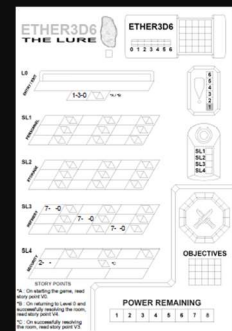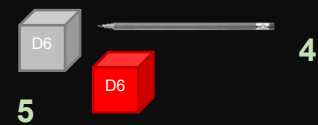

3c

4

5

1. **Score Sheet**

2. **Character Booklet**
   a. Medic
   b. Ranger
   c. Veteran

3. **Player Sheet**
   a. Medic
   b. Ranger
   c. Veteran

4. **Pencil & Eraser**

5. **2x D6 (per Player)**
   1 Character D6
   1 Patrol Droid D6

Note:
Cubes could be used to track characters power remaining and mode.

Playing ETHER3D6 – The Lure

Each player takes on the role of one of the three characters; Medic, Ranger or Veteran. Exploring the off world mining facility - ETHER3D6, looking to obtain a piece of unrefined ETHER3D6 for 'The Messenger'.   The game is played until a characters end game event is announced within the relevant characters booklet story point.

After the characters end game event has been announced, the player records their score on the score sheet. After all of the three characters have completed their end of game scoring, scores will be evaluated and the winner of the game will be announced.

Setup

Setup the game as shown within the 'Game Setup' page, this is for a full three player game setup. The total game time should be around 30 – 45 mins for a full three player game.

If playing solo or with two players, refer to the relevant player count section for the changes to be applied.

'First Player'

All the players play the game at the same time, with one exception:

The player that is the Medic starts their game first; reading story point 0 and completing Level 0 before the player that is the Ranger does the same, then finally the player that is the Veteran starts their game.

General Game Play

The character will arrive at a floor within the mining facility. Sub levels 1 – 3 are made up of 3 rows of rooms. Each row has 3 possible rooms that can be entered. At least one room is required to be entered before progressing to the next row. Each room entered will be an encounter.

On completing at least one room for each of the 3 rows, the character heads further down the sub levels until a piece of unrefined ETHER3D6 is obtained. At this point, the character may choose to continue further into the mining facility and / or head back to level 0 and exit the mining facility. Once heading back, they may no longer go further into the mining facility and must continue back to level 0.

'Level 0' and 'Sub Level 4' differs from the above and explained accordingly.

Starting the Game - Level 0

The player reads their character booklets story point 0 and enters the ETHER3D6 mining facility.

The first encounter is pre-populated with 1 – 3 – 0, referring to the room encounter roll table, the first encounter will be a patrol droid with a delay modifier of 0 and no refined ETHER3D6. As mentioned in the characters booklet, character abilities cannot be used on the patrol droid on level 0.

As the encounter is prepopulated and is the only room to be entered, on the character sheet mark off the down arrow for the level 0 room.

Now the character has entered the room, the encounter begins. For the patrol droid on the room encounters roll table, a yes is against the need to carry out an alert check roll and then a delay roll.

Carry out the alert check. First refer to the player sheet patrol droid, noticing that there is space for only deactivating patrol droids on sub levels 1 – 4. This means that this patrol droid is always active. Roll both the character and patrol droid dice.

As this patrol droid is active the lower of the 2 dice is used. The value must be greater than the current alert level, this is shown on the character sheet and level 1 is marked out. For this roll, the character will need a value of 2 or more to go un-noticed. If you have unluckily rolled a 1, the alert level is increased by marking the next number.

After completing the alert check, the character now is required to mark off delay caused by the encounter. The character rolls their D6 and refers to the character delay roll table. As the encounter has no delay modifier, the D6 value is used. This is the row on the table. The encounter column is an active patrol droid found within column one. Refer to the row and column, the number shown is the amount of delay caused by the encounter. Within the character sheet around the characters logo is the delay track with 20 spaces. Mark off the required number of spaces.

Your arrival and first encounter has now been completed, the next player arrives at the ETHER3D6 mining facility, carrying out the above.

Sub Levels 1 - 3

Now at sub level 1, and heading down in to the mining facility, you arrive at the top most row of sub level 1 - Personnel. The possible encounters for the row will need to be completed before heading in to a chosen room.

Using the room encounter roll table, write the 3 values for the possible encounter. Carry out this process for each of the 3 rooms on the first row. If the encounter is prepopulated but missing values, roll the characters D6 and record the D6 value to complete the encounter.

Once completed, the character can assess which room is the best choice to enter. On entering the room, mark the down arrow within the room to indicate the room has been entered before carrying out the encounter.

As you are no longer at level 0, the character abilities are now able to be used. Refer to the characters booklet for the characters abilities. Carry out the ability before the encounter, as the ability may affect the delay modifier or the even the whole delay process during the encounter. The ability will also mention if the refined ETHER3D6 can be taken after the encounter has been completed, rendering the encounter deactivated if returning back to the same room.

Refer to the encounter type as required for full instructions on resolving the encounter. Once completed, the character may now choose either another room to enter within the current row, or move on to the next row. Remember, at least one room per row is required to be entered before moving on to the next row.

After completing the process for rows 2 and 3, the character moves on to the next floor, repeating the process until a piece of unrefined ETHER3D6 is obtained. Once obtained, the character may start to head back to level 0.

Whilst heading back, start at the bottom row and head to the top row. On entering a room, mark the up arrow. If the room encounter was deactivated, carry out a deactivated patrol droid alert check roll instead of the crossed out encounter.

Sub Level 4

The security floor has 2 rows of rooms, the first row is completed as normal. However the second row has only one encounter. If chosen, on completing the encounter read the characters story point 3.

Returning to Level 0

Once the character has completed their primary objective and obtained a piece of unrefined ETHER3D6, and made it back to level 0. After successfully completing the active droid encounter, read the characters story point 4.

Ending the Game

The end of the characters game is mentioned within their story points, once announced the character may start to record their end game score. After all the characters have completed the game, the final scores will be confirmed and the 'winner' announced.
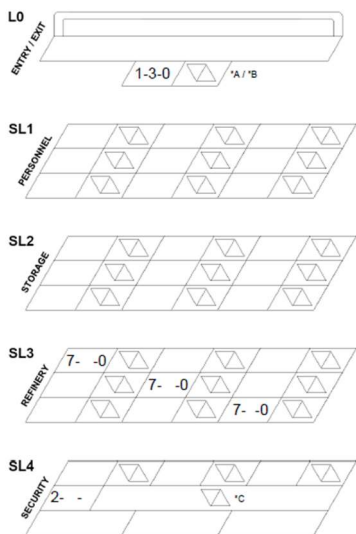
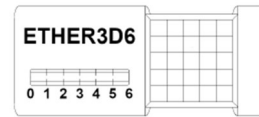# Character Sheet

Unrefined ETHER3D6

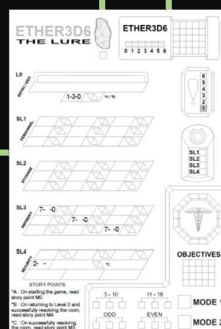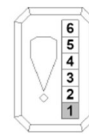Primary goal. Obtain and return to 'The Messenger'.

Refined ETHER3D6 Canister

Used to store collected refined ETHER3D6 within the 5x5 retainment grid. A maximum of 6 pieces can be stored.
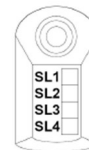
ETHER3D6 Mining Facility

Alert Level

Shows the current alert level of ETHER3D6.

Patrol Droid

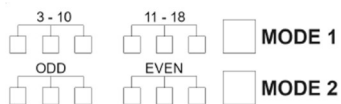Shows which of the floors have deactivated patrol droids.

Character Details

Character Logo and Delay Track

The 20 spaces around the characters logo are used to mark delay.

Character Ability

See Character Booklet for details.

Objective Tracker

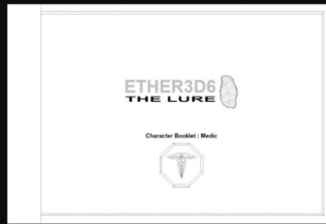20 spaces for recording objectives completed.

Row 1 is for completing the primary objective.

Row 2 is for returning to level 0.

Rows 3 and 4 are used to record additional secondary objectives that have been completed.

Character Booklet

Each character has their own booklet, their logo is shown on the front page.

Middle pages show; the room encounter roll table, an explanation of the characters ability found on the character sheet, objectives and delay roll table.

On the back page is the characters story points which should be read when prompted, detailing when the game is over.

Room Encounters & Roll Table

For each room, when required; roll the characters D6 to generate the encounter.

D6 Value / Encounter Type

D6 Value	Encounter Type
1	Patrol Droid
2	De-activatable Patrol Droid
3 - 4	Leader
5 - 6	Drone
7*	Unrefined ETHER3D6

Patrol Droid

A further roll is required to establish the delay modifier.

De-activatable Patrol Droid

Two further rolls will be required to establish the delay modifier and refined ETHER3D6 shape.

Leader

Two further rolls will be required to establish the delay modifier and refined ETHER3D6 shape.

Drone

Two further rolls will be required to establish the delay modifier and refined ETHER3D6 shape.

Unrefined ETHER3D6

* The encounter cannot be rolled; this will be prepopulated on the character sheet.

A roll is required to establish the delay modifier.

Delay Modifier

Based on the encounter table, if required, roll for the delay modifier.

Refined ETHER3D6 Shape

Based on the encounter table, if required, roll for the refined ETHER3D6 shape.

Recording the Room Encounter on the Character Sheet

Unless prepopulated, each room has a space for an encounter.

Write the D6 values for; Encounter Type, Delay Modifier, Refined ETHER3D6.

Example:

3 – 1 – 6 represents a **Leader** with **-2 delay modifier** and **the player chooses the shape of the refined ETHER3D6**.

Max each row; 1 Patrol Droid, 1 Leader. No limitation for Drones.

Delay Checks & Delay Roll Table

Each character booklet has a character delay roll table, like the one shown below.

When required to make a delay check:

Refer to the characters booklet delay roll table.

The character rolls their D6.

The character adjusts their D6 roll value based on the encounters delay modifier.

The combination of the D6 modified row and the encounter type column shows the amount of delay to be applied for the encounter.

Example:

The room encounter is 5 - 1 - 4; a Drone with -2 delay modifier and L shaped refined ETHER3D6.

On the delay roll table, the matching encounter icon for the Drone is shown on the fourth column.

The character rolls their D6, producing a value of 3.

The encounter delay modifier is -2.

Based on D6 modified row of 1 (D6 value 3 - 2 modifier) and the fourth column for the Drone, the delay amount to be applied within the character sheet is 2.

Note:

Character abilities may cancel out the modifier and possibly allow the delay step to be ignored altogether. If this is the case, it will be mentioned within the character booklet for the character abilities effect.

If the delay reaches 20 or beyond, refer to the characters booklet story point 2.

Active Encounters within ETHER3D6

Active Patrol Droid

Patrol droids may affect the characters ability to go un-noticed, a maximum of 1 patrol droid (regardless of type) can be assigned within a single row.

Encountering an active patrol droid requires an alert check followed by a delay check. Refined ETHER3D6 cannot be taken from the active patrol droid, meaning that the encounter can never be deactivated.

De-activatable Patrol Droid

Patrol droids may affect the characters ability to go un-noticed, a maximum of 1 patrol droid (regardless of type) can be assigned within a single row.

Encountering a de-activatable patrol droid requires an alert check followed by a delay check. Refined ETHER3D6 can be taken from the patrol droid, meaning that the encounter can be deactivated if the character is able to via their ability.

Leader

Leaders are more alert than the drones they look after, a maximum of 1 leader can be assigned within a single row.

Encountering a leader requires a delay check. Refined ETHER3D6 can be taken from them if the characters ability allows, rendering them deactivated.

Drone

Drones are the workers within ETHER3D6, multiple drones may be present within a single row.

Encountering a drone requires a delay check. Refined ETHER3D6 can be taken from them if the characters ability allows, rendering them deactivated.

Unrefined ETHER3D6

The primary objective for the characters, to obtain a piece of unrefined ETHER3D6 for 'The Messenger'.

Obtaining a piece of unrefined ETHER3D6 causes delay.

Deactivated Encounters within ETHER3D6

If a piece of refined ETHER3D6 is removed from the encounter, this renders the encounter as deactivated. The encounter values for the room are crossed out.

If the encounter was a de-activatable patrol droid, on the character sheet within the patrol droid representation, mark the current floor level with an X. On carrying out an alert check for this floor, a deactivated patrol droid alert check roll is carried out.

On returning to room with a deactivated encounter, the encounter itself is replaced with only a deactivated patrol droid alert roll. The delay step and the ability to store / replenish with refined ETHER3D6 are no longer possible when re-entering the room.

Alert Check

Alert checks are carried out when encountering a patrol droid or re-entering a room with a deactivated encounter.

The character rolls both the character D6 and the patrol droid D6.

Deactivated Patrol Alert Check

Referring to the character sheet to check for a deactivated encounter or if an X is shown of the patrol droid representation for the current floor. If this is the case, the alert check is a deactivated patrol droid alert check.

The higher of the 2 dice is used.

Active Patrol Droid Alert Check

If the encounter is active and a X is not present on the patrol droid representation, this is an active patrol droid alert check.

The lower of the 2 dice is used.

The dice value has to be higher than the current alert level to go un-noticed.

If the dice value is equal to or lower than the current alert level, the alert level is increased by marking the next alert level.

If the alert level reaches 6 (the maximum alert level), ETHER3D6 mining facility is in lock down, refer to the characters booklet story point 1.

Refined ETHER3D6

Pieces of refined ETHER3D6 can be obtained during an encounter, based on the characters ability.

Refined ETHER3D6 can be used to either replenish the characters power remaining or be stored within the canister to score points.

Once removed from the encounter, the encounter is marked as deactivated by crossing out the encounter values within the room on the player sheet.

Replenishing with Refined ETHER3D6

If the characters ability allows this action, the characters power remaining track is fully restored. Either erase the crossed out values or move the cube back to the maximum value. If used to replenish, the refined ETHER3D6 cannot be stored.

Caution – If the character allows the power remaining to fall too low, they may not be able to replenish it with refined ETHER3D6. In doing so, they will not be able to carry out character abilities.

Storing Refined ETHER3D6

If the characters ability allows this action, note the last value for the room encounter. This refers to the shape of the refined ETHER3D6 shown on the room encounter section of the characters booklet.

On the characters sheet within the 5x5 grid on the canister, mark off the shape if you are able to. The shape can be rotated but not mirrored.

If the shape has been stored, increase the value stored on the canister by 1.

If unable to, the action is cancelled.

Once chosen to be stored, the refined ETHER3D6 cannot be used to replenish the characters power remaining level.
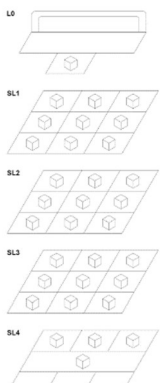
End Game Scoring

Once announced that the characters game is over within the story point, the character can record their score.

After all the characters games are over, the final scores can be completed.

Score Sheet

Rooms Visited

For each room visited, the character marks the cube.

The top part of the cube is used by the Medic.

The left part of the cube is used by the Ranger.
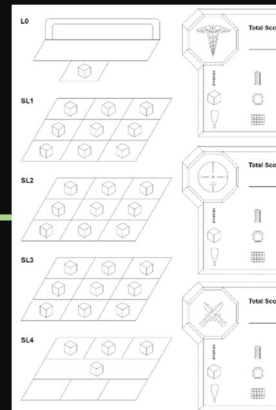
The right part of the cube is used by the Veteran.
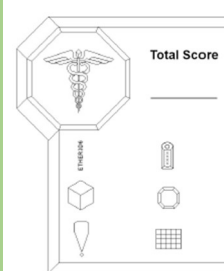
Per character, the total amount of rooms that the character has visited equates to their score gained.

Rooms Visited	Score Gained
< 9	0
9 – 11	2
12 – 16	4
> 16	8

The score is recorded next the room cube icon within that characters section on the score sheet.

Scoring

ETHER3D6 – The amount stored within the canister equates to the score.

Alert Level – The number of levels left unmarked equates to the score.

Deactivated Patrol Droids – For each level marked is 2 points.

Delay Remaining – The number of delay spaces left unmarked equates to the score.

Objective Completed – The amount of objective spaces marked on the player sheet equates to the score.

Total Scores and Ties

The character with the highest total score wins. If there is a tie, the character with the lowest amount of secondary objectives is the winner. If still a tie, the character with the highest number of deactivated patrol droids is the winner. If still a tie, the win is shared.

Two Player Game

ETHER3D6 – The Lure can be played with two players.

The game takes around 60 – 90 minutes to complete.

Each player takes the role of a single character to start with choosing between the Medic and the Ranger. The player that is the Medic starts the game as normal, then the Ranger. Once both characters have been completed, the players play the Veteran character together. Discussing the characters actions and taking turns to roll the dice as they see appropriate.

End Game Scoring

The end game scoring is completed the same as normal, however the if the Veteran has the highest score the players team work has paid off and they share the win.

Solo Game

ETHER3D6 – The Lure can be played solo.

The game takes around 30 – 45 minutes to complete per character, playing a single character per sitting is recommend.

The player starts with the Medic until completion, then returns to play the Ranger until completion and finally, playing as the Veteran until completion.

End Game Scoring

Unlike the three and two player games, the solo end game scoring is based on the total value of all the characters played.

Carry out the end of game scoring as normal then total the three characters scores, referring to the below for the games outcome:

Combined Total Score: 70 and below

Something went terribly wrong for all the characters at the ETHER3D6 mining facility.

Combined Total Score: 71 - 99

Mainly the characters performed well, was one character taking a riskier approach?

Combined Total Score: 100 - 119

All the characters performed well during their ask from 'The Messenger', possibly a little more stealth could have seen them through.

Combined Total Score: 120 and above

Despite the final outcome, all the of the characters performed as best they could. Unfortunately, the events at ETHER3D6 were out of their control.

Reference Guide

The following reference is a complete step by step guide to all of ETHER3D6 – The Lure. Refer the relevant section when required.

0. Player Count and Game Time

0.1. The game can be played solo, with two players or its full count of three players.

0.2. **Solo Game (30 – 45 mins / Character)**

    0.2.1. The player takes control of a character one at a time, completing the game before progressing on to the next character.

    0.2.2. The player should start with the Medic, then the Ranger and finally the Veteran.

    0.2.3. The game length should be around 30 – 45 mins per character.

        0.2.3.1.   The player may choose to play one character per session, recoding all of the scores after the final character has been played.

        0.2.3.2.   Alternatively, play all three characters within a single sitting, time permitting.

    0.2.4. Once all three characters have played, refer to the solo end game scoring review (see section 11.1).

0.3. **Two Player Game (60 – 90 mins Total Game Time)**

    0.3.1. Each player firstly plays their own character choosing between the Medic and the Ranger.

    0.3.2. The player that chose the Medic starts the game and after leaving Floor 0, the other player starts their game.

    0.3.3. After both players have completed their games, they team up to play the final character, the Veteran. Making decisions together and taking turns to roll the dice as they see appropriate.

    0.3.4. After the three characters have been played, end of game scoring takes place as described within the two player end game scoring review (see section 11.2).

0.4. **Three Player Game (30 – 45 mins Total Game Time)**

    0.4.1. Each player chooses a character to play.

    0.4.2. The players that chose the Medic starts their game first. On leaving level 0, the Ranger starts their game. Once the Ranger has left level 0, the Veteran starts their game.

    0.4.3. Each time a character completes their game, carry out the steps within the end game scoring review, see section 11.3.

1. Setup

1.1. **Components Required**

    1.1.1. 3x Character sheets and a Score Sheet (2 sheets, printed single sided and reprinted for each game).

    1.1.2. 3x character booklets and player guides (4 sheets, printed double sided).

1.1.3. Up to 4x Small Cubes (or use pencil /eraser).

1.1.4. Per player; 2x D6 - one for the character dice and another for the Patrol Droid dice.

1.1.5. Per player; Pencil / eraser.

1.2. **Character Sheet**

1.2.1. Separate the three character sheets and the score sheet.

1.2.2. **Medic Character**

1.2.2.1. 1 Cube will be required to track the mode being used when entering rooms. Alternatively, use a pencil and eraser.

1.2.3. **Ranger Character**

1.2.3.1. 2 Cubes will be required, 1 for the power remaining track, the other for the mode being used when entering rooms. Alternatively, use a pencil and eraser.

1.2.4. **Veteran Character**

1.2.4.1. 1 Cube will be required for the power remaining track. Alternatively, use a pencil and eraser.

1.3. **Character Booklets**

1.3.1. Sperate the character booklets. Each booklet starts with the front page and ends with the character story points. Both of these shows the character logo to prevent mix up.

1.4. **Score Sheet**

1.4.1. Place the score sheet to one side.

1.4.2. This will be required once a character has finished playing.

1.5. **Player Guides**

1.5.1. Place the player guides in view of the players to refer to as needed.

1.6. **Starting The Game**

1.6.1. Each character has their own character sheet and booklet, take the matching versions.

1.6.2. The game starts with player who chose the Medic character.

1.6.2.1. Read story point 0 for the Character and begin the game at alert level 1, now you have arrived at ETHER3D6 Mining facility at Level 0 and the game begins.

1.6.3. Once the Medic character has left level 0, the Ranger character is next. Once the Ranger has left Level 0 the Veteran starts their game.

2. Level 0 (Arrival / Exit)

2.1. On entering the ETHER3D6 mining facility, mark the 'down' section of the room.

2.2. The starting room encounter is pre-populated within the character sheet (refer to section 4 for more details).

2.3. Complete the first encounter and described within section 3.3.4.1.

2.4. Once completed then progress to Sub Level 1. See section 3.

2.5. **Note:** After completing the characters primary objective and returning back to level 0, mark the 'up' section of the room then the character refers to their characters booklet, reading story point 4.

3. Sub Level 1 – 4

3.1. Sub Level Rows of Rooms

3.1.1. When travelling downwards, further in to the mining facility, start from top row and progress to bottom row

3.1.2. Populate the encounter for the three rooms for the current row by recording the value of the encounter, delay and (if applicable) refined ETHER3D6 shape (see section 4 for full details on room encounter generation).

3.1.3. Within the row, the character will choose a room to enter. After resolving that room (see 3.3), they may then choose to enter another room in that same row or move on to the next row of rooms (repeating from step 3.1).

3.1.4. Once moved away from that row, until you are heading back to Level 0 you cannot enter another room in that row.

3.1.5. When the last row of rooms is reached and if the character chooses to go to the next sub level and not bug out, repeat step 3 as required.

3.2. Bug Out

3.2.1. Once the character has completed their primary objective, they may choose to continue to go further down the sub levels of ETHER3D6 mining facility or start their return journey back to level 0 (Exit Point).

3.2.2. Once heading back up to level 0, the character cannot head back down the sub levels.

3.2.3. If the character is part way through a row in a sub level and starts to head back up, the rooms generated can be replayed.

3.2.4. When travelling upwards, back towards Level 0, start from the bottom row and progress to the top row.

3.3. Resolving a Room

3.3.1. For the same room location on the character sheet, mark the up or down portion as the direction the character is travelling.

3.3.2. Refer to the room encounter page within the character booklet, looking up the values for the room encounter marked on the character sheet. This will advise if an alert roll is required, the delay and any refined ETHER3D6.

3.3.3. If able, choose and resolve the character ability.

3.3.4. Resolve the room encounter, following the below instructions:

3.3.4.1. Active Patrol Droid (Encounter Type 1)

3.3.4.1.1. See Patrol Droids.

3.3.4.1.2. See Alert Level.

3.3.4.1.3. See Character Delay (if applicable).

3.3.4.1.4. See ETHER3D6 (if applicable).

3.3.4.2. De-activatable Patrol Droids (Encounter Type 2)

3.3.4.2.1. See Patrol Droids.

3.3.4.2.2. See Character Delay.

3.3.4.2.3. See ETHER3D6.

3.3.4.3. Leader (Encounter Type 3 / 4)

3.3.4.3.1. See Character Delay (if applicable).

3.3.4.3.2.　　See ETHER3D6 (if applicable).
    3.3.4.4.　Drone (Encounter Type 5 / 6)
3.3.4.4.1.　　See Character Delay (if applicable).
3.3.4.4.2.　　See ETHER3D6 (if applicable).
    3.3.4.5.　Unrefined ETHER3D6 (Encounter Type 7)
3.3.4.5.1.　　See ETHER3D6.
3.3.5. If a refined ETHER3D6 has been taken during the encounter either being stored or used to replenish, mark the room encounter on the Character Sheet with an X. This shows that the encounter is now deactivated
3.3.6. **Revisiting a Room**
    3.3.6.1.　Active Room Encounter
3.3.6.1.1.　　If the room encounter type **does not** have an X through it, this is classed as being an active encounter.
3.3.6.1.2.　　Carry out the encounter as normal.
    3.3.6.2.　Deactivated Room Encounter
3.3.6.2.1.　　If the room encounter type **does** have an X through it, this is classed as a deactivated room encounter.
3.3.6.2.2.　　The character will no longer need to record delay or be able to take another piece of unrefined ETHER3D6.
3.3.6.2.3.　　The character must make an alert roll as if the was an deactivate patrol droid. Follow the standard rules mentioned within the alert roll section.
3.3.7. **Resolved Room**
3.3.7.1.　Once the room has been resolved, choose to enter another room in the current row, or move to the next row / floor accordingly.

4. Room Encounter Generation

4.1. On entering a new row of rooms, repeat the following steps for all 3 rooms as required, any pre populated encounters remain as shown on the Character Sheet. Any blank values within the pre-populated room encounters are to be rolled and written in.

4.1.1. Roll the character dice, record this value within the room encounter box on the Character sheet, leaving space for two more values (delay / refined ETHER3D6). This will be the encounter for the room.

4.1.2. For the first character dice rolled, refer to the type of encounter for the value rolled.

4.1.3. If there is a yes for the alert, there will be an alert level roll during the encounter.

4.1.4. If there is a yes for delay:

    4.1.4.1.　Roll the character dice, record this value within the room encounter box on the Character Sheet, leaving space for the refined ETHER3D6 value).

    4.1.4.2.　Based on the dice value within the table, this is the value of the delay modifier during the delay step.

4.1.5. If there is a yes for refined ETHER3D6:

4.1.5.1.   Roll the character dice, record this value within the room encounter box on the Character Sheet.

4.1.5.2.   Based on the dice value within the table, this is the type of refined ETHER3D6 that is available. If a 6 is rolled, the player chooses the refined ETHER3D6 shape.

4.2. **Important** - Rooms in a single row:

4.2.1. **May not** have more than one Patrol Droid encounter, re-roll for the encounter as required.

4.2.2. **May not** have more than one Leader encounter, re-roll for the encounter as required.

4.2.3. **May** have more than one Droid encounter.

5. Character Delay

5.1. Each character has a delay track on their character sheet.

5.2. Within the character booklet is the character delay table showing the delay that could be caused by the room encounter. Based on the characters abilities, this step could be ignored.

5.2.1. Roll the character dice.

5.2.1.1.   Based on the characters abilities, the delay modifier could be ignored.

5.2.1.2.   The value for the delay modifier is found within the room encounters section of the character booklet. The possible values are -2, -1, 0, +1, +2.

5.2.1.3.   Based on the delay room encounter table, add or subtract the shown number to the character dice roll.

5.2.1.4.   The dice value after being modified cannot be lower than 1 or higher than 6. Treat as a 1 or 6 accordingly.

5.2.2. Within the character delay table, refer to the dice value row for the dice value (including any modifier). The lower the dice value the more delay.

5.2.3. Then refer to the encounter type column (active patrol droid, de-activatable patrol droid, leader, drone, unrefined ETHER3D6) for the delay value to be applied.

5.3. Mark off the number of delay steps on the character sheet (the spaces around the character logo).

5.3.1. If the character marks the last space (or needs to mark past this space), refer to the character booklet story point 2.

6. Patrol Droids

6.1. Patrol droids effect the characters ability to go un-noticed when carrying out an alert level roll (see section 7).

6.2. After gaining a refined ETHER3D6 from a patrol droid this becomes a deactivated patrol droid. Within the character sheet mark the sub level within the patrol droid. Patrol droids encounter on this sub level are now classed as being deactivated when taking further alert rolls.

7. Alert Level

7.1. The starting alert level is set to 1 when the character arrives at ETHER3D6 mining facility.

7.2. Each time the alert level is raised, mark the next lowest number on the alert level track.

7.3. If alert level 6 is reached, refer to the character booklet story point 1.

7.4. **Alert Level Rolls**

    7.4.1. Roll both the character dice and patrol droid dice.

    7.4.2. The player checks their character sheets patrol droid for the current sub level floor:

        7.4.2.1. **If it is not** marked as deactivated, choose the lower value of the two die.

        7.4.2.2. **If it is** marked as deactivated, choose the higher value of the two die.

    7.4.3. The value has to exceed the current alert level for the character to go un-noticed.

    7.4.4. If the value is equal to or lower than the current alert level, the alert level is increased to the next level. On reaching alert level 6, refer to the character booklet story point 1.

8. ETHER3D6

8.1. On resolving a room, refined ETHER3D6 may be obtained if shown on the room encounter table.

    8.1.1. It can be used to replenish the characters weapon (if applicable) or stored.

    8.1.2. Once stored, it cannot be used to replenish.

8.2. **Replenishing with Refined ETHER3D6**

    8.2.1. This option can only be chosen if a character has a power remaining track.

    8.2.2. The character replenishes their power remaining track, moving the cube to the maximum slot.

    8.2.3. Caution, if the power remaining falls too low the character risks not being able to replenish the power remaining track and in doing so, will not be able to trigger a character ability.

8.3. **Storing Refined ETHER3D6**

    8.3.1. Storing refined ETHER3D6 is used to score points.

    8.3.2. On resolving a room encounter that contains refined ETHER3D6, the room encounter value relates to the configuration to stored.

    8.3.3. The configuration can be rotated but not mirrored.

    8.3.4. To store the configuration, mark the configuration within the 5x5 retainment grid within the ETHER3D6 storage canister.

    8.3.5. For each refined ETHER3D6 stored, update the ETHER3D6 storage canister display. Starting on the left most side, mark a space for each stored. The number immediately following the last mark space is the number of points that will be scored for storing refined ETHER3D6.

8.4. **Unrefined ETHER3D6**
    8.4.1. On resolving a room containing unrefined ETHER3D6, mark the box underneath the unrefined ETHER3D6 shown on the character sheet. Only one piece of unrefined ETHER3D6 is required for 'The Messenger'.
    8.4.2. The characters main objective will be completed for collecting a piece of unrefined ETHERE3D6, update the characters objective point track according to the character booklet.

9. Objective Points
9.1. **Recording Objectives**
    9.1.1. An objective recording section can be found on the character sheet.
        9.1.1.1.   The first row is reserved for marking the primary objective.
        9.1.1.2.   The second row is reserved for returning back to level 0.
        9.1.1.3.   Rows 3 and 4 are for marking additional secondary objectives.
9.2. **Primary Objectives**
    9.2.1. Each character has the same primary objective, to gain a piece of unrefined ETHER3D6 for 'The Messenger'.
        9.2.1.1.   The first row within the objective points grid is reserved for the primary objective. On completion, mark each box within the first row.
9.3. **Secondary Objectives:**
    9.3.1. The character returns back to level 0 with the unrefined ETHER3D6.
        9.3.1.1.   The second row within the objective points grid is reserved for returning back to level 0. On returning to level 0, mark each box within the second row.
    9.3.2. Additional secondary objectives are mentioned with the character booklet.
        9.3.2.1.   Within rows 3 and 4 of the objective points grid, mark the number of boxes accordingly on completion of a secondary objective.

10.   End of Game
10.1.   The end of the game will be announced within the story point at the back page of the character booklet.
10.2.   **Main Game Sheet Scoring**
    10.2.1.   Each character updates the main game scoring sheet, transferring details from their character sheets for:
    10.2.2.   **Stored Refined ETHER3D6**
        10.2.2.1. The left most visible number, is the characters score.
        10.2.2.2. Write the number in the corresponding character ETHER3D6 section of the score sheet, this is depicted by the word ETHER3D6.
    10.2.3.   **Rooms Visited**
    10.2.3.1. Marking as being visited
        10.2.3.1.1.   The layout for the floor contains a cube shape:

10.2.3.1.1.1.   The top section is for the Medic.
10.2.3.1.1.2.   The left section is for the Ranger.
10.2.3.1.1.3.   The right section is for the Veteran.
10.2.3.1.2.   Mark the corresponding part of the cube for each room visited.

10.2.3.2. Scoring visited rooms
10.2.3.2.1.   Points per player are awarded for the number of rooms visited:
10.2.3.2.1.1.   < 9 rooms visited: 0 points are awarded.
10.2.3.2.1.2.   9 – 11 rooms visited: 2 points are awarded.
10.2.3.2.1.3.   12 – 16 rooms visited: 4 points are awarded.
10.2.3.2.1.4.   > 16 rooms visited: 8 points are awarded.
10.2.3.2.2.   Write the total points for rooms visited within the corresponding character room score section of the score sheet, this is depicted by a cube logo.

10.2.4.   **Alert Level**
10.2.4.1. Points are awarded by deducting their end of game alert level from the maximum alert level (6).
10.2.4.2. Write the number in the corresponding character alert level section of the score sheet, this is depicted by the alert logo.
10.2.4.3. If the alert level was raised to 6, this also effects the delay track scoring.

10.2.5.   **Deactivated Patrol Droids**
10.2.5.1. For each floor the character has visited and has a deactivated patrol droid, they score 2 points.
10.2.5.2. Write the number in the corresponding character patrol droid section of the score sheet, this is depicted by a patrol droid logo.

10.2.6.   **Delay track**
10.2.6.1. Points are awarded by deducting their end of game delay track value from its maximum delay track value (20).
10.2.6.2. However, if the alert level was raised to level 6, the players score for the delay track becomes 0.
10.2.6.3. Write the number in the corresponding character delay section of the score sheet, this is depicted by a delay logo.

10.2.7.   **Additional Character Scoring**
10.2.7.1. Additional scoring for the individual characters can be calculated based on their individual primary and secondary goals as mentioned in their character booklets.
10.2.7.2. 1 point is awarded per marked objective box.
10.2.7.3. Write the number in the corresponding character objective section of the score sheet, this is depicted by an objective grid logo.

10.2.8.   **Total Score**
10.2.8.1. Per character, total their individual scores for; refined ETHER3D6 stored, rooms visited, alert level, deactivated patrol droids, delay and objectives.

10.2.8.2. Write the number in the corresponding character total score section of the score sheet.

11. End Game Scoring Review

11.1. Solo Game

11.1.1. Complete the end of the game as described within section 10.

11.1.2. Combine the total scores of each character, based on the combined total value:

11.1.3. **Combined Total Score: 70 and below**

11.1.3.1. Something went terribly wrong for all the characters at the ETHER3D6 mining facility.

11.1.4. **Combined Total Score: 71 - 99**

11.1.4.1. Mainly the characters performed well, was one character taking a riskier approach?

11.1.5. **Combined Total Score: 100 - 119**

11.1.5.1. All the characters performed well during their ask from 'The Messenger', possibly a little more stealth could have seen them through.

11.1.6. **Combined Total Score: 120 and above**

11.1.6.1. Despite the final outcome, all the of the characters performed as best they could. Unfortunately, the events at ETHER3D6 were out of their control.

11.2. Two Player Game

11.2.1. Complete the end of the game as described within section 10.

11.2.2. The character with the most points wins the game.

11.2.3. If only the Veteran won the game, great teamwork! The players share the win.

11.2.4. **In the event of a tie:**

11.2.4.1. The character that has the lowest secondary objectives recorded within rows 3 and 4 wins the game.

11.2.4.2. If there still a tie, the character that has the most deactivated patrol droids wins the game.

11.2.4.3. Lastly if there is still a tie, the characters share the win.

11.3. Three Player Game

11.3.1. Complete the end of the game as described within section 10.

11.3.2. Review the total score for each character, the character with the most points wins the game.

11.3.3. **In the event of a tie:**

11.3.3.1. The character that has the lowest secondary objectives recorded within rows 3 and 4 wins the game.

11.3.3.2. If there still a tie, the character that has the most deactivated patrol droids wins the game.

11.3.3.3. Lastly if there is still a tie, the characters share the win.
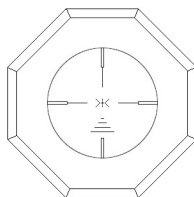
ETHER3D6
THE LURE

Character Booklet : Medic

ETHER3D6
THE LURE

Character Booklet : Ranger

Room Encounters

🎲	1	2	3	4	5	6	7
⚠	YES	YES	NO		NO		NO
🔄	YES	YES	YES		YES		YES
ETHER3D6	NO	YES	YES		YES		NO
🔄	🎲−2	🎲−1	🎲±0	🎲±0	🎲+1	🎲+2	
ETHER3D6	⊞	⌐/⌐	▄	⌐/⌐	▮	YOUR CHOICE	

Room Encounters

🎲	1	2	3	4	5	6	7
⚠	YES	YES	NO		NO		NO
🔄	YES	YES	YES		YES		YES
ETHER3D6	NO	YES	YES		YES		NO
🔄	🎲−2	🎲−1	🎲±0	🎲±0	🎲+1	🎲+2	
ETHER3D6	⊞	⌐/⌐	▄	⌐/⌐	▮	YOUR CHOICE	

Character Abilities

On entry of a room, choose either Mode 1 or Mode 2.

Mode 1
Roll the character die 3 time, totalling the die value each time.
Based on the total value, if possible mark a box this is either 10 and below or 11 and above.
If a box is marked this turn :

- You may choose to either ignore the delay step or store a refined ETHER3D6.
- Mark 1 objective point box.

Mode 2
Roll the character die up to 3 times, totalling the die value each time.
Based on the total value, if possible mark a box that is either odd or even.
If a box is marked this turn :

- Ignore the room delay modifier.
- Mark 1 objective point box.

Note

- Character abilities are not able to be used on the patrol droid at Level 0.

Objectives

Primary Objective
Obtain one 'Unrefined ETHER3D6' sample. (5 objective points)

Secondary Objectives
Return to 'Level 0' with the 'Unrefined ETHER3D6' sample. (5 objective points)

Marking a character ability box.
(1 objective point per box marked)

Story Points

| ⚷ 6 | M 1 | ⯃ 20 | M 2 |

Character Delay

🎲					
6					
5	1				1
4		1	1	1	
3					2
2	2			2	
1		2	2		3

Character Abilities

On entry of a room, choose either Mode 1 or Mode 2.

Mode 1
Roll both the character and patrol dice.
If the character die value is equal to or higher than the patrol die value:

- Ignore the delay modifier.
- Lower the power remaining by 2.

If the character die value is lower than the patrol die value:

- You may choose to ignore the delay modifier.
- If chosen, lower the power remaining by the difference of the two die +1.

Mode 2
Roll both the character and patrol dice.
If the character die value is equal to or higher than the patrol die value:

- Lower the power remaining by 2.
- Choose between either storing a refined ETHER3D6 or to use the refined ETHER3D6 to fully restore the amount of power remaining.

If the character die value is lower than the patrol die value:

- You may choose to either store a refined ETHER3D6 or to use the refined ETHER3D6 to fully restore the amount of power remaining.
- If chosen, lower the power remaining by the difference of the two dice +1.

Note

- If the power remaining would fall below 0, the ability is cancelled.
- Character abilities are not able to be used on the patrol droid at Level 0.
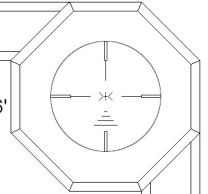
Objectives

Primary Objective
Obtain one 'Unrefined ETHER3D6' sample. (5 objective points)

Secondary Objectives
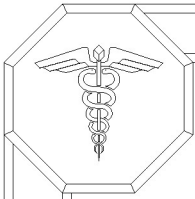Return to 'Level 0' with the 'Unrefined ETHER3D6' sample. (5 objective points)

Storing a piece of refined ETHER3D6.
(2 objective points per stored)

Story Points

| ⚷ 6 | R 1 | ⯃ 20 | R 2 |

Character Delay

🎲					
6					
5	1		1	1	1
4		1			
3					
2	2		2	2	2
1		2			3

M 0

A call back, a job. Finally something to get me out of this rut!
'The Messenger' all they want is for me to take a little trip to a mining facility and bring them back a rock.
For what, who knows… and for that amount for a job well done, I wont be asking.

ETHER3D6 mining facility - well, to say you are the only place that mines and supplies this source of energy, posing as a pick and delivery person was far too easy.
Easy in, easy out and free access to roam. Makes me wonder what else I can get away with…
(Start Game)

M 1

Damn… DAMN… DAMN IT!
How did they figure me out, I've been careful as I needed to be… had it all worked out.
Easy in, easy out… Now, no where to turn and the place is locked down, damn it!
They've found me, nothing I can do now… "I don't want any trouble"… "Where are taking me!?!"
(Game Over)

M 2

This place is like a maze. Find a rock and leave, nothing to it. Or so I thought.
So many watching me despite having access to all areas in this 'disguise'.
Nah, I'm getting paranoid… No one notices me… I'm sure. I'm sure.
(Continue Game)

M 3

Sub Level 4. I'll be leaving this place real soon, nothing of interest down here.
Alarms!?! The doors are closing!!! I'm trapped… What the...!!!
How long have I been out… Where am I!?!
(Game Over)

M 4

Well, back at Level 0. Finally, time to go. I have what I came for. Sure will be a big pay day for me after meeting up with 'The Messenger'.
Wait… "That transporter." "Yes, that's mine and I'm heading off to transport your goods out of here."
Oh man… My head… What the, where am I...!?!
(Game Over)
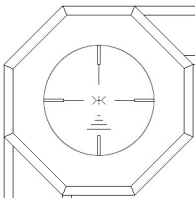
R 0

'The Messenger'? Well, I sure have a message for you, I'm in!
ETHER3D6 mining facility. Yeah, I can pick you up a souvenir (or two) whilst I'm there.

Delivery folk come and go here all the time, I'll blend right in.
Hmmm, looks like someone had trouble with their transporter, it sure is getting a lot of attention.
Packed my trusties and wont be afraid to use them if things get in my way.
Unrefined ETHER3D6? Guess that will be in the refinery. Find one for 'The Messenger' and find little something for me on the way.
(Start Game)

R 1

Looks like I should have been a little more careful. Smiled at the damn patrol droids when they passed.
Come on trusties, don't fail me now!
Alarms sounding everywhere. And now in my head too.
At least I slept it off. Here… in this cell!? "Morning sunshine" - And I have company.
(Game Over)

R 2

So many thing to see and take. Might as well make the best of it whilst I'm here.
Crack open a few bots and power up my trusties, no harm to anyone, not like they can feel it.
Hmmm, I wonder if they can, and if they can? Oh well, I'll just take this whilst I'm here.
(Continue Game)

R 3

Well this looks as far as I go in this place. "Just you and me droid." "Ok, off you go." "Just me then."
Better start heading back and get out of here.
"Oh, hey there." "I'm good thanks, just need you to open this door if you don't mind."
Or rough me up and put me in here, whatever works for you! "Hey, you been naughty too?"
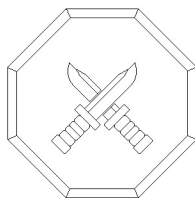*(Game Over)*

R 4

"Ooooo, an escort to my transporter. Thanks but no thanks."
"What's this, a guided tour to Sub Level 4 and a room for the night? And a roomie...
(Game Over)

ETHER3D6
THE LURE

Character Booklet : Veteran

Basic Game Structure

- At start of the game, read character story point 0.
- On entering ETHER3D6 mining facility, travel downwards from Level 0 towards Sub Level 4.
- The first time entering a row of rooms, assign room encounters for each of the three rooms.
- Choose one of the rooms to encounter.
- On entering a room, mark the up / down section of the room on the character sheet.
- Refer to the character booklet and carry out a character ability, if able.
- Resolve the room encounter steps as required.
- After the room encounter, choose to either; enter another room within the same row or move on to the next row of rooms / new floor as appropriate.
- Once the character has completed their main objective, they may either continue downwards further in to the mining facility, or back upwards to Level 0 and exit the mining facility.
- On travelling back to Level 0, the character can no longer travel downwards towards Sub Level 4.
- Rooms previously visited may be revisited and re-encountered. However, if the previous encounter was deactivated, ignore the assigned room encounter (and all its steps). Instead, carry out only a deactivated patrol droid alert roll as the encounter.
- On re-entering Level 0, complete the final patrol droid encounter. If successful, read character story point 4.
- Within the character booklet story points, the end of the game will be announced.
- Carry out end of game scoring.

Room Encounter Generation

- Within the character sheet, pre-generated room encounters may be present.
- If there is a blank value within the encounter reference, the player completes the reference by rolling their characters die and writing its value.
- Complete the encounter refence for all rooms within the current row.
- Roll the character die and write this value within the room encounter box, leaving space for the die roll values for the delay modifier and refined ETHER3D6.
- Roll the character die and write this value within the room encounter box, leaving space for the die roll value for the re-fined ETHER3D6.
- Roll the character die and write this value within the room encounter box. The room encounter generation is complete.
- When entering a room, refer to the character booklets room encounter page.
- The first value within the rooms encounter reference is used to refer to the main encounter type.
- The second value is used to refer to the delay modifier.
- The final value is used to refer to the type of refined ETHER3D6 configuration, if being stored within the ETHER3D6s cannister retainment grid.

Room Encounters

🎲	1	2	3	4	5	6	7
🔻	YES	YES	NO		NO		NO
⬡	YES	YES	YES		YES		YES
ETHER3D6	NO	YES	YES		YES		NO
⬡	🎲−2	🎲−1	🎲±0	🎲±0	🎲+1	🎲+2	
ETHER3D6	⊞	⊞/⊞	⊞	⊞/⊞	▯	YOUR CHOICE	

Character Abilities

On entry of a room :

Roll the character die up to 3 times, totalling the value each time.

Total value is 1 - 5 :
- Lower the power remaining by 1.
- Ignore the delay modifier.

Total value is 6 - 10 :
- Lower the power remaining by 2.
- Choose to either restore the refined ETHER3D6 or use it to fully restore the amount of power remaining.

Total value is 11 - 16 :
- Lower the power remaining by 3.
- Ignore the room delay step.

Total value is 16 - 18 :
- Lower the power remaining by 3.
- Choose any two of the above abilities to carry out (do not further reduce power remaining when choosing an ability).
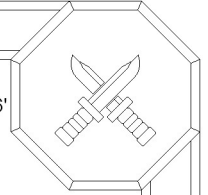
Note
- If the power remaining would fall below 0, the ability is cancelled.
- Character abilities are not able to be used on the patrol droid at Level 0.

Objectives

Primary Objective
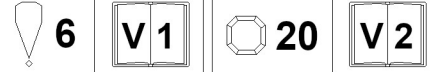Obtain one 'Unrefined ETHER3D6' sample. (5 objective points)

Secondary Objectives
Return to 'Level 0' with the 'Unrefined ETHER3D6' sample.   (5 objective points)

Storing a piece of refined ETHER3D6. (2 objective points per stored)

Story Points

!	6	V 1	⬡	20	V 2

Character Delay

6	1	1	1	1	1
5					
4					
3	2		2		2
2		2		2	
1	3				3

Alert Rolls
- Roll both the character and patrol dice.
- If the patrol droid is active, the lower of the two values is used.
- If the patrol droid is deactivated, the higher of the two values is used.
- The value must be higher than the current alert level, if not, the alert level is increased.

Delay Rolls
- The delay roll step may be ignored by the characters ability.
- Roll the character die.
- The value is modified based on the encounters delay value. This step may be ignored by the characters ability.
- Check the value against the encounter type for the amount of delay caused to the character.
- Apply the amount of delay caused on the character sheet.

Refined ETHER3D6
- The refined ETHER3D6 can be used to either be stored or replenish the characters power remaining.
- If stored, the configuration can be rotated but not mirrored. Mark the ETHER3D6 configuration within the ETHER3D6 canisters 5x5 refinement grid and update the cannister level.
- If used to replenish, the characters power remaining is restored to its maximum value.

Unrefined ETHER3D6
- Obtaining a piece of unrefined ETHER3D6 is the characters main objective.

- Once obtained, mark the box underneath the unrefined ETHER3D6 within the character sheet.
- The character may now return back to Level 0.

End of Game Scoring (see rules for solo and two player)
- On the ETHER3D6 cannister, refer to the amount of refined ETHER3D6 stored. Write this value next to the ETHER3D6 logo.
- For each room entered, mark the same room within the score sheet. The medic completes the top part of the room box. The Ranger completes the left part of the room box. The Veteran completes the right part of the room box.
- The score gained for rooms is based on the number of unique rooms visited. For < 9 rooms 0 points. For 9 - 11 rooms, 2 points. For 12 - 16 rooms, 4 points. More than 16 rooms, 8 points are awarded. Record this next to the room logo.
- Score for the alert level is based on the number of the maximum alert level (6) minus the character final alert level. Record this next to the alert logo.
- Deactivated patrol droid are awarded 2 points each. Record this next to the patrol droid logo.
- Score for the characters delay is based on the number un-marked delay spaces remaining. Record this next to the delay logo.
- Score for the characters objectives is the number of objectives completed. Record this next to the objectives logo.
- The characters total score is the value of all the points awarded.
- The character with the highest score wins. If a tie, the character with the lowest secondary objectives is the winner. If still a tie, the character with the highest number of deactivated patrol droids is the winner. If still a tie, the characters share the win.
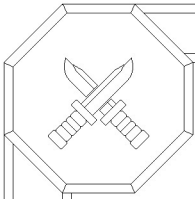
V 0

"Thanks for the heads up, that will delay things. But I wont let you down."
Well, this will be interesting, no transporters for the time being and I need to get in to the ETHER3D6 mining facility.

Boarding a secure transporter as a work hand, is the only way I can find in…
What happened at ETHER3D6 to cause all this?
Are those two ships being stripped down for parts? I wasn't aware that this place opened up a scrap shop on the side, the energy business must be bad.
(Start Game)

V 1

Security is far tighter than it has ever been here.
Suppose it doesn't help with me wading in with my fighting irons, leaving a trail of powered down droids in the wake. Still, no proof its me. I'm careful when it comes to that.
"Follow you for questioning. Sure, I have nothing to hide."
(Game Over)

V 2

Tighter security, more patrols, unexpected delays, maybe this is what 'The Messenger' was nervous about. Lets keep things on track.
Keep my thoughts together and work the problem. I'll be out of here before I know it.
(Continue Game)

V 3

Something about this place. I'm not too keep the way the patrol droid upped and left when it saw me.
Some kind of commotion back there. Sounds like they are shouting out to me?
"I don't want any trouble." I don't like these odds, too many to take on.
(Game Over)

V 4

Glad to be heading back, looks like the other crew members are assembling to leave.
Wait, they are not assembling. It's a line up! Damn, they pointed right at me.
Best ditch this sample, or I'll be in deeper than needs be.
Frog marched to the holding cells in Sub Level 4. I presume these two are the previous attempts too.
(Game Over)

ETHER3D6
THE LURE

Panel 1

L0 — ENTRY / EXIT 1-3-0 *A / *B

SL1 — PERSONNEL

SL2 — STORAGE

SL3 — REFINERY 7- -0 7- -0 7- -0

SL4 — SECURITY 2- - *C

ETHER3D6 0 1 2 3 4 5 6

SL1 SL2 SL3 SL4

1 2 3 4 5 6

STORY POINTS

*A : On starting the game, read story point M0.

*B : On returning to Level 0 and successfully resolving the room, read story point M4.

*C : On successfully resolving the room, read story point M3.

3 - 10 ODD

11 - 18 EVEN

OBJECTIVES

MODE 1 **MODE 2**

Panel 2

ETHER3D6
THE LURE

L0 — ENTRY / EXIT 1-3-0 *A / *B

SL1 — PERSONNEL

SL2 — STORAGE

SL3 — REFINERY 7- -0 7- -0 7- -0

SL4 — SECURITY 2- - *C

ETHER3D6 0 1 2 3 4 5 6

SL1 SL2 SL3 SL4

1 2 3 4 5 6

STORY POINTS

*A : On starting the game, read story point R0.

*B : On returning to Level 0 and successfully resolving the room, read story point R4.

*C : On successfully resolving the room, read story point R3.

POWER REMAINING

1	2	3	4	5	6

OBJECTIVES

MODE **1** **2**

ETHER3D6
THE LURE

ETHER3D6

0 1 2 3 4 5 6
0 1 2 3 4 5 6

6 5 4 3 2 1

SL1
SL2
SL3
SL4

L0

ENTRY / EXIT

1-3-0

*A / *B

SL1

PERSONNEL

SL2

STORAGE

SL3

REFINERY

7- -0

7- -0

7- -0

SL4

SECURITY

2- -

*C

STORY POINTS

*A : On starting the game, read story point V0.

*B : On returning to Level 0 and successfully resolving the room, read story point V4.

*C : On successfully resolving the room, read story point V3.

POWER REMAINING

1	2	3	4	5	6	7	8

OBJECTIVES

L0

SL1

SL2

SL3

SL4

ETHER3D6

ETHER3D6

ETHER3D6

Total Score

Total Score

Total Score

Total Score