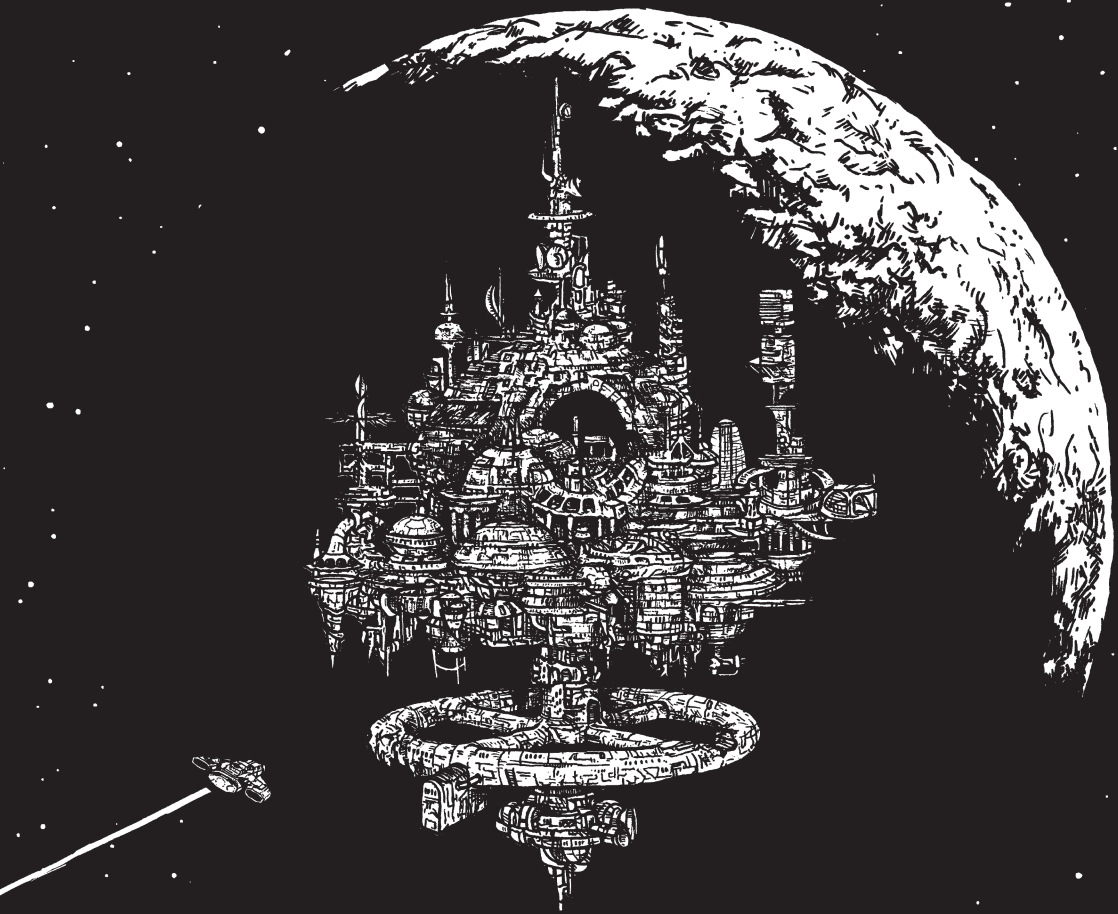
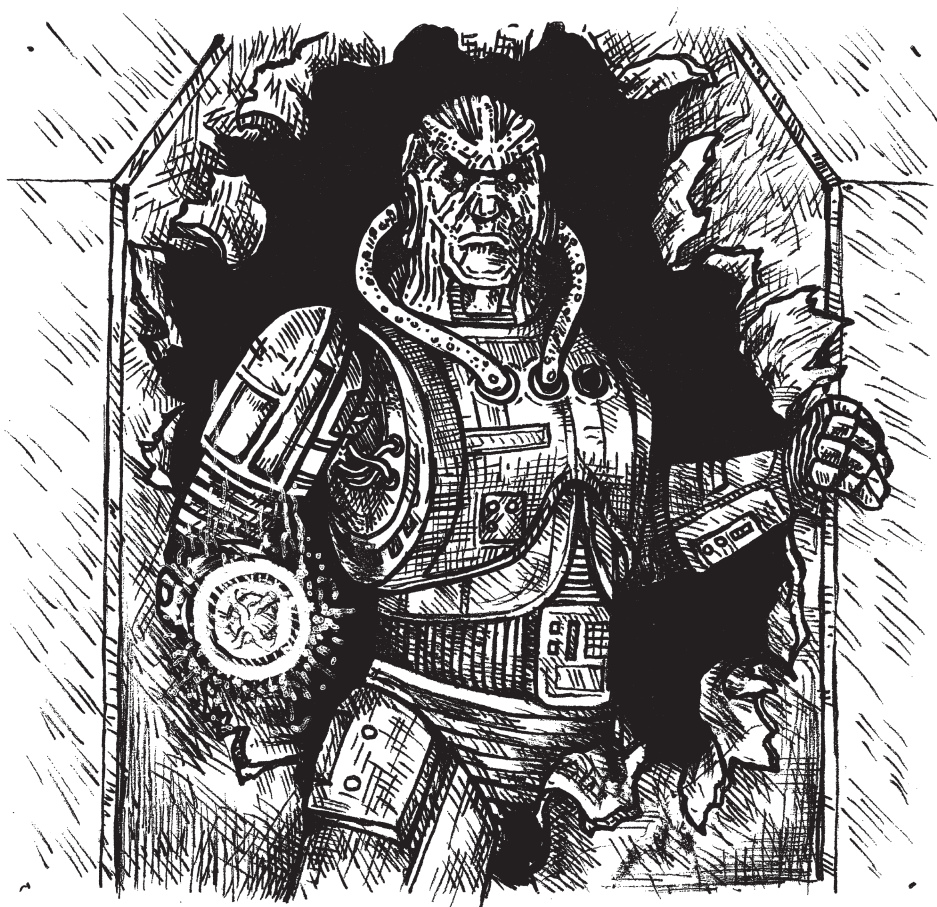


ESCAPE THE DARK[®]

SECTOR

RULE BOOK





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RULE BOOK

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Welcome, Traveller...

Escape the Dark Sector is a sci-fi adventure game with a focus on atmosphere, storytelling, and player cooperation. It takes about 2 minutes to set up, lasts around 45 minutes, and no two games are ever the same.

The rules of the game are quite simple, but we do recommend you read this rule book in full before your first game, even if you have played another game in the Escape the Dark series before - there are plenty of differences.

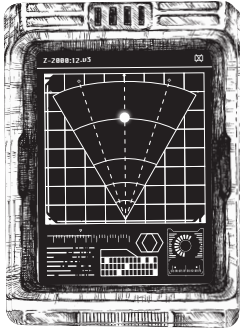
A word of warning: despite its simple nature, this devious game will often defeat you! If you fail, try again. You'll have fun exploring the space station every time, regardless of the outcome.

The Object of the Game

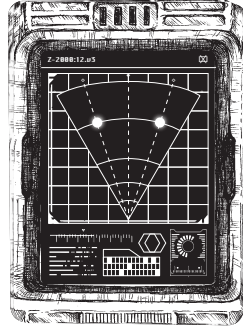
Confined to the detention block of a vast space station, you and your fellow crewmembers now embark on a desperate mission to find your ship and escape. However, the depths of space are not to be travelled lightly, and first you must overcome a great many dangers, traps, and terrors – each of which is represented in the game by a large, illustrated chapter card.

The object of the game is to overcome every chapter card in the mission deck while keeping all members of the crew alive. If you do this, you all Escape the Dark Sector and win the game together. However, if any member of the crew dies along the way the game ends immediately and you all lose!

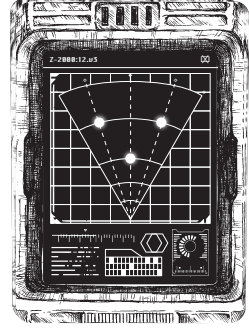
COMPONENTS



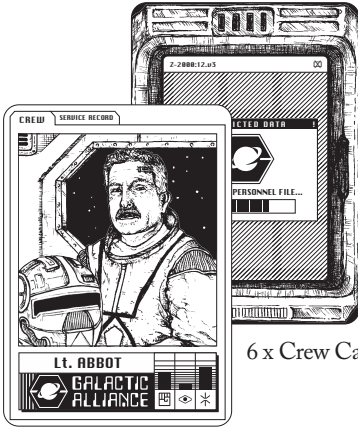
16 x Act 1 Chapter Cards



16 x Act 2 Chapter Cards



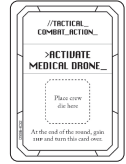
16 x Act 3 Chapter Cards



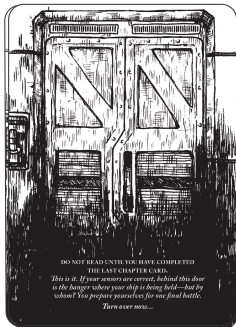
6 x Crew Cards



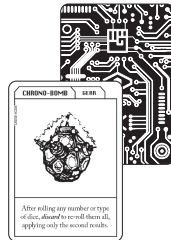
3 x Start Cards



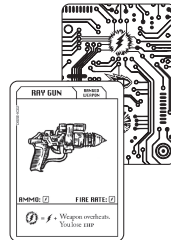
2 x Tactical Action Cards



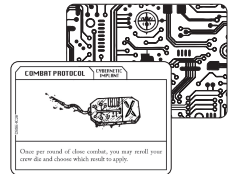
5 x Boss Cards



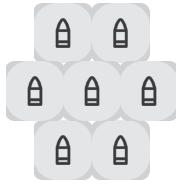
24 x Item Cards



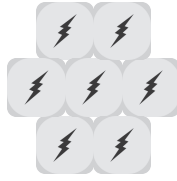
4 x Starting Weapon Cards



6 x Starting Cybernetics Cards



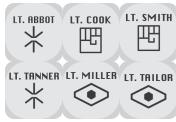
7 x Ballistic Ammo Dice



7 x Energy Ammo Dice



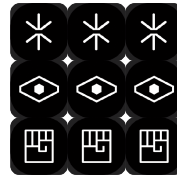
2 x Explosive Ammo Dice



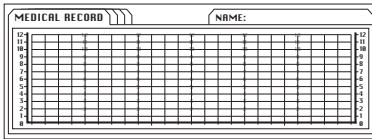
6 x Crew Dice



4 x Hit Dice



9 x Chapter Dice



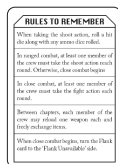
1 x Medical Record pad



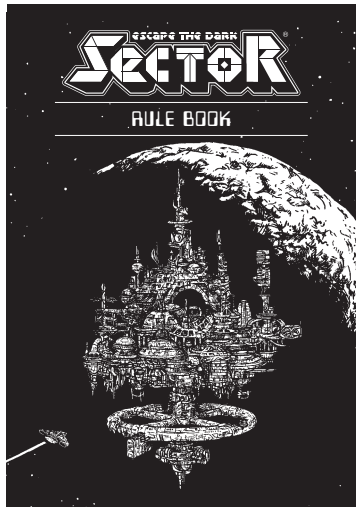
4 x Pencils



2 x Epilogue Cards



2 x Rules Reference Cards



1 x Rule Book

SETTING UP THE GAME



1) Create the mission deck

- Shuffle the boss cards and deal one face down.
- Shuffle the Act 3 chapter cards and deal four face down onto the boss card.
- Repeat the previous step for the Act 2 chapter cards, and finally for Act 1.
- Shuffle the start cards and place one face down on top.

2) Set up the mission area

- Shuffle the Starting Weapon cards and set them aside until called for.
- Shuffle the item deck and place it to the right of the mission deck, leaving space below it for a discard pile as shown.
- Place the ammo dice, hit dice, and chapter dice above the mission deck.
- Place the tactical combat action cards face up to the left of the mission deck as shown, leaving a gap into which chapter cards will be placed during the game.
- Place the epilogue cards face down above the item deck as shown.

3) Select Crew & Cybernetics

- Lay out the crew and cybernetics cards face up where all players can see them.
- Each player must now choose one crewmember and one cybernetic, placing these cards in front of them, and taking the crew die bearing their crewmember's name.

CREW DICE

In this game, rolling a crew die represents a character making an attempt to do something. Each crew die has a unique mixture of the game's three traits on it, which corresponds to how highly rated that crewmember is in each trait. Chapters often require a specific trait to be rolled, so the more highly rated the character is in the required trait the more likely you are to roll the required symbol and pass the challenge.

TRAITS

Each crew card shows how highly rated each member of the crew is in the following three traits:



MIGHT



CUNNING



WISDOM

MIGHT – Representing raw power, aggression, and toughness.

CUNNING – Representing mental agility, stealth, and physical reflexes.

WISDOM – Representing knowledge, insight, and intelligence.

CYBERNETICS

Cybernetic implants provide each crewmember with a unique special ability to draw on during the mission. There are three types, indicating the kind of situation in which that ability will most generally be useful:



RANGED



CLOSE COMBAT



NON-COMBAT

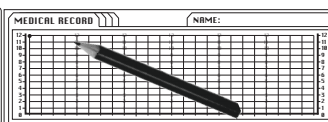
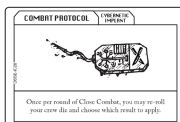
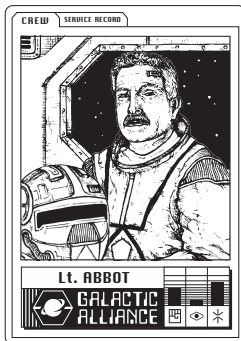
The text on each cybernetics card describes what it does. Crewmembers can use abilities granted by their cybernetics whenever they are applicable and may keep them for the whole game.

4) Prepare Medical Records

Each player must keep track of their crewmember's health points (HP) using the medical record sheets and pencils provided.

- Take a new medical record sheet for each member of the crew, write their name on it, and mark the starting HP with a dot as shown below.
- **Each member of the crew starts with 12HP.**

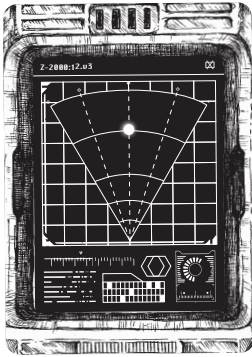
Lay out each crewmember like this. The empty space to the right of the crew card is their inventory, where you will later place the weapons and gear they are carrying.



You're ready to play!

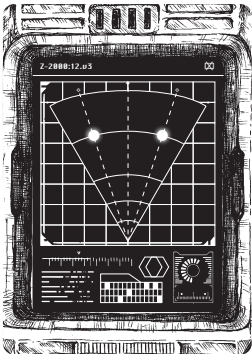
How the Story Unfolds

Escape the Dark Sector is played over three acts, each with a distinct story, atmosphere, and level of difficulty!



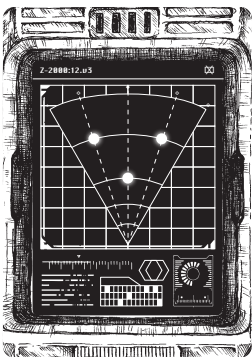
Act 1: The Detention Level

We join the story just as you and your fellow crew break out of your cell in the detention level. As the alarms blare, in the narrow passages of this part of the station you will encounter brutal guards, savage security systems, and even other escaping prisoners...



Act 2: The Heart of the Station

Explore this eclectic and terrifying sprawl of dive-bars, laboratories, and alien hives as your adventure gathers speed. Meet mercenary crews, curious nobles, tech-peddlers, and beings from distant worlds...

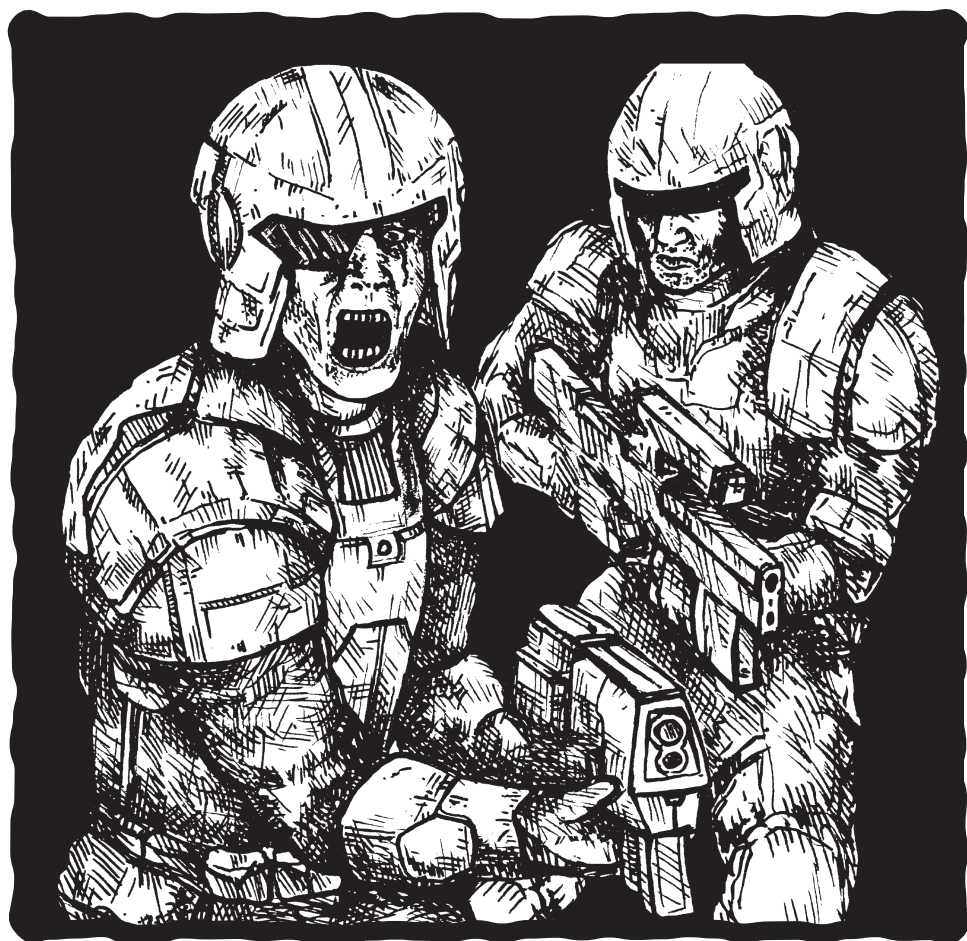


Act 3: The Forgotten Zones

Finally you venture into the unmapped conduits, smugglers' hideaways, and vast docking bays of the station's lesser known areas —facing gangs of cyberpunks, hideous mutants, and swarms of killer organisms.

And then, behind the last door, prepare for a climactic battle against the boss – to reclaim your beloved starship and...

ESCAPE THE DARK SECTOR!



PLAYING THE GAME

Gameplay involves turning over the chapter cards of the mission deck one at a time and completing the challenges revealed. If you survive a card, turn the next one, and so on.

Turn Order

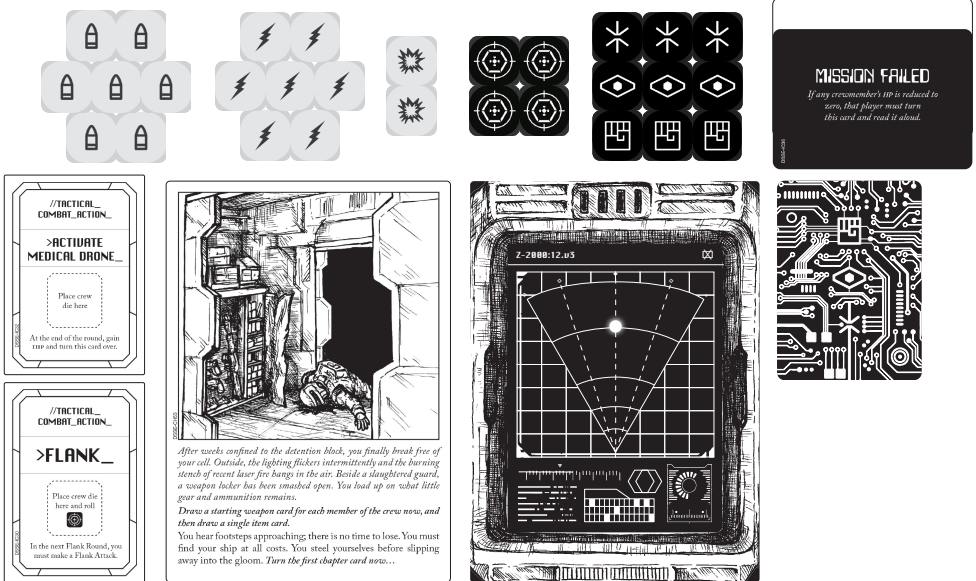
There is no turn order. Instead, you must decide as a group who will turn over each chapter card. If you are the one who turns over a card, this represents that your member of the crew is personally leading the group into the unknown.

'YOU' effects

Some chapters contain nasty surprises for the crewmember who leads into them. When the word **YOU** is written in bold capital letters, it means the effect applies **only** to your crewmember - because they went in first!

Turning Chapter Cards

When turning a chapter card, place it face up to the left of the mission deck, as though you had turned the page of a book. Read the italic story text aloud to set the scene, then follow the instructions to complete the chapter.



Completing Chapters

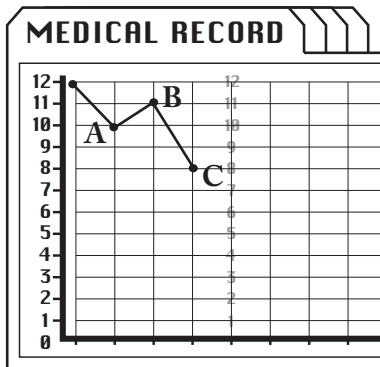
The instructions on each chapter card will explain what must be done to complete it. You may be asked to make a choice, to test a crewmember's skills by rolling their crew die, or to begin combat!

Most of these challenges are simple and self-explanatory. Others, like engaging in combat, are explained in more detail in the following pages.

Tip: You'll find an FAQ on how specific chapter cards work at themeborne.com

Using the Medical Record

A crewmember's current HP is shown on the medical record by a dot or 'point'. These points always go on the intersection of two lines. During the game, whenever they lose or gain HP you must immediately adjust their medical record by plotting a new point on it. The new point **always** goes one vertical line to the right of the current one, and then moves up or down by as many horizontal lines as the number of HP they are gaining or losing. Plot the new point, then join it up to the previous one.



Example:

Lt. Abbot begins the game with 12HP...

A: They lose 2HP, plotting a new point one line to the right and two lines down at 10HP.

B: They gain 1HP, moving one line to the right and one line back up again to 11HP.

C: They lose 3HP, which puts them one more line to the right, and three lines down at 8HP.

Between Chapters

- 1) After completing a chapter card and before turning the next one, ensure both the Drone and Flank tactical action cards are flipped back to their ready sides (if they were used during the previous chapter).
- 2) Then, all members of the crew are free to do any of the following, in any order they choose:
 - Use items in their own inventory, or those just drawn into the item pool (page 13).
 - Exchange items with each other and discard unwanted items (page 13).
 - Each member of the crew may take the RELOAD action once (page 24).

When everyone is ready to move on, decide which player will turn the next chapter card and continue the game.

The End of the Game

Continue turning and completing chapter cards until you get to the bottom of the mission deck, defeat the boss, and win the game - or until one member of the crew is killed (their HP is reduced to zero) in which case you lose the game.

When the game is over, read the corresponding epilogue card aloud (Victory or Defeat) to bring the story to an end.


Good luck, traveller...

ITEM CARDS

There are two categories of item cards in the game: Weapons and Gear.

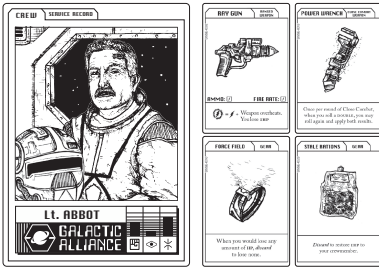
Drawing Item Cards

Item cards enter play when drawn from item deck, which happens in one of two ways:

- 1) When the text of a chapter card instructs you to draw them.
- 2) After surviving combat, draw the number of item cards indicated by this icon on the chapter card:  = draw two item cards after combat.

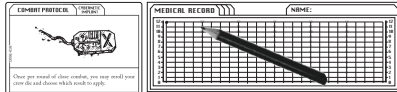
When drawing any number of item cards, first place them face up in a temporary 'item pool' where all players can see them. Then, decide as a group how the items will be distributed among the crew. To take an item, place it in your crewmember's inventory area to show they are carrying it. Unwanted items can be placed face up in the discard pile at any time. If the item deck ever runs out, shuffle the discard pile to make a new deck.

Carrying Items

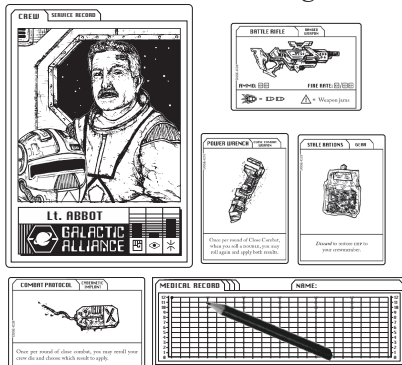
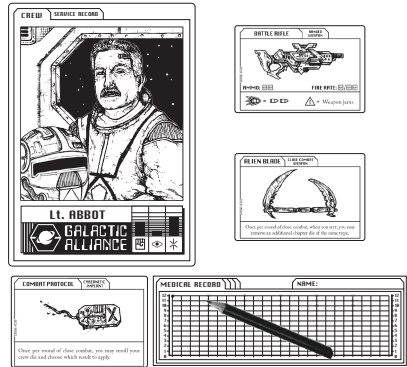


The items a member of the crew is carrying must be placed in their inventory area. Each member of the crew begins the game with an inventory capacity of four vacant 'slots'.

Most item cards have a portrait orientation, meaning they occupy a single slot. A crewmember can carry up to four of these items.



Some larger items have a landscape orientation, meaning they occupy two slots. Only two of these can be carried by a single member of the crew.



A member of the crew can carry a mix of single-slot and double-slot items at the same time, but they can never carry more than four slots' worth of items in total.

Using Items

Items in a crewmember's inventory can be used by them at any time, unless the item card itself indicates otherwise. They cannot use items in the inventory of another member of the crew.

The text on each item card describes what it does. Some items must be discarded to be used, otherwise they can be used multiple times.

Items can also be used directly from the item pool. For example, if their inventory is full and new item cards are drawn, a crewmember may use them immediately if applicable. When a chapter requires a player to roll a certain trait '**in one attempt**', that single attempt **includes** the use of items and/or cybernetics to modify the roll before it is applied. For example, a player could discard a Chrono-Bomb which allows them to re-roll their die and apply the second result, and it will still only count as a single attempt.

IMPORTANT—In Combat (page 14), each crewmember can only use two slots' worth of **weapons** per round. For example, in Ranged Combat a crewmember cannot shoot four pistols in a single round—they can shoot two, or one double-slot weapon. In Close Combat, if a crewmember is carrying more than two slots' worth of weapons the player must declare which they will be fighting with each round **before** rolling.

However, there is no limit to the number of items of **gear** that can be used in a round, and crewmembers may use a combination of weapons and gear in the same round.

Exchanging Items

Items can be exchanged between members of the crew in three ways:

1) Between chapters

Members of the crew are free to exchange items between chapters, but must ensure that before the next chapter card is turned no member of the crew has more than four slots' worth of items in their inventory. Unwanted items can be discarded.

2) When drawing new items

Whenever new item cards are drawn into the item pool, crewmembers can exchange items with each other (and/or discard them) when deciding who will take what.

3) When you take the TRADE action during combat (page 24)

A crewmember may give and/or take any number of items from another, so long as this does not result in either of them exceeding four slots' worth of items at the end of the action.

The other crewmember may still perform one action in the round they are traded with, so long as that action does not involve the use of any of the items being traded.

The crewmember taking the TRADE action may immediately use any items taken, with the exception of items which normally require an action to use (such as firing a ranged weapon).

COMBAT OVERVIEW

There are two types of combat in *Escape the Dark Sector* – Ranged Combat and Close Combat. Each has different rules and these are explained in the following pages.

When a chapter card instructs you to *begin combat*, this applies to all crewmembers and gives you the **choice** of whether you want them all to begin Ranged Combat together or all to begin Close Combat together (you cannot split them up).

Sometimes you will be instructed to *begin Ranged Combat*, or to *begin Close Combat*, in which case you have no choice – the storyline has thrust them into one or the other!

IMPORTANT—Ranged Combat **can** be followed by Close Combat, but once Close Combat begins you **cannot** revert to Ranged Combat in the same chapter.

Setting up Combat

Setup is the same for both types of combat:

Place chapter dice in a row beneath the chapter card, matching what is shown at the bottom of the card.

The battle-broken limbs of this cyborg guard hiss and whine as it falters towards you, a singular directive still coursing through its fried circuits, "Surrender. Or. Die."

As a group, choose one option...

Attack: You disperse and slip into cover. *Begin combat...*

Evade: As you scramble to double back, the cyborg unleashes a volley of laser-fire. You must *roll two HIT DICE.*



This symbol means you must roll an additional chapter die for each member of the crew and place them next to the others in the row. For example, with two members of the crew you would roll two additional chapter dice when you see this symbol.

Now you are ready to begin combat! This row of chapter dice represents the number of wounds that must be inflicted upon the enemy to defeat it. The goal of combat is to remove all the chapter dice from beneath the card by taking combat actions (such as SHOOT and FIGHT) to try to inflict wounds.

Combat Actions

Combat is fought in rounds. Each round represents a few seconds of battle, during which each crewmember must declare and execute **one action each**. Then, a new round begins and new actions are chosen, and rounds repeat like this until the enemy is defeated.

Some actions are only available in Ranged Combat and some are only available in Close Combat. Others, called Standard Combat Actions, can be executed during either type of combat. All actions are explained in detail in the following pages, and they are listed on a reminder card in the box which you may find useful to refer to as you read this section.

IMPORTANT—Each round, all players must first declare which action their crewmember is going to take **before** any actions are taken. Each player can declare the same action, or different actions, but Ranged Combat and Close Combat actions cannot be declared in the same round. Then, the declared actions are ‘locked in’ and all players execute their crewmember’s action **simultaneously**. You cannot wait to see the result of an action taken by another crewmember then change your mind about the action you declared for yours.

Combat Specials

Some enemies have a **Combat Special** - an ability or effect which is explained in full on the chapter card. These often break the standard rules in a devious way, making for fearsome opponents. Keep **Combat Specials** in mind while fighting – they are easy to forget in the heat of battle!

Ending Combat

Once combat has begun, it only ends when all enemies involved are defeated, or when a member of the crew is killed (which would end the game and result in defeat).

DEFEATING AN ENEMY IN RANGED COMBAT

After all crewmember actions for the round are resolved, and **after resolving return fire** from the enemy (which is considered to happen simultaneously to you firing at them), if all chapter dice have been removed then the enemy has been defeated and combat ends.

DEFEATING AN ENEMY IN CLOSE COMBAT

After all crewmember actions for the round are resolved, if all chapter dice have been removed then the enemy is immediately defeated and (unlike in Ranged Combat) it **does not make a final attack** against the crew—combat ends.

After Combat

When the enemy is defeated, whether in Ranged Combat or Close Combat, the chapter ends. The crew take a moment to regroup, making a quick search of the area: Draw the number of item cards indicated by the search value at the bottom of the chapter card.



For example, when you see this icon draw one item card after combat.

Ranged Combat

When Ranged Combat begins, all members of the crew are assumed to dive into cover where they are initially safe from enemy fire. Then, you must choose one action for each member of the crew before **simultaneously** carrying them out.

Ranged Combat Actions

The actions available to members of the crew during Ranged Combat are:

- SHOOT
- FLANK
- STANDARD COMBAT ACTIONS (page 24).

- SHOOT

This action involves popping out of cover to exchange fire with the enemy – your crewmember will shoot, hoping to inflict wounds and remove chapter dice, and they will be shot at - risking a loss of HP.

IMPORTANT—If the SHOOT action is not declared by at least one player at the beginning of the round then Ranged Combat does not take place at all and no Ranged Combat actions can be taken. Instead, Close Combat begins immediately (page 20).

For a crewmember to take this action, they must have a ranged weapon loaded with at least enough Ammo Dice (see opposite) to match the lowest Fire Rate of that weapon.

The diagram shows a 'BATTLE RIFLE' weapon card. The card is labeled 'BATTLE RIFLE' and 'RANGED WEAPON'. It features an illustration of a battle rifle. Below the illustration, it specifies 'AMMO: [2] [2]' and 'FIRE RATE: [1] / [2]'. A legend indicates that a bullet icon equals two ballistic ammo dice and a triangle with an exclamation mark equals 'Weapon jams'. To the right of the card, three dice are shown: two grey dice with bullet icons and one black die with a crosshair icon. An arrow points from the 'FIRE RATE' section of the card to the black die.

Note: Some weapons offer a choice of Fire Rate, others do not. In the case of the Battle Rifle, if the weapon is fully loaded with two ballistic ammo dice, you can choose to roll at a Fire Rate of either one or two ballistic ammo dice— either conserving ammo or letting it rip!


To take the SHOOT action:

1) Roll

Roll the number and type of ammo dice indicated by the Fire Rate on the weapon card, along with one black HIT DIE (which represents the enemy returning fire).

Ammo Dice

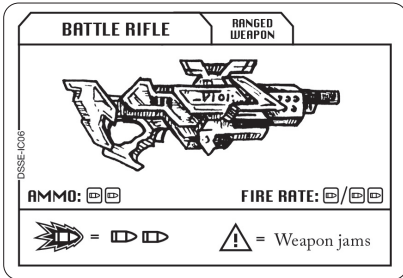
Ammunition is represented in the game by ammo dice. Different weapons use different ammunition and there are three types:

Ballistic: 

Energy: 

Explosive: 

Whenever you find a ranged weapon it comes **fully loaded** with ammo and you must immediately take the number and type of ammo dice shown and place them on the card. Ammo type and max. capacity is indicated by the AMMO value.



For example, when the Battle Rifle is drawn, 2 ballistic ammo dice should be taken and placed on it to show it is fully loaded.

Hit symbols

Ammo dice are rolled in Ranged Combat when taking the SHOOT action, then discarded. Rolling an ammo type symbol means your crewmember has scored a hit of that type.

One Ballistic hit:



One Energy hit:



One Explosive hit:



Blank sides



A blank side means they have missed the target - this die has no effect.

Special Symbols



Ammo dice also have special symbols on them. The effect of special symbols is described on each weapon card – and be warned, they are not always positive!






If you roll this symbol, the weapon has jammed! None of the other ammo dice you rolled this round are applied, even if they rolled hits. Nothing came out of the barrel so you **keep** all the ammo dice. However, **you must still apply the result of the HIT DIE** you rolled (the enemy still fires back!).

2) Apply Ammo Dice

Apply the results of the ammo dice rolled by consulting the enemy's hit chart, found in the lower right hand corner of the chapter card artwork.

Hit charts show how many hits of each ammo type are required to inflict one or more wounds on the enemy. For each wound inflicted a player may remove one chapter die **of their choice**. Some types of ammo do more damage to certain enemies than others.

 = 1
 = 1
 = 3

The hit chart for this enemy shows that one ballistic hit will inflict one wound, allowing a player to remove one chapter die of their choice. The enemy is resistant to energy weapons—it will take two energy hits to inflict a single wound. The most effective method for taking down this particular enemy is explosives, with one hit meaning three wounds are inflicted and the player can remove three chapter dice of their choice!

IMPORTANT—After rolling ammo dice and applying the results, they are all **discarded** (unless the weapon jams). To get more ammo you must **RELOAD** (page 24).

3) Apply Return Fire

Lastly, apply the result of the **HIT DIE** rolled. This represents the enemy simultaneously returning fire.



Hit! - your crewmember has been struck by enemy fire. They lose **HP** equal to the ranged attack value shown in crosshairs at the bottom right of the chapter card.



For example, they lose 2HP when this enemy hits them in Ranged Combat.



Miss! - the enemy has missed. Your crewmember takes no damage this round.

Crewmembers who take damage should subtract this number from their **HP** and adjust their medical record immediately.

• FLANK

When taking the **FLANK** action, a crewmember bravely dashes out of cover, sprinting through the crossfire to reach a vantage point. Next round they will get to act alone in a bonus Flank Round, taking the enemy by surprise and potentially dealing extra damage. Only one member of the crew may perform this action in a single round.

To take the **FLANK** action:

- 1) Place your crewmember's die on the Flank tactical action card.
- 2) Roll a **HIT DIE**. If you roll a **HIT**, they suffer a glancing blow and lose **1HP**.

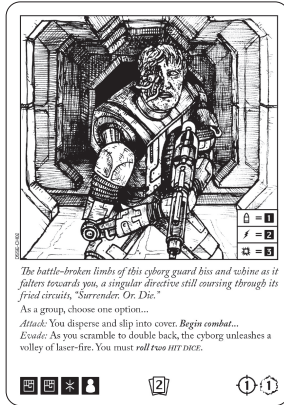
IMPORTANT—A crewmember only ever loses **1HP** performing the **FLANK** action, regardless of the ranged attack value of the enemy.

Ranged Combat example

Player one, controlling Lt. Abbot, declares the **FLANK** action. Player two, controlling Lt. Taylor, declares the **SHOOT** action. These two actions are then carried out simultaneously.

Example FLANK action:

To take the **FLANK** action, Lt. Abbot's crew die is placed on the Flank tactical action card and a **HIT DIE** is rolled. The result is a **HIT**, so Lt. Abbot suffers a glancing hit and loses 1HP. His medical record is immediately updated.



Example SHOOT action:

Lt. Taylor is assigned the **SHOOT** action. Two ballistic ammo dice and one **HIT DIE** are rolled. Both ammo dice score hits! Consulting the enemy's hit chart, we can see that for each ballistic hit one wound is inflicted. For two hits, Lt. Taylor therefore inflicts two wounds and any two chapter dice can be removed. However, the **HIT DIE** must also be resolved—the enemy returned fire and hit! Lt. Taylor loses 1HP and her medical record is immediately updated.

ENDING A ROUND OF RANGED COMBAT

After all players have fully resolved their one chosen action, the round ends.

If there are chapter dice remaining beneath the chapter card then the enemy has not yet been defeated and a new round of combat begins immediately with each player declaring the next action their crewmember will take.

If no player declares the **SHOOT** action, Close Combat begins instead and there can be no more Ranged Combat in the same chapter.

CLOSE COMBAT

SETTING UP CLOSE COMBAT

If Close Combat follows Ranged Combat, any remaining chapter dice carry over. If not, simply follow the normal procedure for setting up combat described on page 14.

IMPORTANT—If it was not used during Ranged Combat, turn the **FLANK** card to the Flank Unavailable side. This action cannot be taken in Close Combat.

When Close Combat begins, players must choose one action for each member of the crew before **simultaneously** carrying them out.

Once Close Combat has begun, there can be no more Ranged Combat until the next chapter.

CLOSE COMBAT ACTIONS

The actions available in Close Combat are:

- **FIGHT**
- **STANDARD COMBAT ACTIONS** (page 24).

- **FIGHT**

This action involves brutal hand to hand combat with the enemy - your crewmember will attack, hoping to **HIT** and inflict wounds, and the enemy will attack them in return.

Crewmembers do not need a Close Combat weapon to take the **FIGHT** action - they are a highly trained crew and will fight with their bare hands if necessary!

IMPORTANT—The **FIGHT** action **must** be taken by at least one member of the crew each round of Close Combat.

The **FIGHT** action has two simple steps each round: Attack and Defend.

1) Attack

Players who have chosen the **FIGHT** action for their crewmember must simultaneously roll their crewmember's die to make an attack. Then, in any order they choose, they must resolve those attacks one at a time as follows:

If what has been rolled on a crewmember's die matches any of the chapter dice laid out beneath the chapter card, that crewmember has **HIT** and inflicted a wound. The hit chart is not consulted in Close Combat. Instead, one matching chapter die is removed and placed back above the mission deck. If you did not roll a match, that crewmember has **MISSED** and failed to wound the enemy this round.



A **DOUBLE** is an extra powerful attack, inflicting up to two wounds if there are two matching chapter dice to remove.

Notice each **DOUBLE** is also surrounded by a shield symbol. This means that in addition to any wounds inflicted by that crewmember they have also **BLOCKED** and defended themselves against the enemy's Close Combat attack this round (see step 2).

2) Defend

If any chapter dice remain beneath the chapter card after each crewmember's attack has been fully resolved, the enemy is still alive and attacks back! The enemy does not roll a HIT DIE in Close Combat. Instead, every member of the crew who attacked this round and who did not BLOCK is automatically hit and is dealt damage simultaneously—each losing HP equal to the Close Combat value of the enemy found at the bottom right of the chapter card:

2 For example, your crewmember loses 2HP when this enemy hits them in Close Combat.

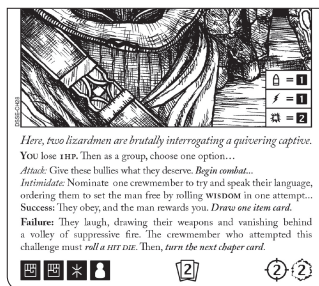
Player's whose crewmembers take damage must subtract this number from their HP and adjust their medical record immediately.

ENDING A ROUND OF CLOSE COMBAT

After all players have fully resolved their chosen action, the round ends. If there are still chapter dice laid out beneath the chapter card, begin the next round of Close Combat immediately by first declaring all crew actions and then simultaneously carrying them out. Continue rounds of Close Combat in this way until the enemy is defeated or until a member of the crew is killed.

Example FIGHT action

Lt. Miller and Lt. Tanner begin Close Combat. The FIGHT action is chosen for both of them and their crew dice are rolled simultaneously to make their attacks. Lt. Miller HITS (matching MIGHT) and removes the matching chapter die. Lt. Tanner scores a DOUBLE HIT, matching two WISDOM and removes them both. Since not all chapter dice were removed, the enemy now attacks back—Lt. Tanner rolled a shield symbol which means she BLOCKED this round and takes no damage, but Lt. Miller did not BLOCK so he loses 2HP. Both members of the crew have now fully resolved their action, so that is the end of the round. But, the enemy is not defeated yet, so a new round begins!



The Flank Round

When a new round of combat is about to begin and a member of the crew is on the flank, a bonus **Flank Round** takes place first - they get to act alone and make a surprise Flank Attack! If there is no crewmember on the flank, skip the Flank Round.

FLANK ATTACKS

During the Flank Round, the crewmember on the flank is the only one to act. They **must** carry out one of the following Flank Attacks:

- **SHOOT** (Flank Attack)

This is the standard **SHOOT** action but with the following exceptions:

- If the attack inflicts a wound, remove an **additional chapter die** of your choice.
- There is no Return Fire, you **do not roll a HIT DIE**.

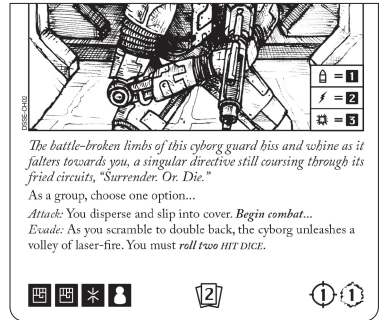
- **FIGHT** (Flank Attack)

This is the standard **FIGHT** action but with the following exceptions:

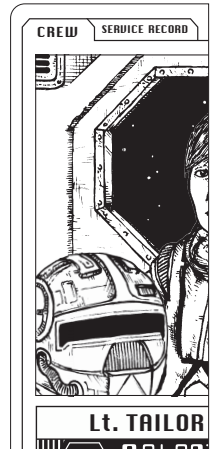
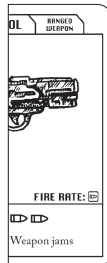
- If you **HIT** and inflict a wound, remove an **additional chapter die** of your choice.
- The enemy deals **no damage** to the crewmember, even if they do not **BLOCK**.

Example Flank Round

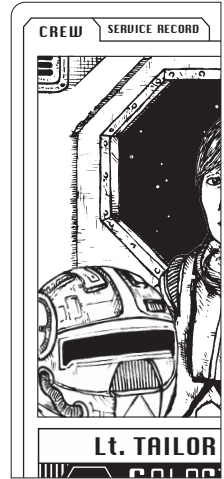
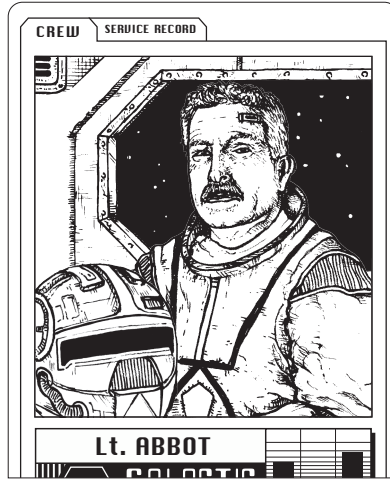
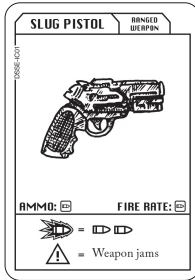
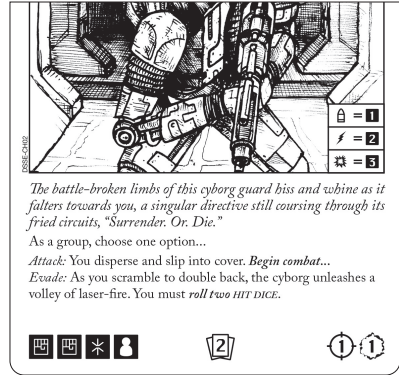
Last round, Lt. Abbot took the **FLANK** action in Ranged Combat. Because he is on the flank at the start of this new round, a bonus Flank Round takes place. During the Flank Round, only Lt. Abbot gets to act, and one of the two Flank Attacks must be chosen.



*Example 1: Player one chooses **FIGHT** (Flank Attack) rolling Lt. Abbot's crew die and scoring a **HIT** (matching **WISDOM**). Normally one **HIT** inflicts one wound, but because this is a Flank Attack one additional chapter die of the player's choice is removed (**MIGHT** in this case) for a total of two. In addition, no damage is dealt to Lt. Abbot even though he did not **BLOCK** - he ambushed the enemy!*



Example 2: Alternatively, player one chooses SHOOT (Flank Attack), rolling one ammo die and scoring a HIT. Looking at the enemy's hit chart, we can see one ballistic hit would normally inflict one wound, but because this is a Flank Attack one additional chapter die is removed for a total of two. In addition, there is no Return Fire—Lt. Abbot took the enemy by surprise!



ENDING A FLANK ROUND

When you have fully resolved a Flank Attack, the Flank Round ends. Retrieve your crewmember's die and **turn the flank tactical action card face down**. The FLANK action is unavailable for the rest of the chapter—the enemy won't fall for it twice! After the Flank Round, begin a normal round of combat with all crewmembers declaring actions as usual, **including** the crewmember who acted in the Flank Round.

IMPORTANT—If a player chose the SHOOT (Flank Attack) action during the Flank Round, the next 'normal' round of combat can be either Ranged Combat or Close Combat, it is up to the players to decide as usual. However, if a player chose the FIGHT (Flank Attack) action during the Flank Round, the next round **must** be Close Combat and there can be no more Ranged Combat in the same chapter.

Standard Combat Actions

The following actions can be taken by members of the crew in either Ranged Combat or Close Combat.

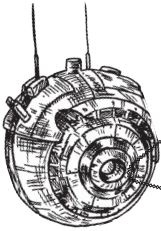
IMPORTANT—For one or more crewmembers to take any of the following actions, at least one other crewmember must be taking either the SHOOT action (if in Ranged Combat) or the FIGHT action (if in Close Combat).

When taking any of the following actions, crewmembers are not targeted by enemy attacks – their crewmates are keeping the enemy busy!

• RELOAD

- Choose one weapon card in your crewmember's inventory. Fully load it by adding ammo dice to the card until the ammo dice placed on it match its AMMO value.

• ACTIVATE DRONE



The crew are accompanied on their mission by a Tactical Medical Drone. Compact but effective, it begins the mission stowed in a concealed compartment at the back of one of your crewmember's flight suits and automatically deploys when hostiles are detected - providing the crew with an additional tactical action (healing themselves) during combat chapters if they choose to activate it.

- Only one member of the crew may take this action in a single round.

- Place their crew die onto the ACTIVATE DRONE tactical action card.

- At the end of the round, take their die back and restore IHP to that crewmember, updating their medical record accordingly. Then, flip the ACTIVATE DRONE card to its DRONE RECHARGING side—it cannot be used again in the same chapter.

• TRADE

- A crewmember may give and/or take any number of items from another, so long as this does not result in either of them exceeding four slots' worth of items at the end of the action.

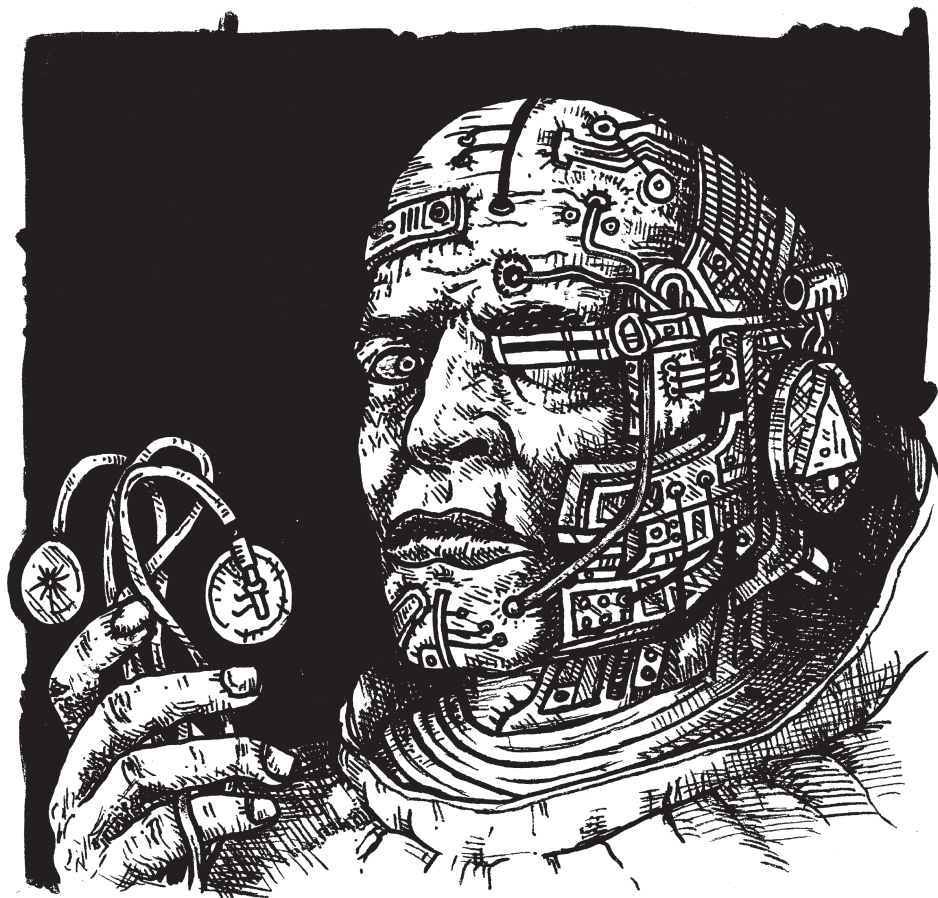
- The other crewmember may still perform one action in the round they are traded with, so long as that action does not involve the use of any of the items being traded.

- The crewmember taking the TRADE action may immediately use any items taken, with the exception of items which normally require an action to use (such as firing a ranged weapon).

• TAKE COVER

- The crewmember takes no action, staying in cover and waiting for their moment to act.

SOLO PLAY



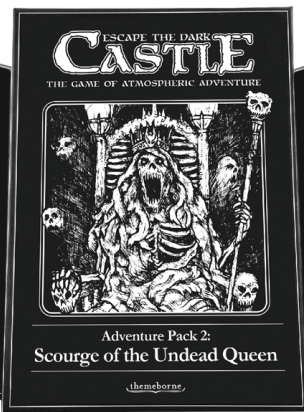
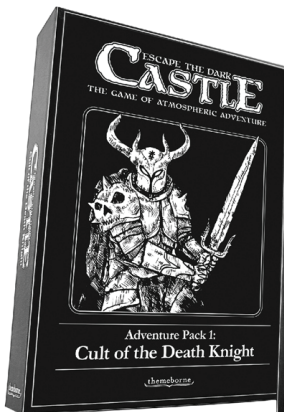
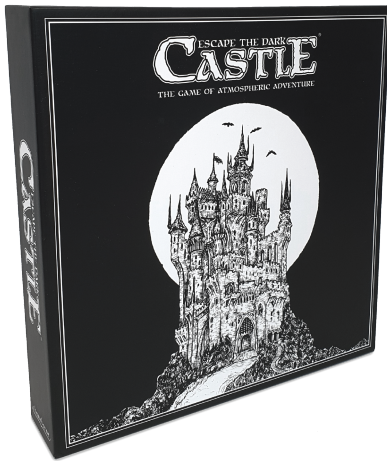
Escape the Dark Sector is designed to be as exciting with one player as it is with four. To play a solo game, simply choose any two members of the crew and begin the game as normal. You will make all the decisions and dice rolls yourself. There is just one thing to note:

You must decide which of your two crewmembers is going to lead the way into each chapter **before** you turn over the card. Any **YOU** effects in the text of the chapter will apply only to that character.

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Game Design: Thomas Pike, Alex Crispin, James Shelton
Art & Graphic Design: Alex Crispin
Editing: James M Hewitt

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