

## PART V NGATA SOLO CAMPAIGN

### READ BEFORE PLAYING

Welcome to the NGATA Solo Campaign, a single player add-on to SYNDICATE: An Interplanetary Conquest Board Game. The following rules assume you are already familiar with multiplayer gameplay, outlined in the preceding sections. This solo rule book does not fully recap all of the rules that overlap with multiplayer gameplay.

### SITUATION BRIEFING

You are a trusted member of the NGATA Family with skills to smuggle contraband anywhere in the system. A small but powerful cabal of Sovereign Senators, influential government agency leaders and loyalist mega-corporate political operatives has formed a black ops committee to plan and coordinate what they consider to be inevitable: a preemptive Sovereign strike to eliminate the pesky religious cult known as the Ascenders in a black ops sabotage mission, which will then be followed by a larger assault. The cabal has used its deep network of spies to get its hands on encrypted security countermeasures of the Ascenders's home space station, Blackstar. The countermeasures are still encrypted, but the cabal is using a secret quantum AI supercomputer in a data vault below the Cassiopia Club & Casino to decrypt the countermeasures. Soon, the Sovereign will have everything it needs to obliterate Blackstar, as well as the over 30 million souls on board.

Word of the plans has gotten to the Ascenders through black market information trading channels. They will pay anything to destroy the encrypted files and retrieve the Sovereign assault plans. However, word of the mission cannot leak, or it is likely the Sovereign will accelerate its efforts. The Ascenders's leader, Idmon (aka the "Client"), has put you in touch with contacts on different settlements throughout Arcturus that collectively have the blueprints for the various technology and weapons required to get into the quantum AI security data vault.

### OBJECTIVE

To complete the mission, you will be required to unlock a series of vaults, the last of which is on Honos. To unlock VAULTS, you will need to find the right combination of KEYS, which you'll find by completing different types of missions throughout Arcturus. If you fail to find the KEYS and unlock all the VAULTS before the Alert Level maxes out and the Sovereign catches on to your involvement, the game is over and you lose.

Remember, avoid run-ins with the Sovereign, and beware of the other syndicates.

### NEW GAME PIECES

DASHBOARD CARD

HYPERJUMP CARD

63 MISSION CARDS

7 VAULT CARDS

18 CONFRONTATION CARDS

27 FUEL CARDS

4 ADVANCED TECH CARDS

5 CORA & VAULT TILES

15 CONFRONTATION TILES

## SET-UP

1. DETERMINE GAME LENGTH / DIFFICULTY. The NGATA Solo Campaign has two set-ups: SHORT GAME and LONG GAME, with the below vaults:

	CAMPAIGN	DIFFICULTY	EST. TIME	MAX ALERT	VAULTS			
VARIATION	#1	MEDIUM	30 - 45 min	LEVEL 6	I BOHR STATION	II CETO	III HONOS	
	#2	HARD	45 - 60 min	LEVEL 8	I KRONOS	II GOSHEN	III ETNA	IV HONOS

2. PREPARE MISSION CARD DECKS. All MISSION CARDS are specific to either CORA or one of the vaults. Separate MISSION CARDS by the vault location or number specified on the back of the card. Discard MISSION CARD DECKS not relevant for your selected Set-up VARIATION. Shuffle each of the remaining MISSION CARD DECKS separately. If you are playing Set-up #1, you will have 3 separate MISSION CARD DECKS. If you are playing Set-up #2, you will have 4 decks. Place CORA MISSION DECK in the OPERATION CARD placeholder on the game board, and place remaining MISSION CARD DECKS adjacent to the board.



MISSION DECK LOCATION

3. SET UP VAULTS. Select VAULT CARDS for the VARIATION selected, and separate cards by VAULT location. CAMPAIGN #1 has three vault locations (I, II, & III) and CAMPAIGN #2 has four vault locations (I, II, III & IV). Place each VAULT CARD on the corresponding MISSION CARD DECK, locked-side-up. Discard all unused vault cards back into the box.



4. SET UP CORA & VAULT TILES. Place the CORA TILE on the CORA base placeholder, and place the SHIP MINIA-TURE on the CORA tile. Place the VAULT I TILE on the base placeholder corresponding to VAULT I. Repeat for VAULTS II, III, (and IV if playing Set-up #2)



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5. PREPARE CONFRONTATION DECK. Shuffle CONFRONTATION CARDS, face-down. Place CONFRONTATION DECK adjacent to GAME BOARD.
6. PREPARE FUEL DECK. Remove FUEL DECK from the box and separate REFILL cards from DRAW CONFRONTATION cards. Shuffle together 16 REFILL cards with 9 DRAW CONFRONTATION cards, and place the any unused cards back in the box. While this is the “standard” FUEL DECK, you may make the game harder by adding one or both leftover DRAW CONFRONTATION cards to your FUEL DECK.
7. Remove DASHBOARD card from the box and place it next to you. Place a RED player cube in each of the five starting fuel unit placeholders. (The remaining three fuel placeholders can be unlocked later.)
8. PREPARE PLAYER MAT. Remove the NGATA player mat from the box and set in front of you. Place four ACTION DICE in the ACTION DICE placeholders. Place a RED player cube in the ASSAULT LEVEL 1 box. Add five SOVEREIGN CREDITS and five POLITICAL INFLUENCE in the corresponding placeholder boxes. For the NGATA solo campaign, you can ignore CREW, TECH LEVEL and STARTING BONUS set-up.
9. SET UP REMAINING COMPONENTS
  - Create separate piles of RESOURCE PIECES and all color PLAYER MARKERS within your reach. Note: you will only need a small number of silver and gold resource cubes and about 10 Farsei Crystals. Crystals will not be used as Credit or Influence denominations.
  - Remove CONFRONTATION TILES and keep them adjacent to the GAME BOARD.
  - Place ALERT LEVEL TRACK (upside based on VARIATION instructions) adjacent to GAME BOARD. Place an ALERT TRACK MARKER CUBE on ALERT LEVEL 1.
  - Place HYPERJUMP CARD next to player mat and DASHBOARD.



## WINNING (& LOSING)

To win, you must unlock the final vault on Honos, which requires you to unlock all preceding vaults first. Each vault specifies a color combination of KEYS you will need to find (through completing missions or trading) and then deliver to the vault planet. While on the hunt for KEYS, you must maintain an ALERT LEVEL below the max. If the ALERT LEVEL maxes out (Level 6 or Level 8 depending on your VARIATION selection) at any time, you fail. An increase in the ALERT LEVEL can be triggered by confrontations with the Sovereign or other syndicates. There are a limited number of mission cards with KEYS. If you run out of mission cards and any vault is still locked, the game is over.

## TRAVELING THE STAR SYSTEM

Unlike a multiplayer game of SYNDICATE, in the NGATA solo campaign you must travel from planet-to-planet, which comes with different limitations and costs.

## TRAVELING WITHIN A ZONE

As a reminder, Arcturus is divided between three zones: the **EXO** zone, the **MIDDLE** zone, and the **INNER** zone, with planets, moons and stations color coded by zone.

Traveling from any location to any other location within the same zone consumes ONE fuel and does not require rolling a **CONSEQUENCE DIE**. There is no limit on the amount of contraband in your cargo hold for travel within the same zone.

### Example 1:

If you are on **BLACKSTAR** and want to travel to **KOSS**, you can move your ship simply by consuming ONE fuel.

### Example 2:

If you are on **BLACKSTAR** and want to travel to **GOSHEN**, you must either travel through a trade route OR attempt a hyperjump (both detailed below).

## TRAVELING THROUGH TRADE ROUTES

There are two trade routes in Arcturus: the **EXO-to-MIDDLE** trade route (composed of **KOSS**, **NEW VICTORIA**, and **VIMANA**), and the **MIDDLE-to-INNER** trade route (composed of **KAFKA**, **IO**, and **KEPLER**).

Traveling from any location within a trade route to any other location within THE SAME trade route consumes ONE fuel and does not require rolling a **CONSEQUENCE DIE**; however, you may only travel through a trade route with a maximum of TWO contraband in your cargo hold— unless your cargo hold has been modified by **ADVANCED TECH**. If you have more than two contraband and you want to travel from one zone to another, you must either abandon some contraband (which you cannot recover later) or you may attempt a hyperjump.

## THE DASHBOARD

Your DASHBOARD is a new component for the solo campaign that tracks your contraband and fuel as you traverse the star system



- A** You start with 2 available spots in your smuggler's compartment. Only contraband in the smuggler's compartment may travel through a trade route. Additionally, contraband in your smuggler's hold is safe from any confrontation with a syndicate.
- B** With **ADVANCED TECH**, you may increase your smuggler's compartment capacity from 2 to 4.
- C** Any contraband that doesn't fit in the smuggler's compartment must be placed in the general cargo hold.
- D** You start with a fuel tank with a capacity of 5.
- E** With **ADVANCED TECH**, you can increase your fuel capacity from 5 to 8.












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## Example:

If you are on **BLACKSTAR** and want to travel to **GOSHEN**: First, you travel from **BLACKSTAR** to **KOSS** (consuming ONE fuel). Then, you travel from **KOSS** to **VIMANA** (consuming ONE fuel) so long as you have two or fewer contraband. Finally, you travel from **VIMANA** to **GOSHEN**. In total, this route has consumed THREE fuel.

## HYPERJUMPING

If you are bold, you may attempt inter-zone travel by hyperjumping. Hyperjumping typically consumes less fuel than traveling from zone-to-zone through a trade route, and it does NOT have a restriction on the amount of contraband in your cargo hold; however, it does require rolling a **CONSEQUENCE DIE**, which may result in punitive outcomes. Refer to the tables below for the fuel cost and **CONSEQUENCE DIE** requirements for different hyper jumps:

	Exo - Middle Middle - Exo	Middle - Inner Inner - Middle	Exo - Inner Inner - Exo
Fuel Consumption	2 FUEL	2 FUEL	3 FUEL
# of CONSEQUENCE DICE	1 ROLL	1 ROLL	2 ROLLS
<b>Outcomes (highest roll):</b>			
Clean Jump			
Draw a CONFRONTATION CARD			
Sovereign Trap <i>Abandon all cargo and raise ALERT LEVEL by 1</i>			

## FUEL CONSUMPTION

As you travel, you will remove red player markers from your FUEL DASHBOARD to indicate the consumption of fuel. At anytime, you may attempt to refill your fuel tank by drawing a FUEL card from the FUEL DECK. Fuel tanks hold a maximum of 5 units of fuel, unless modified by **ADVANCED TECH**. No matter what your fuel level is when a **REFILL** card is drawn, your fuel tank is filled to max capacity.

After drawing a card from the FUEL DECK, discard it. If there are no more cards in the deck, reshuffle the discarded FUEL cards.

The FUEL DECK also includes cards that may trigger **CONFRONTATION CARD** draws. If you are required to **DRAW CONFRONTATION CARD**, you do not refill your fuel, and you must resolve the encounter based on the instructions included on the card before taking any other actions, including drawing another card from the FUEL DECK.



## COMPLETING MISSIONS

To advance towards your final objective, you will need to complete different types of missions to find vault keys, accumulate resources, and unlock advanced tech and higher assault levels.

MISSION CARDS can always be drawn from **CORA**:

*The Capone Listing is an open source platform for requests of a not strictly legal kind. While it is hidden from most of the population, anyone worth their spit in getting things done can find it easily. Mixed in with the regular jobs the Client has embedded coded mission postings.*

Additionally, MISSION CARDS can be drawn from vaults after a vault is unlocked.

To draw a new MISSION CARD, your ship must be physically present on the source of the relevant mission card deck. For instance, if you're drawing a MISSION CARD from the **BOHR STATION** vault after unlocking it, your ship must be located on **BOHR STATION**.

Missions are completed on specific planets. To start a mission, you must be located on the planet specified by that MISSION CARD.

You may have a maximum of FOUR mission cards in your hand at once. You discard mission cards after attempting the missions (whether successfully or not). You may also discard a mission card from your hand without attempting it any time. Discarding a MISSION CARD does not provide any resource benefit (or consume any resources).

All discarded mission cards are permanently lost.

Unless otherwise specified by the MISSION CARD, failing a mission does not raise the Alert Level.

## PLAYING ORDINARY MISSIONS

\*\*\*REWARD TYPES: SOVEREIGN CREDITS and VAULT KEYS\*\*\*

Ordinary missions are single-shot missions that require traveling to a specific planet, moon, or space station and rolling a specified minimum with an ACTION DIE. Rewards and minimum success rolls vary by mission, but all ordinary missions allow you to Hire Extra Hands, which increases your probability of success. When you Hire Extra Hands, you can roll one or multiple extra ACTION DICE.

Some missions - identifiable by the **GREEN** circular die in the roll requirements - allow you to further increase your chance of success by discarding a **GREEN** key prior to attempting the mission. If you choose to pay a **GREEN** key prior to attempting these missions, a roll of 3 or higher is successful. (Otherwise, you'll need to roll a 4 or higher.)



If you are successful in completing an ordinary mission, collect the reward and discard the MISSION CARD. If you fail an ordinary mission, do not collect a reward and discard the MISSION CARD (do not increase the Alert Level, unless otherwise specified by the card).

You must decide whether or not to Hire Extra Hands prior to attempting a mission. If you elect to Hire Extra Hands, you must pay the required SOVEREIGN CREDITS prior to the Action Die roll.

You may play an ordinary mission while in the middle of a special mission (see next page about special missions).

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## PLAYING SPECIAL MISSIONS

Special missions are a sub-category of MISSION CARDS that have elements over multiple locations across Arcturus, and may involve multiple stages and decision points.


Special missions come in three varieties: Courier Missions, Tech Missions, and Defense Missions.

You may only have ONE active special mission at a time, which is placed face up on your player mat in the sleeper card placeholder. (While you have an active special mission, you may still attempt ordinary missions.)

Once a special mission is active and placed face up on your player mat, you may not return it to your hand. Either, you complete the mission successfully, in which case you collect the reward and discard the MISSION CARD, or you fail the mission in which case you discard the MISSION CARD and do not collect the reward.

To activate a special mission, you must travel to the designated starting location.

## SPECIAL CONTRABAND

In the NGATA solo campaign, FARSEI CRYSALS (  ) are used to represent special contraband, and should not be used as a resource denomination. When discarding a special mission, also discard all FARSEI CRYSTALS brought into play for that mission card. FARSEI CRYSTALS from one special mission may not be used for a different mission.

## COURIER MISSIONS

\*\*\*REWARD TYPES: CREDITS and INFLUENCE\*\*\*

Courier missions require you to smuggle contraband from the starting base to one or multiple destinations. Courier mission rewards are on a sliding-scale, meaning your reward increases as you deliver more contraband to the specified destination(s). Courier missions may be abandoned and the MISSION CARD discarded at any time.

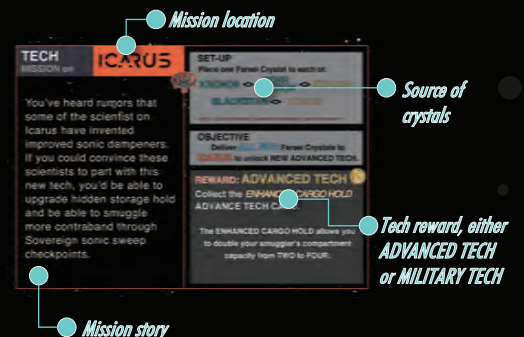


## TECH MISSIONS

\*\*\*REWARD TYPES: ADVANCED TECH or ASSAULT LEVEL UPGRADE\*\*\*

In the NGATA Solo Campaign, ADVANCED TECH and higher ASSAULT LEVEL capability is unlocked by completing Tech Missions—the Tech Level track on your player mat and the Black Market for tech or assault on the game board are ignored. Tech Missions require collecting requisite contraband from across the star system and bringing them, undamaged, to the specific research center.

Tech Missions require all contraband to be collected and are failed if any required contraband is lost.



## DEFENSE MISSIONS

\*\*\*REWARD TYPES: POLITICAL INFLUENCE and SOVEREIGN CREDITS\*\*\*

Defense missions are opportunities to help “innocent” Arcturians from marauder raids, earning you some POLITICAL INFLUENCE (and maybe even some SOVEREIGN CREDITS while you’re at it).

Defense missions require you throw a minimum ACTION DIE roll to win the defense. Prior to attempting a defense, you may upgrade your defensibility by collecting Farsei Crystals from different planets prior to the assault.



## CONFRONTATIONS

As you traverse Arcturus, you will often be forced into confrontations with black market traders, the Sovereign and other syndicates.

You will be directed to draw from the CONFRONTATION DECK from time to time as you draw Fuel cards or attempt Hyperjumps. Each confrontation gives you a backstory and several options of how to resolve the confrontation.

Confrontations must be resolved before taking further actions, including drawing a second FUEL card or exchanging resources.

Depending on the confrontation, your options may include:



### BRIBE



Pay the specified number of CREDITS or INFLUENCE and escape the confrontation unscathed.

Do not raise the ALERT LEVEL.

### DRAGNET



The Sovereign raids your ship. Discard ALL your contraband (including any in your smuggler’s compartment) and **RAISE THE ALERT LEVEL by 1.**

### ATTACK



Roll 1 ACTION DIE for each of your combat levels (up to 4). Roll CONSEQUENCE DICE equal to specified assault level on the card for your opponent. If the highest opponent roll is lower than your highest roll, you keep contraband and do not raise the ALERT LEVEL. If the highest opponent roll is higher than or equal to your highest roll, you lose contraband not stored in your smuggler’s compartment and **RAISE THE ALERT LEVEL by 1.**

### MISSION



Place 2 **RED** player **CUBES** in your smuggler’s compartment of your cargo hold (replacing any other contraband currently there). Deliver one **CUBE** to each of the two specified territories.

These **CUBES** cannot leave your smuggler’s compartment until they reach their target. If either **CUBE** is lost, **RAISE THE ALERT LEVEL by 1.**

### FLEE



You may FLEE a confrontation if you have enough fuel to hyperjump (as specified on the confrontation card). When you flee a confrontation, place a CONFRONTATION TILE on the territory you’ve just fled. Do not discard the Confrontation Card if you flee. You may not return to that territory to complete missions or pick up (or deliver) contraband without first resolving the confrontation with a non-flee action.

If a CONFRONTATION TILE is placed on CORA, one of the vaults or a trader tile, you may not draw missions or attempt to unlock a vault from those territories until the confrontation is resolved and the CONFRONTATION TILE is removed.





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### TRADER CONFRONTATION CARDS

Certain CONFRONTATION CARDS will give you an opportunity to trade between resources and contrabands with an Vimana or black market trader.

Trader confrontations do not require immediate resolution. Trader confrontations become available for the rest of the game once they are drawn. If you draw a trader confrontation, place a trader tile on the corresponding territory where the confrontation occurred, and place the trader confrontation card in front of you. You may return to any territory with a trader tile at any time (as long as it is not encumbered by another confrontation tile), and trade with any drawn trader in front of you even if that trader was drawn on a different planet.

### UNLOCKING VAULTS

The NGATA campaign requires you to unlock a series of vaults before ultimately unlocking the FINAL vault on Honos. The number of vaults that must be unlocked is determined by the game difficulty and length (either 3 or 4 total vaults).

Each vault card will specify its:

1. Location. You must be located on the relevant territory to deliver keys or (after the vault is unlocked) draw missions from the unlocked vault.
2. Required keys to unlock. Keys are awarded from successful missions or may be acquired from traders. Keys may only be placed on the open key placeholders of the lowest number locked vault. Once a key is placed in a key placeholder, it may neither be recovered, nor used for a different vault or trade.



After a vault is unlocked: (1) discard the keys used in the vault, (2) flip the vault card to the unlocked side and uncover the mission cards below it, and (3) flip the relevant vault tile from the locked side to the unlocked side.

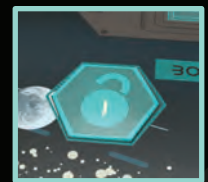
Once a vault is unlocked, you may draw MISSION CARDS from that vault. As with drawing missions from CORA, your ship must be located on the same territory as the vault to draw a mission.

After unlocking a vault, read the story on pages 33 – 38.

**\*\*\*DO NOT READ VAULT STORIES IN THE RULE BOOK BEFORE UNLOCKING VAULTS TO AVOID SPOILERS.\*\*\***



*Locked Vault*



*Unlocked Vault*

## THE STORIES

### THE PRELUDE (READ BEFORE PLAYING)

\*Beep. Beep. Beep\*

You open your eyes as the message waiting for you on your haptic comband rouses you from rest. Since the Ngata Family assigned you to handle the contract from Idmon and the Ascenders, you have been waiting for your first instructions. You stare ahead at the AR display and though-click the message.

So far as you know, your task is to assemble components for a mission to infiltrate a compound on an inner world. The tallest order of your job is to acquire two AltSynths, powerful androids nearly indistinguishable from organic people and often used to kill and assume someone's identity. You've already sent out some vague inquiries to trusted contacts, and it seems that two have come back looking promising.

One option to get what you need is through one of your old friends, Dr. Nina Surey. She has experience with AltSynth technology. The last time you saw her she asked you to steal some sensitive material from a Sovereign science station, which didn't work out as planned. She may not be happy to see you, but you think you can convince her to help you regardless. Your latest intel places her on at the Bohr Station research complex on IPA-9.

Another route to a synth is through the hacker group PHNX. Idmon has already contracted them to find information about AltSynths, and it seems that they have indeed discovered some valuable information. But PHNX is a secretive group and ultra paranoid about their security. To contact them, you'll have to break into a micro, stealth com-satellite above the ice comet of Kronos. PHNX is giving you an hour-long window to make contact before they vanish.

You will have to make a decision. Do you head to Bohr Station and meet with Dr. Nina Surey, or do you make contact with PHNX over the ice comet of Kronos while you still can?

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DO NOT READ FOLLOWING VAULT STORIES UNTIL  
YOU UNLOCK THE CORRESPONDING VAULTS

## VIDEO TUTORIALS

If any of the rules are unclear, please check out the video tutorials here by following the link to the right.

You can watch the entire tutorial, or select a video relating to a specific part of gameplay.



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