O.D.I.N.

Occult Dynamics Intelligence Network

VEILRIFT

THE BOARD GAME · RULEBOOK

by David Ger

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Chapter I.
MATERIAL AND SETUP

"Four rifts in three weeks. I have two cells, a train to Basel, and a helicopter that only gets as far as Bern. Split up."
Mission Control, Hold-1, London

What It Is About

Monday evening, 23:40, Hold-1 in London. On the Situation Map two red pins are stuck, one in Basel, one at the Alpine Pass. Next to the map hangs the Threat track with twelve skulls. Three are already red. Raven puts on the coat, Brandt reloads, and Echo says she has heard a count running backwards since yesterday.

Veilrift is a cooperative board game for one to six players from the world of O.D.I.N. You play a cell of two to six agents. If you play alone, you run two. You travel across the Situation Map, encounter Cultists, Mercenaries, and things that should not breathe, and equip yourselves in the Bases. Where a rift has opened, you descend into a Hold and close it, room by room on squares.

You play together against the game. There is no game master. Everything that should be hidden is decided by a D6, which one of you rolls: whether a door is locked, whether there is a trap in the next room.

You win if you close three rifts and then the Threshold itself. There a Demon waits. You lose if the Threat track shows all twelve skulls. Then the Veil tears.

At the Table and on Screen

The same rules apply at the table and in the prototype on screen. The screen only takes the rolling and the counting off you. Everything this manual describes works the same in the prototype. Where at the table a player rolls a D6, there the computer rolls it.

THE GAME IN SEVEN SENTENCES

In turn, each agent rolls a D6 and moves that many locations further along the route.

In Cities and in the Wilderness, he draws an Encounter; in the Bases, he rests or requests Equipment.

If he stands on a rift, he can start a mission, and other agents may come along.

In the mission, the cell plays on squares until the rift is closed or no one is standing.

The skull clocks run after agent turns, and anyone who waits too long lets the rifts grow.

A closed rift reduces the Threat by 2 and promotes all involved.

After three rifts, the Threshold opens.

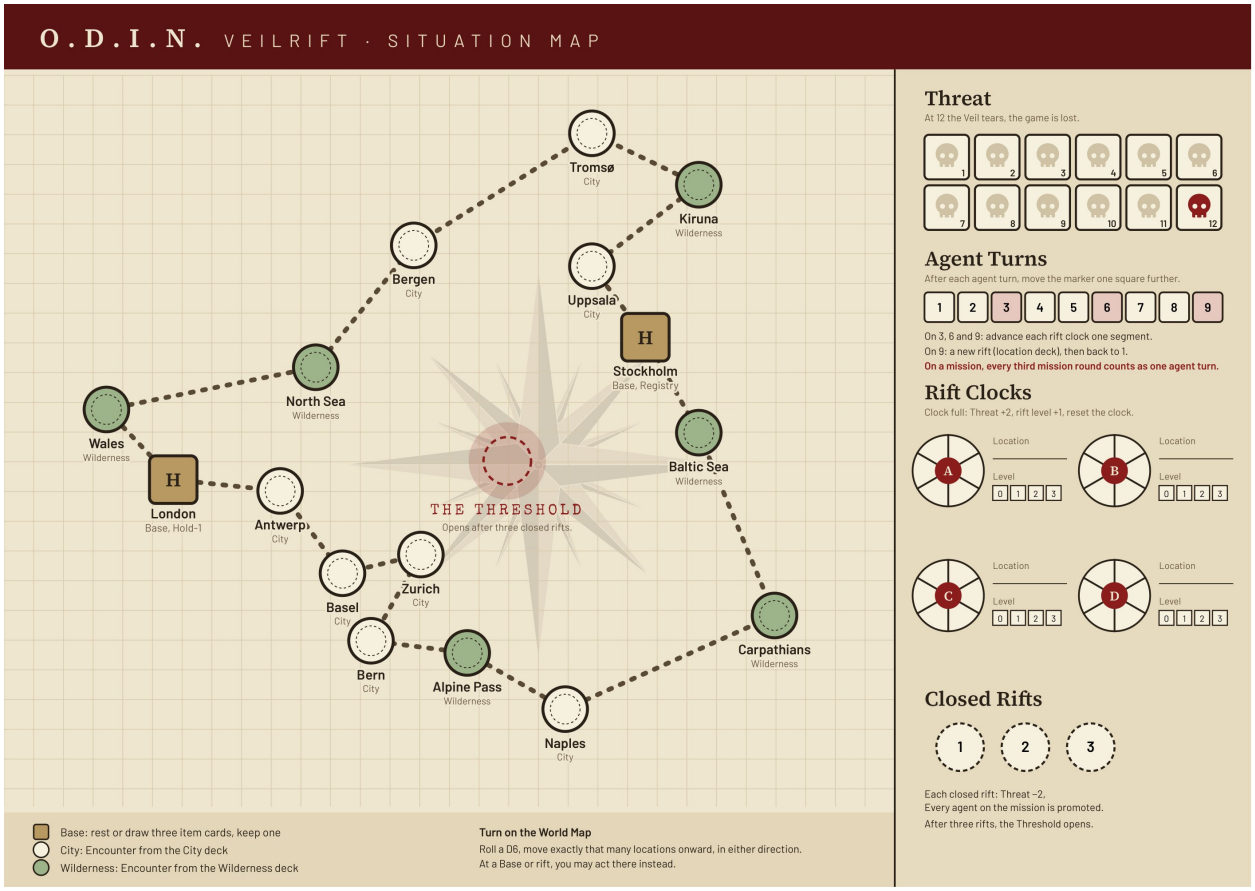
The Game Material

Part	Quantity	Purpose
Situation Map (A3)	1	16 locations on a fixed route, the Threshold in the centre, on the right the Threat track, the agent turn counter, four rift clocks and the discard area for closed rifts
Hold plans (A3)	6	numbered 1 to 6, six rooms each, one square is 2 metres; enlarged to A2 to suit miniatures
Agent cards	6	Raven, Brandt, Echo, Folio, Nadel, Phiole, with boxes for HP and Nerve
Item cards	51	Weapons, armour, belts, jewellery, consumables, blunders, artefacts
Starting cards	13	the Equipment each agent begins with
City encounter cards	12	for the cities
Wilderness encounter cards	13	for the wilderness
Rift Reports	14	the location deck: where a new rift opens
Enemy cards	20	values from the Threat Atlas and the Registry
Enemy Tables	4	one per Origin: which enemies are in the Hold
Hold cards	10	what the Hold does at the end of each round

Part	Quantity	Purpose
Reference cards	2	The Hold's Turn: how the enemies act
Tokens	104	six agents and 98 enemies, numbered, 25 mm
Cardboard standees	104	the same figures to fold, for Hold plans on A3 and on A2

Part	Quantity	Purpose
Markers	several	rifts, damage, clues, doors, rooms, conditions
Dice	several	white and coloured D6

Everything except the dice is provided for printing in the second volume, **Veilrift: Game Material**. It also explains how to craft the pieces. Instead of the round tokens, the cardboard standees or your own miniatures also work.



The Situation Map

The route is a ring of 16 locations. Two of these are O.D.I.N. bases: London with Hold-1 and Stockholm with the Registry. The remaining locations are cities or wilderness.

Location	Type
London, Hold-1	Base
Antwerp	City
Basel	City
Zurich	City
Bern	City
Alpine Pass	Wilderness
Naples	City
Carpathians	Wilderness
Baltic Sea	Wilderness
Stockholm, Registry	Base
Uppsala	City
Kiruna	Wilderness
Tromsø	City
Bergen	City

Location	Type
North Sea	Wilderness
Wales	Wilderness

The Threshold in the centre does not belong to the route. It opens only when three rifts have been closed.

On the right of the Situation Map you track: the **Threat track** with twelve skulls, the **agent turn counter** from 1 to 9, the four **rift clocks** A to D, each with six segments, and a track for the rift level, and the discard area for the **closed rifts**.

Setup for the First Game

1. Place the Situation Map in the middle. All twelve skulls of the Threat track are empty, and the agent turn counter is also empty.

2. Each player chooses an agent and takes that agent's agent card and starting cards. If you play alone, take two agents, because one alone cannot complete a mission. Weapon and armour go into their slots, everything else into the pack. HP and Nerve are full.

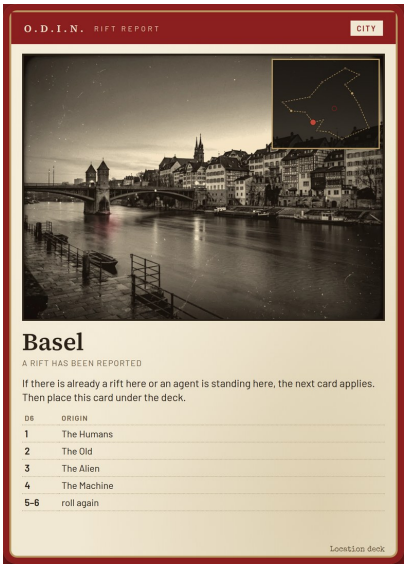
3. The agents place themselves alternately on London and Stockholm: the first on London, the second on Stockholm, the third on London again, and so on.

4. Shuffle each deck separately: City encounters, Wilderness encounters, Items, Rift Reports and Hold cards. The starting cards do not go into the item deck.

5. Have enemy cards, Enemy Tables, Hold plans, tokens and markers ready.

6. Open two rifts. For each, draw the top Rift Report: it names the location. The Origin is determined by a D6 (see below). A rift marker is placed on the location, and the rift receives a free rift clock. Its starting segments are determined by a D6 divided by 2, rounded up: 1 to 3 segments.

7. Agree who begins. After that, play continues clockwise.



A rift is never on a Base. The Rift Reports name only the other 14 locations. If there is already a rift on the drawn location or an agent is standing there, the next card applies. Drawn cards go under the deck.

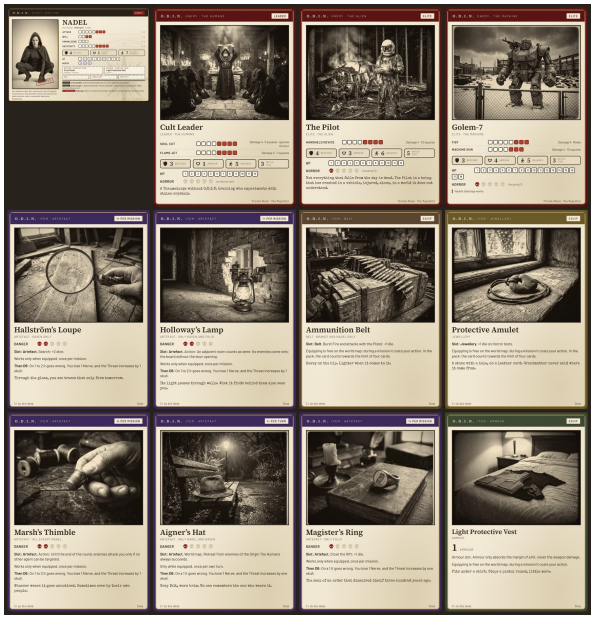
The four Origins

Each rift has an Origin. It determines who is waiting in the Hold. You roll a D6 to determine the Origin of a new rift:

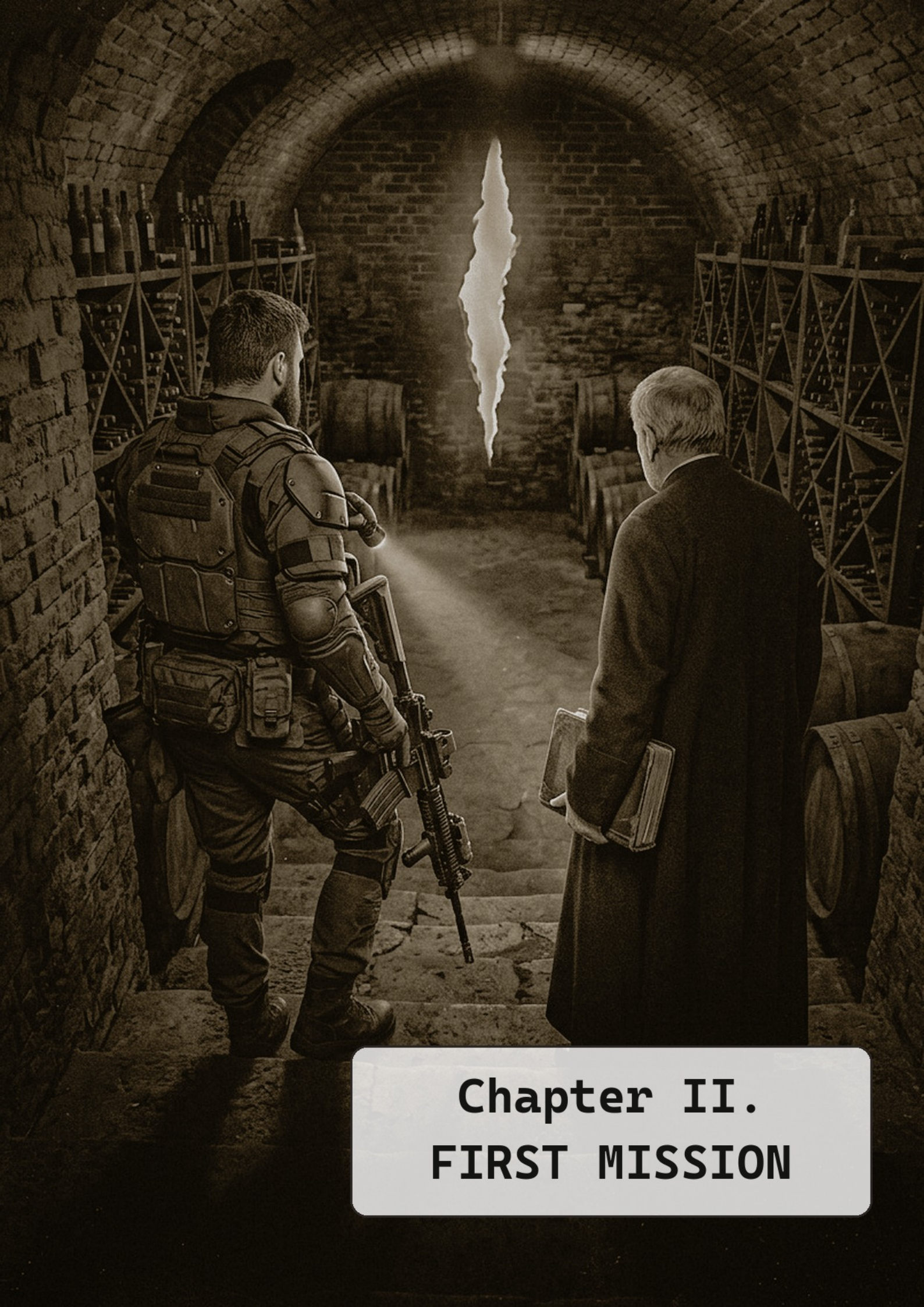
D6	Origin
1	The Humans
2	The Old
3	The Alien
4	The Machine
5 or 6	roll again

Each Origin has an Enemy Table:

Origin	Henchman	Professional	Elite (rift room)
The Humans	Cultist, Fanatic	Mercenary	Cult Leader, Elite Mercenary
The Old	Nachzehrer, Klabautermann	Werewolf of Legend	Draugr, Forest Walker
The Alien	Germling, The Colony	Man Without Hours	The Pilot, The Spectator
The Machine	Guard System, Cultist	The Carer, Mercenary	Golem-7, Elite Mercenary



In addition, there are the Loop Person, who appears as an encounter on the world map, and the Demon at the Threshold.



Chapter II.
FIRST MISSION

"Readings off the scale in Zurich, storage cellar under a wine shop in District 4. Cell Brandt and Folio, access authorised. Orders: close the rift, nothing else."
Note from Central, 14 October, 06:10

A Mission for Learning

This chapter walks you through a first mission before you read the full rules. Much of what a D6 decides in the real game is fixed here. Only attacks, Horror and the rift are rolled. The prototype works the same way: the "First Mission (guided)" button in the start window.

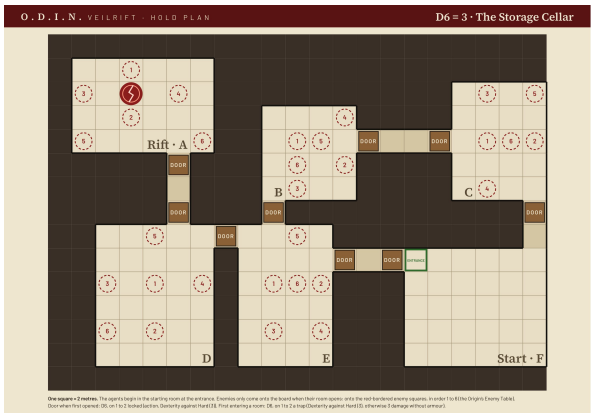
Setup

- **Two agents:** Brandt starts in London, Hold-1, Folio in Stockholm, Registry. If two of you are learning, each takes one. If you are learning alone, run both.
- **Two rifts** on the Situation Map: Zurich (The Humans) and Kiruna (The Old). Both clocks stand at 0, and so does the Threat.
- **The Hold cards** lie in this order, top first: Silence, Silence, The Light Flickers, Trap, Reinforcements. Shuffle the rest and place them underneath.
- **Hold plan 3, The Storage Cellar,** is ready. You do not roll for it in this mission.

1. The World Map

It is Brandt's turn. Normally he rolls a D6 and moves exactly that many locations, choosing the direction. In the learning scenario the roll is a **3**: Brandt moves to Zurich. A rift lies there, so he may begin a mission. Folio comes along, even though he is in Stockholm. Anyone who comes along may be anywhere on the world map.

2. In the Hold



Both agents stand at the entrance in starting room F. On their turn, each has their Movement (5 squares, diagonally counts as one) and one action, in any order. You decide who acts first. Once both are done, the Hold acts.

Doors. The door on the left edge of the starting room leads through a short corridor to room E. Opening a door costs nothing, it only needs to be directly beside the agent. In the learning scenario no door is locked and no room holds a trap. In the real game a D6 decides both.

Enemies. The enemies of a room only come onto the board when it opens. In the learning scenario they are fixed:

Room	Enemies
E	one Cultist
D	one Cultist, one Fanatic
A (rift room)	one Mercenary, one Cultist
B	one Cultist
C	one Fanatic

The shortest path leads from F through E and D to A. You do not need to open B and C.

Attacking. Brandt fires the Assault Rifle (Attack 4 white and 4 coloured dice, damage 4, 12 squares). Folio uses the Flame Jet (Knowledge 5 + 5, damage 3, 7 squares). White dice succeed on 5+, coloured dice on 4+. If the successes reach the enemy's Defence, the attack hits. The Cultist has Defence 2 and 5 HP. A hit from the Assault Rifle takes him down almost every time.

The Hold acts. Every visible enemy attacks if it can, otherwise it moves towards the nearest agent. The order is on the reference card "The Hold's Turn". Then the top Hold card is drawn. In the first two rounds it is Silence.

Out of action. If an agent drops to 0 HP, they stay down. The other agent moves beside them and uses their action to help them up, and they have 2 HP again.

3. The Rift

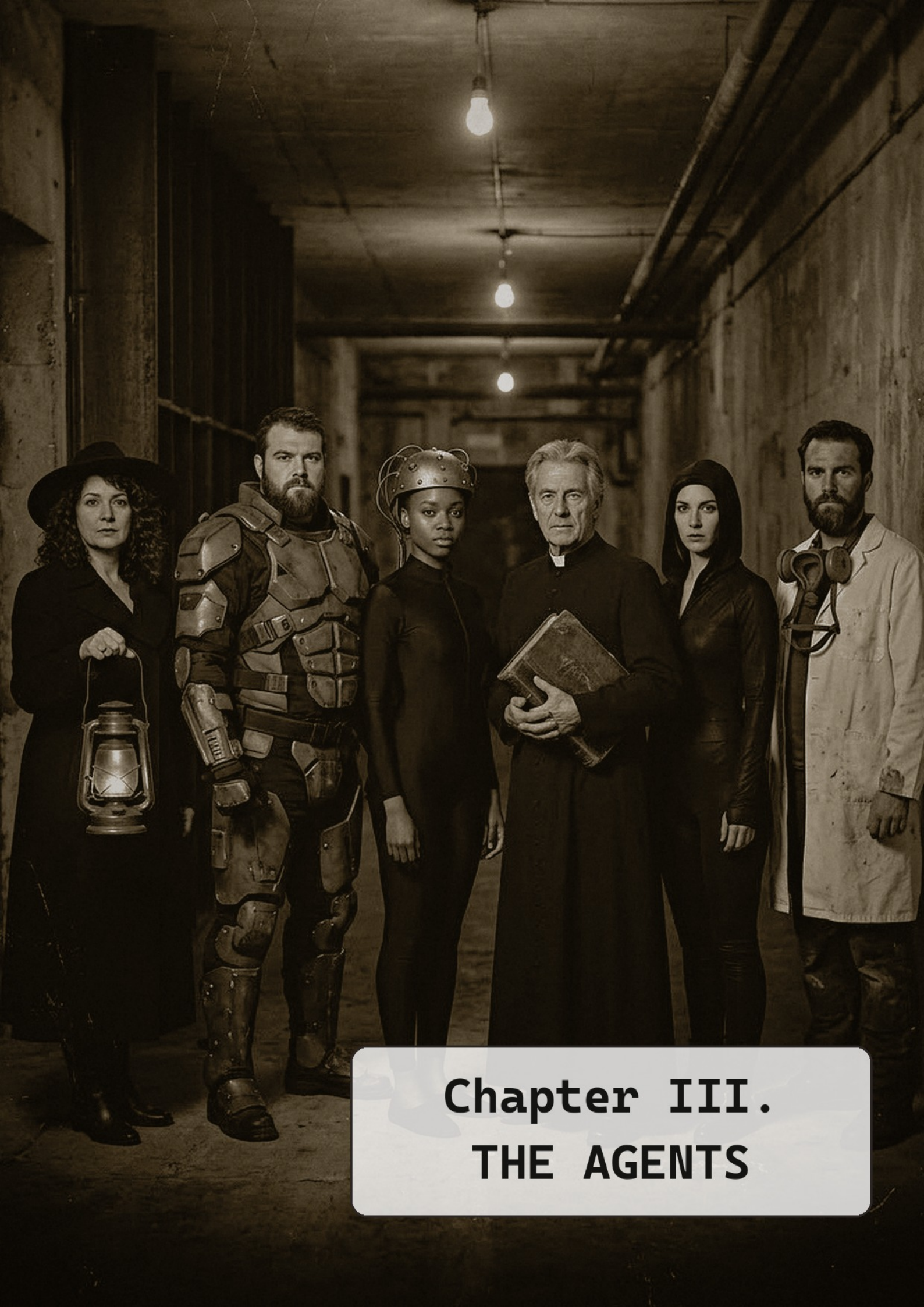
In rift room A stand the Mercenary and a Cultist. Folio closes the rift: he moves directly beside the rift square and rolls Knowledge (5 + 5, plus 2 dice from "Read the Writing"). Each success lowers the rift strength. The strength is 3 plus 1 per agent, so 5 here. If the rift stays open, a Henchman steps out. Meanwhile Brandt keeps the Mercenary off Folio.

Once the strength reaches 0, the rift is closed. The Threat drops by two, and both agents are promoted: +1 coloured die on one value, +2 HP or +1 Nerve.

4. Afterwards

The clocks keep running in the learning scenario, but after such a short time that does not matter yet. If you like, keep playing with this cell right away, from now on with all the rules, encounters and bases. If you would rather start fresh, put the cell together yourselves.

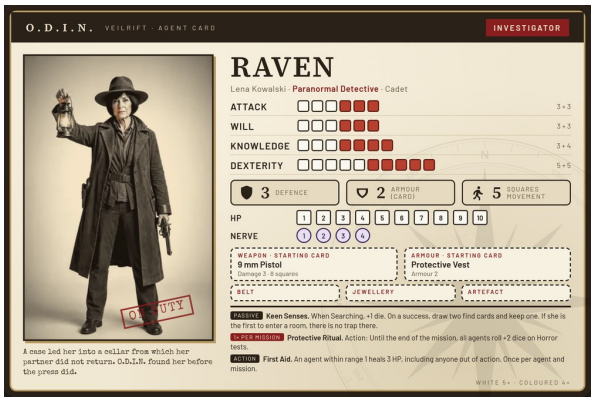
In the prototype, an automated test player played the learning scenario 30 times and won every time, usually in five mission rounds.



Chapter III.
THE AGENTS

The Agent Card

An agent card has no attributes and no skills, only game values. At the top are four dice pools, shown as boxes: white on the left, coloured on the right.



- **Attack** you roll for every attack with a weapon.
- **Will** you roll for Horror tests and in psi combat.
- **Knowledge** you roll to Close the Rift, and for spells.
- **Dexterity** you roll when Searching, at traps, at locked doors, and during retreat.

Below are fixed numbers. **Defence** is the difficulty for anyone attacking the agent. **Armour** comes from the equipped armour card, not from the agent card. **Movement** counts the squares the agent may move during a mission, usually 5, that is 10 metres.

HP and **Nerve** are marked off in the boxes. If HP falls to 0, the agent is out of action. If Nerve falls to 0, he sits out.

At the bottom are the slots for Weapon, Armour, Belt, Jewellery, and Artefact (Chapter VI) and three to four abilities. Each ability has a symbol:

Symbol	Meaning
passive	works always, costs nothing
action	costs the agent's action during the mission
1× per mission	works once each mission and costs your action
world map	applies only on the world map

The Six Agents

Agent	Class · Subclass	Attack	Will	Know.	Dex.	Def.	HP	Nerve	Move
Raven	Investigator · Paranormal Detective	3+3	3+3	3+4	5+5	3	10	4	5
Brandt	Soldier · Stormbreaker	4+4	3+1	2+0	2+3	3	12	4	5
Echo	Psion · Telepath	1+0	4+4	5+0	4+4	3	10	4	5
Folio	Thaumaturge · Thaumaturgist	1+0	3+4	5+5	4+3	3	10	3	5
Nadel	Agent · Infiltrator	5+3	2+2	3+0	5+4	4	9	3	7
Phiole	Scientist · Biochemist	3+2	3+3	5+2	4+4	3	11	4	5

The first number counts the white dice, the second the coloured dice. Brandt therefore rolls four white and four coloured dice for an attack.

Raven, Lena Kowalski, was a detective chief inspector with the BKA. She finds what others overlook and gets through almost any lock. *Keen Senses* (passive): +1 die when Searching; on a success draw two find cards and keep one. If she is the first to enter a room, there is no trap there. *Protective Ritual* (1× per mission): Until the end of the mission, all agents roll +2 on Horror tests. *First Aid* (action): An agent within range 1 heals 3 HP, including one who is out of action, once per agent per mission. Starting cards: 9 mm Pistol, Protective Vest.

Brandt, Jonas Brandt, was a pioneer with the Bundeswehr. He is the first through the door. *Burst Fire* (action): two attacks with a ranged weapon at any targets in range, each with −2 dice. *Panzerfaust* (1× per mission): attack with damage 6, Penetration 3, hits the target and all enemies on adjacent squares. *Armour Break* (passive): For all of Brandt's attacks, the target's armour counts 2 points less. Starting cards: Assault Rifle, Heavy Combat Suit, Knife No. 117.

Echo, Jana Roth, has heard thoughts since she was fourteen. *Psi Combat* (action): Will against the Defence of an enemy up to 10 squares away, damage 3, armour does not count. *Aura Detection* (passive): As long as Echo is on a mission, the whole cell rolls +1 on Horror tests. *Mental Barrier* (1× per mission): An agent in sight immediately has full Nerve again. *Thought Reading* (world map): In an Encounter with humans, Will against Hard (3). If it succeeds, the combat is avoided and Echo receives a Clue. Starting card: Light Protective Vest.

Folio, Konstantin Hale, was a librarian in Oxford and reads what no one else can read. *Flame Jet* (action): Knowledge against the Defence of an enemy up to 7 squares away, damage 3. *Magical Barrier* (1× per mission): All agents in the same area have +1 Armour until the next agent phase. *Read the Writing* (passive): +2 dice when Closing the Rift. Starting cards: Ritual Knife, Magic Robe.

Nadel, Mira Seidel, is an infiltrator in the Operations Branch. Whoever looks for her finds the others first. *Unremarkable* (passive): Enemies attack Nadel only if no other agent is a possible target. *Quick Escape* (passive): 7 squares movement. On the world map she retreats without counterattack and disarms traps without a test. *Sabotage* (1× per mission): An enemy of the Origin The Machine in sight loses its next two actions. Starting cards: 9 mm Pistol, Light Protective Vest.

Phiole, Dr. Tomasz Wierzba, is a biochemist at the Institute. He keeps the cell alive. *Emergency Care* (action): An agent within range 1 heals 5 HP, including one who is out of action, once per agent per mission. *Toxin Mixer* (1× per mission): The weapon of an agent within range 1 is prepared. His next hit deals +1 damage, and the target loses its next action. *Emergency Medication* (1× per mission): An agent within range 1 regains 2 Nerve. Starting card: 9 mm Pistol.

Rolling Dice

Every test rolls a pool from the agent card. **White dice succeed on 5+, coloured dice on 4+.** Add the successes together. If they reach the difficulty, the test is successful.

Difficulty	Successes
Easy	1
Doable	2
Hard	3
Very Hard	4
Impossible	5

Bonus dice are white, at most three from all sources combined. **Penalty dice** remove white dice first, then coloured dice. If it says "−2 dice", set aside two dice from the pool before you roll.

In combat, the target's Defence is the difficulty. Each success beyond that is **margin**.

```
EXAMPLE: A TEST
Raven wants to open a lock: Dexterity against
Hard (3). She rolls five white and five
coloured dice.
White: 6, 3, 2, 5, 1. That is two successes (6
and 5).
Coloured: 4, 1, 2, 3, 6. That is two successes
(4 and 6).
Four successes against Hard (3): successful,
the door opens quietly.
```

Chapter IV.
THE WORLD MAP

A Turn on the World Map

Each agent takes a turn in order. A turn works like this:

1. **Roll.** You roll a D6.

2. **Move.** You move exactly that many locations along the route. You choose the direction yourself.

3. **Act.** What happens then depends on the location on which you are standing.

If you are already standing on a Base or on a rift, you may act there immediately instead of rolling.

Location	What happens
City	the top card of the City encounter deck
Wilderness	the top card of the Wilderness encounter deck
Base	rest or request Equipment
Rift	begin a mission or move on

The turn then ends. Advance the marker on the agent turn counter one square. Every turn counts for the skull clocks.

Encounters

There are two encounter decks: City with 12 cards and Wilderness with 13. If you land in a City or in the Wilderness, draw the top card of the matching deck. If the deck is empty, shuffle it again.

Encounter	What it does
Enemy	a combat, see below
Horror	Horror test against the level on the card
Trap	Dexterity against Hard (3), otherwise 3 damage, armour does not count
Clue	+1 Clue
File	+2 Clues
Find	draw an item card
Rest	+2 HP, +1 Nerve
Report	Threat +1

Clues are collected by each agent individually. Each Clue gives one bonus die when you close a rift, and is then spent.

Combat on the World Map

Combat on the world map needs no grid. If the enemy has a Horror level, you first roll the Horror test. Then the combat runs round by round: you attack, then the enemy strikes back. This continues until one falls or you retreat. How an attack works is described in Chapter VI.

Retreat: Dexterity against the enemy's Defence. If it succeeds, you get away without damage. If it fails, the

enemy strikes once more, and you are still gone. Nadel always escapes.

Go down: If you fall to 0 HP on the world map, you land at the nearest Base with half HP (rounded up). You lose one card from your pack, which another player draws blind. Threat increases by 1.

Bases

London with Hold-1 and Stockholm with the Registry are Bases. Here you choose one of two options:

- **Rest:** HP and Nerve are full again.
- **Request Equipment:** draw three item cards and keep one. The others go under the deck. You must additionally take any Blunders among the three cards.

If the Threshold is open, an agent at a Base can also give the mission order for the Threshold (Chapter VII).

Rifts

If you are standing on a rift, you can begin the mission. Other agents may join you, no matter where they are currently standing. After the mission, everyone is standing at the rift's location. If you do not want to enter, you move on and report the rift.

The Skull Clocks

```
THREAT
The Threat track has twelve skulls. If all are
full, the Veil tears, and the game is lost.
+1 Report, go down on the    +2 Rift widens,
world map, Artefact goes     mission failed
wrong
-2 Rift closed
```

Every open rift has a **rift clock** with six segments. The clocks do not count rounds, but agent turns. For this, the Situation Map has the **agent turn counter** with squares 1 to 9. After each agent turn, its marker advances one square.

- **On 3, 6 and 9** one segment fills on all open rifts.
- **If a clock is full,** its rift widens: Threat +2, the rift's level increases by 1, and the clock starts again from the beginning.
- **On 9** a new rift also opens. After that, the marker returns to 1. At most four rifts are open at the same time.

Because the clocks count agent turns, time presses just as much with six players as with two.

Time also passes during a mission. Every third mission round counts as one agent turn, no matter how many agents are in the Hold. After the third, sixth, ninth round and so on, the counter advances one square at the end of the round, after the Hold card. All clocks run, including that of the rift currently being fought, and on 9 a new rift opens. If Threat is full at that moment, the game is immediately lost.

A mission usually lasts 13 to 20 rounds and so costs about two segments on every clock. A success removes two skulls again.

The **level** of a rift is shown next to its rift clock. Each level places one more enemy in every room in the Hold.

Where a Rift Opens

A new rift opens as during setup: the top Rift Report names the location, a D6 names the Origin (1 The Humans, 2 The Old, 3 The Alien, 4 The Machine, on 5 or 6 roll again). If a rift is already there or an agent is standing there, use the next card. Drawn cards go under the deck. The new rift receives a free rift clock that begins with 0 segments.

Chapter V.
THE MISSION IN THE HOLD

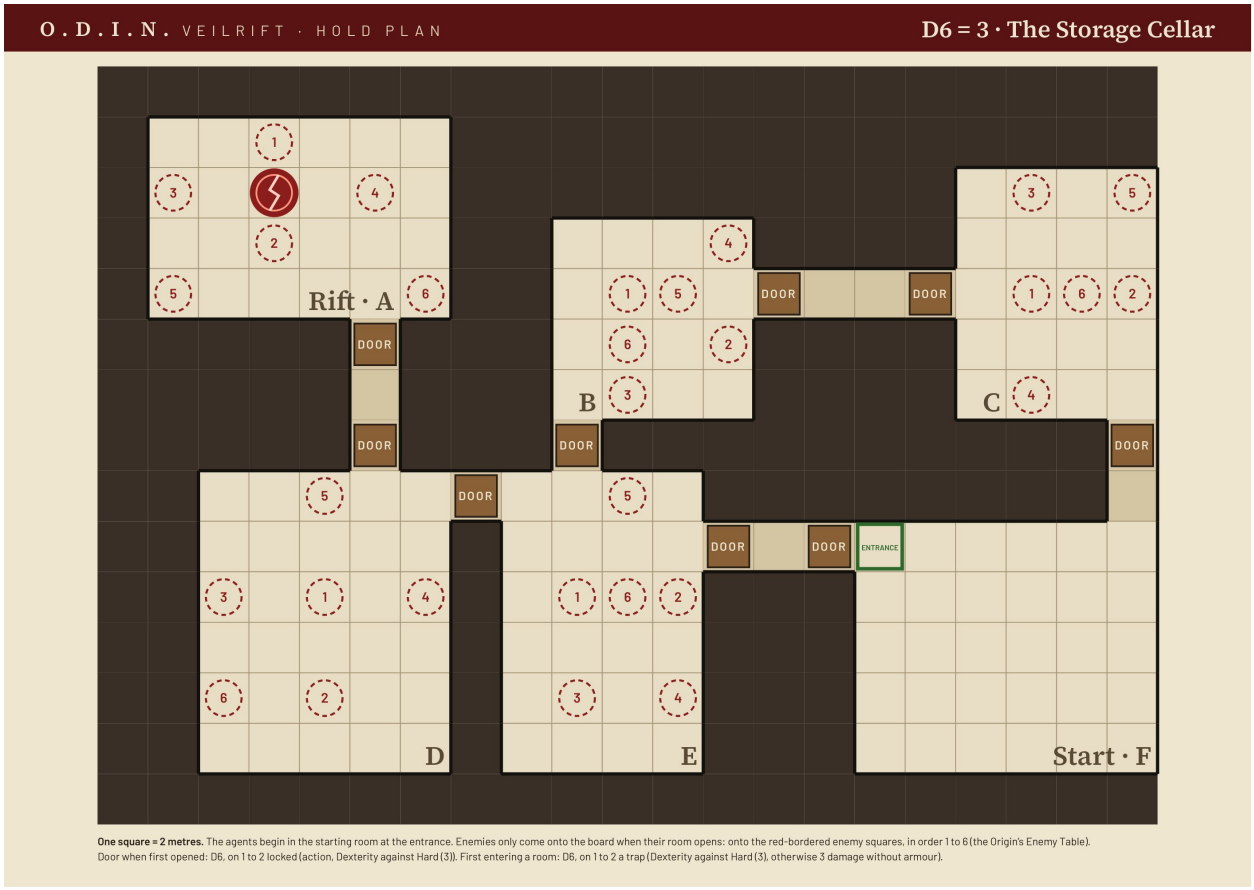
"Six rooms, one exit. The rift is always in the last. Whoever forgets that looks for it in the first and finds something else there."
Instructor, Hold-1

The Hold Plan

At the start of the mission, one player rolls a D6. The number selects one of the six Hold plans:

D6	Hold plan
1	The Pumping Station
2	The Nurses' Home
3	The Storage Cellar
4	The Old School
5	The Substation
6	The Cold Store

Each plan has six rooms (A to F), corridors and doors. Marked on it are the **entrance**, the **starting room**, the **rift room** with the rift, and in every room the **enemy squares**, numbered 1 to 6. One square is 2 metres.



The plan lies face up on the table. Only what is in the rooms is hidden. A room only counts as **seen** when a door to it opens or an agent looks into it. The agents set up in the starting room at the entrance. There are no enemies in the starting room.

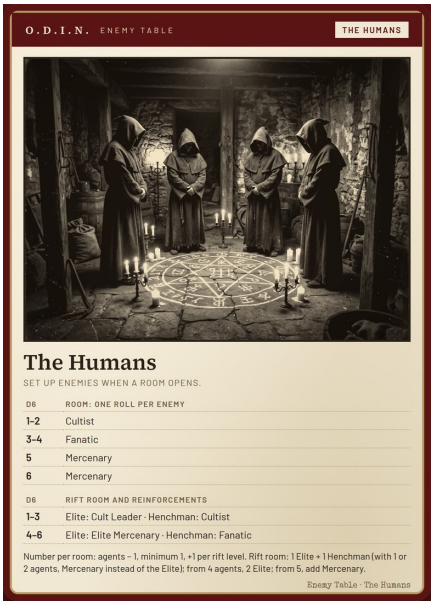
Setting Up Enemies

Only when a room is seen for the first time do its enemies come onto the board.

How many: one enemy fewer than the agents in the mission, minimum one. In addition, one more per level of the rift.

Which: For each enemy, one player rolls a D6 on the Enemy Table of the Origin.

D6	Enemy
1 to 2	first Henchman
3 to 4	second Henchman
5	first Professional
6	second Professional (where there is only one, the first)


O.D.I.N. ENEMY TABLE
THE HUMANS

The Humans
SET UP ENEMIES WHEN A ROOM OPENS.

D6	ROOM: ONE ROLL PER ENEMY
1–2	Cultist
3–4	Fanatic
5	Mercenary
6	Mercenary

D6	RIFT ROOM AND REINFORCEMENTS
1–3	Elite: Cult Leader · Henchman: Cultist
4–6	Elite: Elite Mercenary · Henchman: Fanatic

Number per room: agents − 1, minimum 1, +1 per rift level. Rift room: 1 Elite + 1 Henchman (with 1 or 2 agents, Mercenary instead of the Elite); from 4 agents, 2 Elite; from 5, add Mercenary.

Enemy Table · The Humans

In the rift room there are instead one Elite enemy and one Henchman. For both, you roll a D6: 1 to 3 the first, 4 to 6 the second on the table. If only one or two agents are on the mission, the first Professional stands in the rift room instead of the Elite enemy. From four agents onward, a second Elite enemy is added; from five agents onward, additionally the first Professional. This way each agent faces about the same number of enemies, no matter how large the cell is.

Where: The enemies go onto the enemy squares of the room, in the order of the rolls onto squares 1, 2, 3 and so on. If all enemy squares are occupied, you choose a free square in the room, as far away from the agents as possible. No enemies stand in a corridor.

As soon as enemies with a Horror level become visible, the agents roll the Horror test (Chapter VI).

The Round in the Hold

A mission round has two parts: first the agents act, then the Hold. At the end of every third round, the agent turn counter advances one square.

The Agents

Each agent has their **Movement** and one **action**, in any order. They may move a bit, then act, then move on. Diagonal counts as one square. Cutting corners is not allowed.

Action	What it does
Attack	with the equipped weapon, Chapter VI
Ability	an ability from the agent card that says “Action” or “1× per mission”
Help Up	an agent within range 1 who is out of action gets back up with 2 HP
Search	Dexterity against Doable (2), only with no enemies in the room, once per room
Item	use or equip a card
Close the Rift	roll Knowledge, directly next to the rift
Leave the Hold	at the exit

Search: If the test succeeds, the agent rolls a D6. On 1 or 2 they find a Clue, on 3 to 6 an item card. Raven draws two cards and keeps one.

Doors

Opening a door costs nothing. It just has to be directly next to the agent.

Locked doors. When a door is first opened, one player rolls a D6. On 1 or 2 it is locked. Then it costs your action and a Dexterity test against Hard (3).

- **If it succeeds,** the door opens quietly.
- **If it fails,** the door is forced open. The enemies behind it are warned and act immediately, before the next agent’s turn.

Whoever has no action left cannot get through a locked door this turn.

Traps

Whoever enters a room first rolls a D6. On 1 or 2 there is a trap there: Dexterity against Hard (3), otherwise 3 damage, armour does not count. If Raven enters a room first, there is no trap there.

Doors and traps need no game master and no hidden markers. A D6 decides, at the table as in the prototype.

WHO GETS THROUGH?

Dexterity against Hard (3) succeeds this often:

Raven 86 %	**Nadel** 79 %
Echo 72 %	**Phiole** 72 %
Folio 59 %	**Brandt** 38 %

Brandt is the fighter. Raven and Nadel get through locks and past traps.

Close the Rift

An agent directly next to the rift rolls **Knowledge**. Each success reduces the **strength** of the rift by 1. When it reaches 0, the rift is closed, and the mission ends immediately with a success.

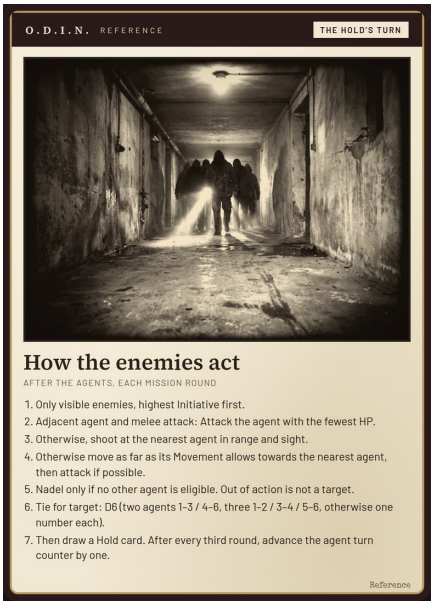
Rift	Strength at start
Rift on the Situation Map	3 plus 1 per agent in the mission
The Threshold	5 plus 1 per agent in the mission

The agent's Clues each give one bonus die and are then used up. Folio gets +2 dice, the Crystal Shard and the Resonance Crystal each give +2. Here too: at most three bonus dice.

After every attempt that does not close the rift, a Henchman steps out. Which one is decided by a D6: 1 to 3 the first, 4 to 6 the second Henchman on the Enemy Table. It appears on a free square at most 2 squares from the rift.

The Hold's Turn

When all agents have acted, the Hold's turn comes. Without a game master, the enemies act according to fixed rules. They are also on the reference cards.



1. Only visible enemies act, not those in rooms that no one has seen yet. The highest **Initiative** on the enemy card acts first. On a tie, the players decide.

2. If an agent stands directly next to the enemy and the enemy has a melee attack, it attacks, namely the agent with the fewest HP.

3. Otherwise it shoots at the nearest agent within range and line of sight.

4. Otherwise it moves towards the nearest agent as far as its Movement allows, and then attacks if it can. Nearest here means the one with the shortest path in squares, not as the crow flies. The Movement is on the enemy card: 6 squares from Initiative 5, 4 squares at Initiative 2 or less, otherwise 5. A Guard System does not move.

5. Nadel is only attacked or pursued if no other agent is eligible. The same applies until the end of the round to whoever has used Marsh's Thimble.

6. The Demon acts twice, the second time without Movement.

Agents who are out of action are not attacked by any enemy.

Tie for target: If several agents are equally eligible, such as two neighbours with the same HP or two agents equally far away, a D6 decides. With two agents, 1 to 3 hits the first, 4 to 6 the second. With three agents, divide 1 and 2, 3 and 4, 5 and 6 among them. With four or five agents, each gets one number, in the order in which you sit at the table. If a number without an agent comes up, roll again.

The Hold Card

At the end of the round, you draw a Hold card and resolve it.

Hold card	Number	What happens
Reinforcements	3	a Henchman steps out of the rift: D6, 1 to 3 the first, 4 to 6 the second on the Enemy Table
Silence	2	nothing
Trap	1	the agent nearest the rift rolls Dexterity against Hard (3), otherwise 3 damage, armour does not count
The Light Flickers	1	in the next agent phase, all attacks roll with −1 die
Whispers	1	each agent rolls Will against Uncanny (1)
The Rift Pulses	1	the strength of the rift increases by 1
A Door Slams Shut	1	the open door nearest the rift closes again

If it was the third, sixth, ninth round and so on, the agent turn counter then advances one square, because every third mission round counts as one agent turn. All rift clocks advance as well, including this rift's, and on 9 a new rift opens. If the Threat is full at that point, the game is immediately lost (Chapter IV, The Skull Clocks).

The End of the Mission

Success. The rift is closed. The Threat decreases by 2. Whoever was out of action gets back up with 1 HP. Every agent in the mission is promoted (Chapter VII).

Failure. If no agent is standing, a recovery team brings the cell out. Whoever was out of action has 1 HP and one item card fewer. The rift remains open, the Threat increases by 2.

Leaving. Whoever is at the exit can leave the Hold with their action.

Chapter VI.
COMBAT, HORROR, EQUIPMENT

Combat

An attacker rolls their Attack against the target's **Defence**. If the successes reach the Defence, it is a hit.

Weapon damage always gets through. Armour only absorbs the margin.

```
DAMAGE
Damage = weapon damage + (margin − Armour, if
greater than 0)
```

```
EXAMPLE: RAVEN AGAINST A MERCENARY
Raven shoots with the Pistol (Damage 3) at a
Mercenary (Defence 3, Armour 2).
She rolls three white and three coloured dice
and has 6 successes.
6 successes against Defence 3: hit, 3 margin.
Armour absorbs 2 of those, 1 remains.
Damage: 3 + 1 = 4. The Mercenary has 5 of 9 HP
left.
```

Penetration and Brandt's **Armour Break** reduce the target's Armour. **Psi Combat** ignores it entirely. **Unarmed**, an agent deals 1 damage.

Range. Every weapon lists its range in squares. "Melee" means: only on an adjacent square.

Enemies attack in the same way, with the Attack and weapon on their enemy card, against the agent's Defence. The agent's Armour comes from their Armour card.

The enemy card shows the attack pool, the weapon with Damage and range, Defence, Armour, Movement, Initiative, HP, and the Horror level. Top right is the enemy's rank: Henchman, Professional, Elite, or Leader.

Damage to enemies is placed on the table as markers (1, 3, 5) next to the token. When the damage reaches the HP on the enemy card, the enemy is defeated and removed from the board.

All Defence values in the board game, for agents as well as enemies, are 1 higher than the value from the roleplaying game. For those who know O.D.I.N.: the values on the cards are already converted.

THIS IS HOW IT WORKS

Hit chance and attacks until the enemy falls:

Raven, Pistol, against Cultist	80%, 1.6 attacks
Raven, Pistol, against Mercenary	49%, 6 attacks
Raven, Pistol, against Golem-7	49%, 12 attacks
Brandt, Assault Rifle, against Elite Mercenary	44%, 6.5 attacks

Conversely, a Cultist hits Raven only 19% of the time, and an Elite Mercenary 72% of the time. He puts her down after about three to four hits.

Out of Action

At 0 HP, an agent is out of action. They no longer act until helped. Another agent within range 1 helps them up with their action, then they have 2 HP. First Aid and Emergency Care also heal agents who are out of action.

Nobody dies during a mission.

Horror and Nerve

If the cell sees a new enemy with a Horror level, each agent tests **Will** against that level. If the test fails, it costs 1 Nerve. The same Horror occurs only once per mission.

Horror Level	Name
1	Uncanny
2	Disturbing
3	Horrifying
4	Maddening
5	Cosmic

At 0 Nerve, the agent skips a round: in a mission, the next round; on the world map, the next turn. After that, their Nerve is full again.

Echo's *Aura Detection* gives the whole cell +1 on Horror tests, Raven's *Protective Ritual* +2. The Nachzehrer's Bite also costs 1 Nerve when it deals damage.

Item Cards

Each agent has five slots for equipped cards: **Weapon**, **Armour**, **Belt**, **Jewellery** (a ring, an amulet, or a bracelet) and **Artefact**. At most one card lies in each slot.

Everything else is in your **pack**. The pack holds at most **four equippable cards**, that is Weapons, Armour, Belts, Jewellery or Artefacts that are not in a slot. Equipped cards do not count towards this, nor do Consumables and Blunders. If a fifth equippable card is added to the pack, one of them must go immediately: the agent discards it, then it goes under the item deck, or gives it to an agent next to them.

Give: An agent may give cards to another agent standing next to them. On the world map, that means: at the same location. In the Hold, that means: on an adjacent square. Giving costs nothing, not even an action in a mission.

A new equippable card immediately goes into its slot if that slot is free and the agent may equip it; otherwise it goes into the pack. **Equipping** is free on the world map and costs your action in a mission. The card removed goes into the pack.

Only for certain agents: If a card says "only Echo" or "only Raven and Folio", only those agents may equip it. Anyone may carry and pass it on.

How cards enter play: the starting cards at the beginning. At the Base, draw three cards and keep one; the others go under the deck. The Find encounter gives a card. Whoever successfully searches a room in the Hold finds a card on a roll of 3 to 6 on the D6 (Chapter V).

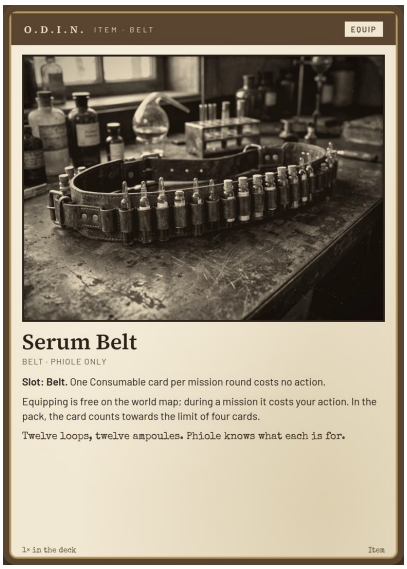
Card	Type	Values	Number
9 mm Pistol	Weapon	Damage 3, 8 squares	3
Shotgun	Weapon	Damage 4, 4 squares	2
Assault Rifle	Weapon	Damage 4, 12 squares	1
Carbine	Weapon	Damage 4, 15 squares	1
Combat Knife	Weapon	Damage 2, melee	2
Silver Dagger	Weapon	Damage 2, melee, against The Old +2	1
Light Protective Vest	Armour	Armour 1	2

Card	Type	Values	Number
Protective Vest	Armour	Armour 2	2
Combat Suit with Helmet	Armour	Armour 3	1
First Aid Kit	Consumable	heals 3 HP	4
Clarity Potion	Consumable	regain 2 Nerve	3
Grenade	Consumable	Damage 5, target square and adjacent squares, up to 5 squares	3
Crystal Shard	Consumable	+2 dice when closing a rift	2

Belts and Jewellery

Card	Slot	Who may	Effect
Institute Tool Belt	Belt	all	+1 die on Dexterity at locked doors
Serum Belt	Belt	only Phiole	One Consumable card per round costs no action in a mission.
Ammunition Belt	Belt	only Brandt and Nadel	Burst Fire and attacks with the Pistol: +1 die
Protective Amulet	Jewellery	all	+1 die on Horror tests
Fire Amulet	Jewellery	all	Traps deal 1 less damage.
Focus Ring	Jewellery	only Echo	Psi Combat: +1 die
Elemental Focuser	Jewellery	only Echo and Folio	Psi Combat and Flame Jet: +1 damage

There is one of each of these cards.



Only as starting cards are there Knife No. 117 (Damage 2, silver, against The Old +2), Ritual Knife (Damage 1), Heavy Combat Suit (Armour 4) and Magic Robe (Armour 1).

Consumable cards are used once and are then gone. In a mission, this costs your action; on the world map, it costs nothing.

Blunders

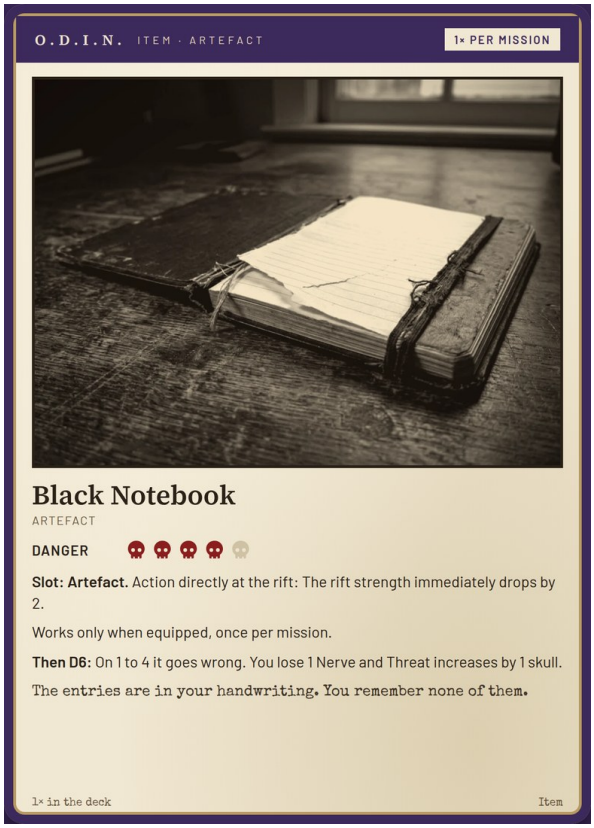
Blunders must be taken, even if they are among the three cards at the Base. They take effect by themselves and cannot be discarded.

Blunder	Effect
Tracking Beacon	In the next mission, there is one more enemy in the first room that opens. Then it is gone.
Jam	The next attack rolls with −2 dice. Then it is gone.
False File	On the next attempt to close a rift, −1 die. Then it is gone.
Contaminated Sample	−1 HP at the end of each of your own turns on the world map, never below 1, until you hand it in at a Base.

Artefacts

Artefacts are powerful and dangerous. As in the roleplaying game, they have 1 to 5 skulls. An Artefact only has an effect if it is equipped in the Artefact slot. Each Artefact can be used once per mission; an Artefact that works on the world map can be used once per your own turn. An Artefact without an action counts as used as soon as its effect takes place. **Afterwards, the user**

rolls a D6: If the number is equal to or lower than the skulls, it goes wrong. They lose 1 Nerve, and the Threat increases by 1.



Artefact	Skulls	Who may	Effect
Signet Ring with Warding Sigil	💀	all	Action: The next attack ignores Armour.
Smoked Glass Mirror	💀💀	all	Action: An enemy in sight loses their next action.
Bone Whistle	💀💀	all	Action: All agents in the same area regain 1 Nerve.
Resonance Crystal	💀💀💀	all	When closing a rift, +2 dice.
Black Notebook	💀💀💀💀	all	Action directly at the rift: The rift strength immediately drops by 2.
Ashgrove's Compass	💀	all	World map: after the roll, move one location more or less. Only those who actually use this roll the D6 against the skull.
Aigner's Hat	💀	only Nadel and Raven	World map: Retreat from enemies of the Origin The Humans always succeeds.
Magister's Ring	💀	only Folio	Close the Rift: +1 die
Gysin's Soldering Iron	💀	only Phiole	Action: An enemy of the Origin The Machine within range 1 loses their next action.
Lindahl's Watch	💀💀	only Brandt	Behind a forced-open door, enemies do not act immediately.
Hallström's Loupe	💀💀	only Raven	Search: +2 dice

Artefact	Skulls	Who may	Effect
Holloway's Lamp	💀💀💀💀💀	only Raven and Folio	Action: An adjacent room counts as seen, including one at the end of a corridor behind the door. Its enemies are placed on the board without the door opening.
Marsh's Thimble	💀💀💀💀💀	all except Nadel	Action: Until the end of the round, enemies attack the wearer only if no other agent is a valid target.

Chapter VII.
PROMOTION, VICTORY, DEFEAT

Promotion

After every closed rift, each agent who was on the mission is promoted. Each chooses one:

- **+1 coloured die** on one of the four values, up to 6 coloured per value
- **+2 HP**
- **+1 Nerve**

At the table, a promotion marker is placed on the agent card for this.

The Threshold

Once three rifts are closed, the Threshold opens in the centre of the Situation Map. From then on, an agent standing on a Base may give the **mission order** instead of resting. The entire cell may come along.

The Hold plan is rolled as for any mission, the Origin is The Old, the Threshold's level is 1. In the rift room, instead of the Enemy Table, a **Demon** with two Nachzehrers waits.

Demon	Leader, The Old
Defence / Armour / HP	4 / 3 / 10 plus 4 per agent on the mission
Horror	Maddening (4)
Attack	Claws and Horns, 5 white + 5 coloured, damage 5, Penetration 1
Initiative	6
Actions	2 per round, the second time without movement

With two agents the Demon has 18 HP, with four 26, with six 34. As long as it stands, the Threshold cannot be closed. Its strength is 5 plus 1 per agent on the mission.

Victory and Defeat

Victory. The Threshold is closed. The File is closed.

Defeat. The Threat track shows twelve skulls. The Veil tears, and all cells return to the Holds.

On the world map, nobody dies, and not on a mission either. What you can lose is time, and the clocks count every turn.

Chapter VIII.
A SAMPLE ROUND

Basel, a Warehouse on the Rhine Harbour

A rift in Basel, Origin The Humans, level 0. Raven and Brandt are alone on the mission, so the rift strength is 3 plus 2, total 5. Raven has brought a Clue from an Encounter. The D6 for the Hold plan shows **3**: The Storage Cellar.

Round 1: The Door

Both are standing in front of the door to the second room. Brandt opens it. Because the door is opened for the first time, he rolls a D6: **2**. The door is locked.

Brandt takes his action for the lock: Dexterity against Hard (3), two white and three coloured dice.

```
BRANDT, DEXTERITY AGAINST HARD (3)
White: 3, 5. One success.
Coloured: 2, 6, 1. One success.
2 successes: failed.
```

The door is forced open, and the room beyond is seen. Now his enemies come onto the board. Two agents on the mission means: one enemy, level 0 adds none. The D6 on the Enemy Table The Humans shows **5**: a Mercenary. He comes onto enemy square 1. Because the door was forced open, the Mercenary is alerted and acts immediately, even before Raven's turn. He shoots at Brandt with the Assault Rifle: three white and three coloured against Brandt's Defence 3.

```
MERCENARY, ATTACK AGAINST BRANDT
White: 6, 2, 5. Two successes.
Coloured: 4, 1, 3. One success.
3 successes against Defence 3: hit, no margin.
Damage: 4. The Heavy Combat Suit absorbs only
margin, so nothing here.
Brandt has 8 of 12 HP left.
```

The Mercenary has no Horror level, so there is no Horror test. Now it is Raven's turn. She moves two squares until she sees the Mercenary, and shoots with the Pistol: three white and three coloured against Defence 3.

```
RAVEN, ATTACK AGAINST THE MERCENARY
White: 5, 6, 1. Two successes.
Coloured: 4, 5, 2. Two successes.
4 successes against Defence 3: hit, 1 margin.
The Armour 2 absorbs the margin completely.
Damage: 3. The Mercenary has 6 of 9 HP left.
```

Now the Hold acts. The Mercenary has no melee attack, so he shoots at the nearest agent in range and sight. That is Brandt at the door. White 2, 3, 4 and coloured 6, 2, 1: one success against Defence 3, missed. The Hold card is **Silence**. Nothing happens. The round is over. The agent turn counter stays where it is; it only advances after the third round.

Round 2: Armour Break

Brandt shoots with the Assault Rifle, four white and four coloured.

```
BRANDT, ATTACK AGAINST THE MERCENARY
White: 5, 5, 2, 6. Three successes.
Coloured: 4, 4, 1, 5. Three successes.
6 successes against Defence 3: hit, 3 margin.
Armour Break: The Mercenary's Armour counts 2
less, so 0.
Damage: 4 + 3 = 7. The Mercenary had 6 HP and
goes down.
```

Raven enters the room first. She does not roll a D6 for a trap; for her there is none there.

At the Rift

Two rooms later, both are standing next to the rift. The room has been fought empty. Raven rolls Knowledge, three white and four coloured. Her Clue adds one white bonus die and is then used up.

```
RAVEN, CLOSE THE RIFT
White: 5, 2, 1, 3. One success.
Coloured: 4, 6, 2, 1. Two successes.
3 successes: The strength drops from 5 to 2.
```

The rift is not closed. A Henchman steps out. The D6 shows **2**, so the first Henchman on the Enemy Table: a Cultist. The Cultist is placed on a free square next to the rift. Brandt shoots: white 6, 1, 2, 3 and coloured 5, 2, 4, 3. Three successes against Defence 2, 1 margin, the

Cultist has no Armour. Damage 4 + 1 = 5, the Cultist goes down.

The Hold card is **The Rift Pulses**. The strength rises from 2 to 3.

In the next round, Raven rolls Knowledge again, now without the Clue: white 5, 4, 6 and coloured 4, 3, 5, 2.

That is four successes against strength 3. The rift is closed.

The Threat drops by 2. Raven takes +1 coloured die on Knowledge as her promotion and now has 3+5. Brandt takes +2 HP.

On the table, a promotion marker is placed on each of the two agent cards for this.

APPENDIX
QUICK REFERENCE

Quick Reference to Copy

DICE

White succeeds on 5+, coloured on 4+. Difficulty: Easy 1, Doable 2, Hard 3, Very Hard 4, Impossible 5. Bonus dice are white, at most three. Penalty dice remove white dice first.

WORLD MAP AND CLOCKS

Roll a D6, move that many locations further, in either direction. City and Wilderness: encounter from the matching deck. Base: rest (HP and Nerve full) or draw three cards, keep one. Rift: start a mission, others may come along.

Pack (not counting equipped cards): at most four equippable cards, otherwise one under the deck. Giving costs nothing (world map: same location, Hold: adjacent square). Retreat: Dexterity against the enemy's Defence, otherwise one more counterattack. Go down: half HP (rounded up) at the next Base, one card from the pack discarded, Threat +1.

After each turn the agent turn counter advances, in a mission after every third round. On 3, 6 and 9: all rift clocks +1 segment. Clock full: Threat +2, rift level +1, clock starts over. On 9 additionally a new rift (Rift Report, Origin by D6, at most four open), then back to 1. Twelve skulls: lost.

MISSION

Hold plan by D6. Room seen for the first time: enemies = agents − 1 (minimum 1), +1 per rift level, each by D6 on the Enemy Table. Rift room: Elite and Henchman (with 1 or 2 agents Professional instead of Elite), from 4 agents a second Elite, from 5 add the first Professional.

Each agent: movement and one action, order free. Diagonal counts one square, do not cut corners. Opening a door costs nothing.

Door for the first time: D6, on 1 or 2 locked. Then action and Dexterity against Hard (3). If it fails: forced open, the enemies behind act immediately.

Entering a room first: D6, on 1 or 2 trap. Dexterity against Hard (3), otherwise 3 damage, armour does not count.

Search: Dexterity against Doable (2), with no enemies in the room, once per room. Then D6: 1 or 2 Clue, 3 to 6 item card.

Close the Rift: Knowledge, each success −1 rift strength (3 plus 1 per agent, Threshold 5 plus 1 per agent). If rift strength remains: one Henchman steps out (D6: 1 to 3 the first, 4 to 6 the second).

Then the Hold: visible enemies by Initiative. Melee on the agent with the fewest HP, otherwise shoot at the nearest, otherwise move there. Tied target: D6. Anyone out of action is not attacked. Then one Hold card, and after every third round the agent turn counter advances.

Rift closed: Threat −2. Each participant: +1 coloured die (maximum 6), +2 HP or +1 Nerve, plus one promotion marker. Three rifts: the Threshold opens.

COMBAT, HORROR, ARTEFACTS

Attack against Defence. Hit: damage = weapon damage + (margin − Armour, if greater than 0). Unarmed damage 1. 0 HP: out of action. Help Up with an action at range 1: 2 HP.

New enemy with Horror level: all roll Will against the level, failure −1 Nerve. 0 Nerve: miss one round, then full again. The same Horror only once per mission.

Artefacts only when equipped, once per mission (on the world map once per own turn), then D6: on or under the skulls −1 Nerve and Threat +1.

Imprint

O.D.I.N. Occult Dynamics Intelligence Network
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