



The Doors

How to lock, unlock and destroy them.

There are three types of doors:

* **level 1 doors:** these are conventional metal doors with a DL (Difficulty Level) of 12

* **level 2 doors:** these are massive, DL 13 doors

* **level 3 doors:** these are armored, DL 14 doors

To open a door

The door's DL must be compared with the Dexterity and Intelligence of the character attempting to open it. The difference between the two is equal to the number of turns necessary to open the door.

If the door is locked with a digital code, the opening maneuver requires Intelligence; if it's a mechanical lock, it calls upon Dexterity.

If a door's locking device is opened at the end of an Action/Shot phase, it can be left open or closed, as the player chooses.

Action synergy on doors:

For any additional figurine involved in the opening action (for 3 figurines top), count an extra turn per figurine above the number of turns required for the action.

To break down or break open a door, compare the figurine's Power to the door's opening DL. If this Power is greater than the DL, the door is destroyed and open. This is effective during the Action/Shot phase, and closes it.

NOTA BENE

Once a door is destroyed, it can no longer be closed (obviously), unlike an unlocked door, which can be locked again.

Some devices used to « read » frequencies or codes, like scanners, do not cause mechanical « trauma » to equipment and are not an attack. They give a + 1 bonus to the Dexterity or Intelligence of the figurine attempting to open the door.

Teleport Device

Only humanoid-size figurines can use a teleport device.

