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SYNDICATE

AN INTERPLANETARY CONQUEST BOARD GAME

OVERVIEW

It is the year 3105, and humanity has spread to the stars. Following the invention of interstellar travel technology in the 22nd century, greed and human desperation fueled a wave of corporate-led colonization of remote solar systems.

In one recently colonized solar system, Arcturus, an authoritarian regime known as “the Sovereign” has long reigned over all planets, moons and space stations with an economic iron fist. More recently, however, following nearly a decade of political in-fighting and civil war, the Sovereign’s grip of Arcturus has started to slip, opening the door for criminal organizations to proliferate.

You control a young, enterprising criminal syndicate in the outer fringe of Arcturus trying to stay under-the-radar of the Sovereign while you compete with other criminal syndicates for money, power, loyal crew and advanced technology. Complete missions, set up criminal operations, and take down anyone that stands in your path to building the most formidable interplanetary criminal empire in the system.

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OBJECTIVE

SYNDICATE is played over 6 to 8 rounds. Players win by accumulating the most wealth (Sovereign Credits) and victory points (VP) - collectively called the player's "Syndicate Score."

Players generate wealth by completing missions and setting up bases across Arcturus's 18 territories.

THE BIG PICTURE

GOAL

Highest SYNDICATE SCORE
(CREDITS + VICTORY POINTS)

MAIN GAMEPLAY

Completing Missions

Buying Bases

Assaulting Bases

Accumulating Bases

SUPPORT

Selling unwanted
OPERATION CARDS

Exchanging resources
for one-another

Fortifying bases

Playing
BONUS CHIPS

Buying TECH LEVEL
or ASSAULT LEVEL
improvements

Activating / playing
sleepers cards

COMPONENT LIST

- 1 Rule Book
- 1 Game Board
- 10 Syndicate Mats
- 10 Syndicate Cards
- 78 Operation Cards
- 16 Sovereign Cards
- 12 Advanced Tech Cards
- 18 Base Cards
- 10 d6 Action Dice
- 3 d6 Consequence Dice
- 1 d12 Crackdown Die
- 60 Silver Resource Cubes
- 35 Gold Resource Cubes
- 40 Farsei Resource Crystals
- 18 Base Tiles
- 37 Bonus Chips
- 1 Alert Level Track
- 2 Round and Alert Track Markers
- 1 Sovereign Destroyer
- 75 Player Markers
- 1 Assault Ship
- 1 First Player Tile
- 5 Rule Summary Cards
- NGATA Solo Campaign

RESOURCES

There are **3** types of resources...

-  **SOVEREIGN CREDITS** (or "Credits")
Used for almost everything
-  **POLITICAL INFLUENCE** (or "INFLUENCE")
Used for buying bases and bribing the Sovereign
-  **CREW**
Used for bases and assaults

...which come in **3** denominations

-  Farsei Crystals: **10** resources
-  Gold cubes: **5** resources
-  Silver cubes: **1** resource

BASE CARDS & BASE TILES

Setting up permanent criminal bases is a key source of resource generation.



The image shows a base card for 'TYCHO TECH RE-STATION' and two base tiles. The card includes details like 'INCOME PER-ROUND' (9), 'COST' (16), and 'FORTIFY' (8). The tiles are labeled 'UNFORTIFIED BASE TILE' and 'FORTIFIED BASE TILE'.

- A** The name of the base with its image on the game board. If the base has any special attribute, it will be listed here.
- B** The income generation per turn (collected during the RESOURCE COLLECTION PHASE). Some bases have CREW COST that players must pay each turn.
- C** The one time cost of purchasing a new base on an unoccupied territory. New bases are by default unfortified.
- D** The cost of fortifying an unfortified base. (Fortifications protect from player assaults and Sovereign crackdowns.)

BONUS CHIPS

BONUS CHIPS are randomized rewards for being the first to set up a base on a territory. The color of the BONUS CHIPS corresponds to the 3 zones of Arcturus.



EXO BONUS CHIPS



MIDDLE BONUS CHIPS



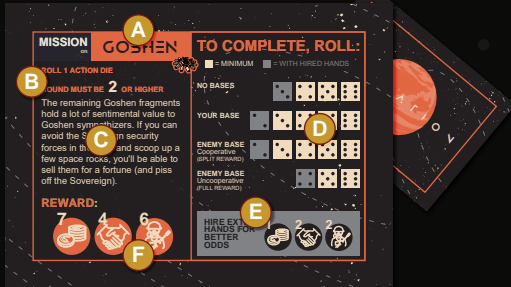
INNER BONUS CHIPS

PART 1 COMPONENTS

OPERATION CARDS

There are 2 types of OPERATION CARDS: missions and sleepers.

Mission cards are another key source of resource generation and require players to roll an ACTION DIE to complete.



- A Each mission occurs on a specific territory (in this case Goshen). Whether the territory is occupied (by you or another player) affects the mission difficulty.
- B To play missions outside of the EXO Zone, the game must be above a specified round.
- C Each mission has a unique story. The story doesn't affect the game play, but it might be fun to be read; however, we're not your 6th grade English teacher, so you do you.

- D To complete a mission and collect the reward, players must roll an ACTION DIE. Each mission specifies winning rolls based on the occupancy status of the relevant territory. Beige dice indicate winning rolls if players do not pay ahead of time to increase their odds of success by "hiring extra hands". Grey dice indicate the incremental winning rolls after hiring extra hands.
- E Before attempting a mission roll, players may improve their odds of success by hiring extra hands at the cost specified here.
- F If players successfully complete a mission, they collect the resources specified here from the bank.

Certain missions (Player vs. Player Robberies) allow players to steal CREDITS from other players.



- G Robbery missions relate to specific zones. This robbery mission can only be completed against a competing player with a base in the INNER zone.
- H Like regular missions, you must roll an ACTION DIE to complete a robbery mission, and players may pay ahead of attempting the mission roll to improve their odds by hiring extra hands.
- I If the robbing player is successful with their ACTION DIE roll, they roll again (with CONSEQUENCE DICE) to see how many CREDITS they steal from their victim. The number of reward dice is affected by whether or not the victim's base is fortified.

Sleepers are another type of OPERATION CARD. Sleepers are traps that are activated by a player on their turn, and played at any later point in the game (within the bounds specified on the card) to disrupt other players' strategies.



NOTE: Sleepers do not require an ACTION DIE to activate, but you may have only one active sleeper at a time. You may burn (into the OPERATION CARD discard pile) an existing active sleeper without playing it to make room for a new sleeper.

SYNDICATE MATS

Each player begins the game with a unique syndicate, with different strengths, weakness and abilities. The SYNDICATE MATS summarize a syndicate's abilities and are where players keep track of resources.



- A** Syndicate starting bonuses are an important differentiating strength.
- B** The ACTION DIE track. Each round, players start with 2 “armed” ACTION DICE. When players take actions that require rolling an ACTION DIE (missions or assaults), players move the rolled die into the “used” box, indicating that ACTION DIE cannot be used again that round. ACTION DICE are reset during the RESOURCE COLLECTION PHASE.
- C** SOVEREIGN CREDITS box is where players keep resource pieces representing CREDITS. The top left of this box tells players how many CREDITS they begin the game with and the CREDITS racketeering income they receive each round (before collecting income from bases and other bonuses).
- D** POLITICAL INFLUENCE box, in which players keep resource pieces representing INFLUENCE. The bottom left of this box tells players how much INFLUENCE they begin the game with and the INFLUENCE racketeering income they receive each round (before collecting income from bases and other bonuses).
- E** CREW box, in which players keep resource pieces representing CREW. The bottom right of this box tells players how many CREW they begin the game with and the CREW racketeering income they receive each round (before collecting income from bases and other bonuses).
- F** Players may exchange resources for one-another on their turns at the rates set out on the SYNDICATE MATS. (2 CREDITS for 1 CREW or 1 INFLUENCE, 3 CREW for 1 INFLUENCE, and 3 INFLUENCE for 1 CREW.) NOTE: No resources exchange into CREDITS.
- G** Assault level track, which allows players to keep track of their current assault level. The blue assault level box with a gold border (in this case LEVEL 1) represents the starting assault level. (If no boxes are shaded blue with a gold border, that player starts with LEVEL 0 assault ability.) Players may increase assault levels throughout the game.
- H** The tech level track allows players to keep track of their current tech level. The gold-bordered tech level box to the far left (in this case LEVEL 2) represents the starting tech level. At certain tech levels (5, 7 and 9), players receive bonuses. Players may increase tech levels throughout the game.
- I** Players place active sleeper cards here. (Only one active sleeper can be active at a time.)

PART I COMPONENTS


GAME BOARD



- A** Round track. While there may be as many as 8 rounds, most games will have fewer.
- B** Placeholder for playing cards. Place SOVEREIGN CARDS and OPERATION CARDS here face down. Place BASE CARDS, ADVANCED TECH and discarded OPERATION CARDS here face up.
- C** Base Tile placeholder. After purchasing bases, players place a BASE TILE with their color player marker in the placeholder.
- D** Certain bases have special attributes, which are identifiable by the icon next to the base name. Players gain special bonuses by owning one or more of these bases.



Military Installation

Generates weapons research, which increases the controlling player's assault level over time, and provides a temporary fortification effect (against player assaults only) to adjacent bases in the red beams 



Research Station

Generates tech research, which increases the controlling player's tech level over time



Mining Center

Grants the controlling player additional resources



Casino

Increases the controlling player's "luck" for missions. Players in control of the Casino can add +1 to any mission roll

- E** Military Installations and Research Stations generate "research" once per turn. Research progress is represented by filling one of the territory-adjacent boxes with a player cube.
- F** The red beams indicate which bases are protected by Military Installations. Players must own the connected Military Installation to receive the fortification benefit or negotiate protection through trade. (A Military Installation does nothing against the might of the Sovereign during CRACKDOWNS.)

GAME BOARD (CONT.)

- G** There are two trade routes in Arcturus. Owning all bases in a trade route provides the owner bonus resource generation during the RESOURCE COLLECTION PHASE.
- H** The territories in Arcturus fall into 1 of 3 zones: the EXO zone, the MIDDLE zone, and the INNER zone. The cost and income generation of bases vary by zone:

	Cost to Purchase Base	Income (or Cost) per Turn	Cost to Fortify Base
EXO	8 4	3 3 3	4 6
MIDDLE	12 6	6 3 -3	6 10
INNER	16 8	9 3 -6	8 12

- I** Players may purchase tech level and assault level increases on their turns. The price of such a purchase fluctuates depending on a player's purchase frequency. The BLACK MARKET box keeps track of the price of future purchases.
- J** Players may receive AWARDS for being the first to complete certain feats. Players claim awards by placing a player cube in the respective AWARDS box. At the end of the game, players add victory points from AWARDS to their CREDITS to calculate their final SYNDICATE SCORE.

OTHER COMPONENTS

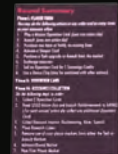


SYNDICATE CARDS
Used at the beginning of the game to draw players' syndicates



ALERT LEVEL TRACK
Measures the Sovereign's agitation from crime in Arcturus. Advance the ALERT LEVEL after an attempted assault or a failed mission

RULE SUMMARY CARD



ROUND / ALERT LEVEL MARKERS



PLAYER MARKERS



FIRST PLAYER TILE



SOVEREIGN CARDS
The Sovereign's reaction to the rise of crime in Arcturus. These become more severe as the ALERT LEVEL rises

ASSAULT SHIP



ADVANCED TECH CARDS
Grant special abilities to players who reach high tech levels



ACTION DICE

CONSEQUENCE DICE



CRACKDOWN DIE



SOVEREIGN DESTROYER



PART II SETUP

SETTING UP THE GAME BOARD



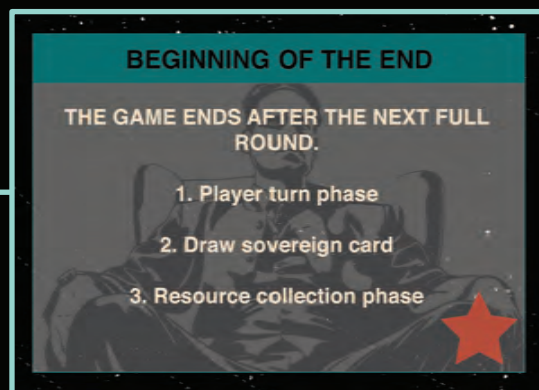
1. **GAME BOARD.** Lay out GAME BOARD. Add the clear Round Marker in the round track on the "1".

2. **ALERT LEVEL TRACK:** Place Alert Level Track next to the game board, add the clear Alert Level Marker on the "1", and place the Sovereign Destroyer at the end of the track.

3. **BONUS CHIPS:** Separate the BONUS CHIPS by color (**EXO**, **MIDDLE**, **INNER**) and shuffle each of the 3 piles face-down separately. Place one face-down **EXO** BONUS CHIP in each of the 6 **EXO** corresponding hex place holders, place one face-down **MIDDLE** BONUS CHIP in each of the 9 **MIDDLE** corresponding hex placeholders, and place one face-down **INNER** BONUS CHIP in each of the 3 **INNER** corresponding hex placeholders. Place remaining BONUS CHIPS back in the box.



4. SOVEREIGN CARDS deck: Remove BEGINNING OF THE END (★) card from the SOVEREIGN CARD deck, and shuffle remaining cards. Draw 2 SOVEREIGN CARDS face-down and shuffle together with the (face-down) BEGINNING OF THE END card. Draw 4 additional SOVEREIGN CARDS and place them on top of the first 3 cards. Finally, draw one of the remaining SOVEREIGN CARDS and place it face-down at the bottom of the 7 SOVEREIGN CARDS. Put the remaining SOVEREIGN CARDS back in the box. The SOVEREIGN CARDS deck should now have 8 cards, with the BEGINNING OF THE END in either the 5th, 6th, or 7th position. Place the SOVEREIGN CARDS deck in the corresponding placeholder on the GAME BOARD.



5. OPERATION CARDS: Shuffle all OPERATION CARDS face-down in one deck. Deal 4 OPERATION CARDS to each player and place remaining OPERATION CARDS deck in the corresponding placeholder on the GAME BOARD.



6. ADVANCED TECH CARDS and BASE CARDS: Place the ADVANCED TECH CARDS deck and BASE CARDS deck in their corresponding placeholders on the game board.

7. Other Game Components: Remove the 3 CONSEQUENCE DICE, the CRACKDOWN DIE, the BASE TILES, and RESOURCE PIECES from their respective bags and place alongside the board in reach of all players.

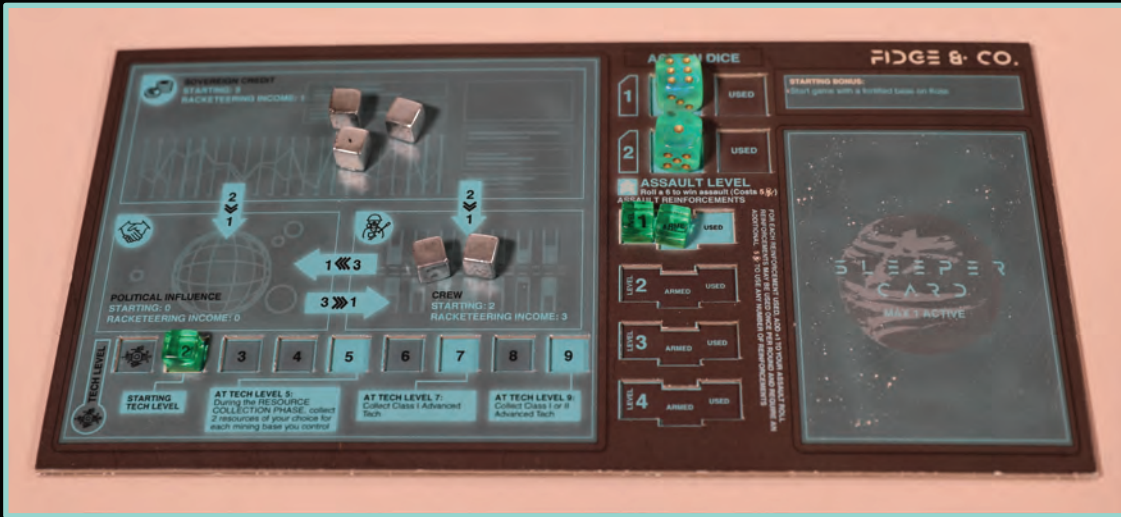
8. SYNDICATES: Shuffle the SYNDICATE CARDS and deal 2 SYNDICATE CARDS to each player. Players may choose 1 syndicate to play as. (You may consult the corresponding player mats prior to choosing your syndicate.) Once players have selected their syndicate, distribute the PLAYER MATS corresponding to the selected syndicate to each player. Place SYNDICATE CARDS back in the box. Players should select a set of color PLAYER MARKER CUBES and later set up their respective PLAYER MATS based on the instructions on the following page.

9. [OPTIONAL] Nominate an ARCHIVIST, who will act as the banker, and oversee the SOVEREIGN CARD and RESOURCE COLLECTION PHASE. The ARCHIVIST has no special power within the game, but it is helpful to have someone keeping track overseeing the SOVEREIGN CARD phase and RESOURCE COLLECTION.

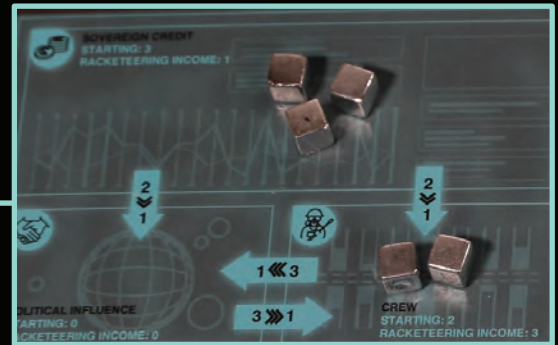
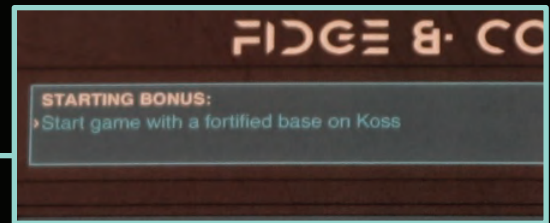
10. ORDER: Each player rolls the 12-sided CRACKDOWN DIE. Place the first player marker in front of the player with the highest roll.

PART II SETUP

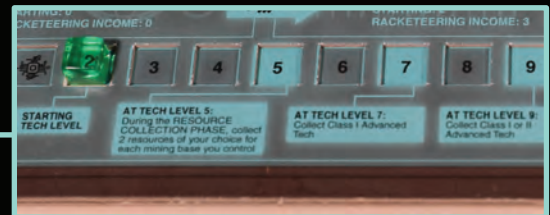
SETTING UP THE PLAYER MAT



1. Select **PLAYER MAT** matching selected syndicate: Each **PLAYER MAT** corresponds to one of the 10 syndicates, with the name of the syndicate in the top right of each player mat.
2. Take note of syndicate starting bonus: Most syndicates have a starting bonus, which is detailed under the syndicate name. Some bonuses relate to pre-game set-up (for instance Fidge & Co. starts the game with a fortified base on Koss), whereas other bonuses have ongoing effects. (Players with starting bases as their bonus **DO NOT** collect a **BONUS CHIP** for their starting base.)
3. Collect starting resources: Each player mat details the starting number of **CREDITS**, **INFLUENCE** and **CREW** for each player. Place the appropriate **RESOURCE PIECES** in each of the resource boxes.
4. Set up **TECH LEVEL** track: Place a **PLAYER MARKER** on the leftmost numbered and yellow highlighted **TECH LEVEL** space (the “**STARTING TECH LEVEL**”). As players increase their **TECH LEVEL** throughout the game (either through **BONUS CHIPS**, special territories, or from market purchases), players slide the **PLAYER MARKER** to incrementally higher numbers on the **TECH LEVEL** track. Note: Each player receives special abilities or bonuses at **TECH LEVEL 5, 7, and 9**.



Fidge & Co. starts with 3 CREDITS, 0 INFLUENCE and 2 CREW. Each round during the RESOURCE COLLECTION PHASE, this player will collect 3 CREDITS, 0 INFLUENCE and 3 CREW as racketeering income.

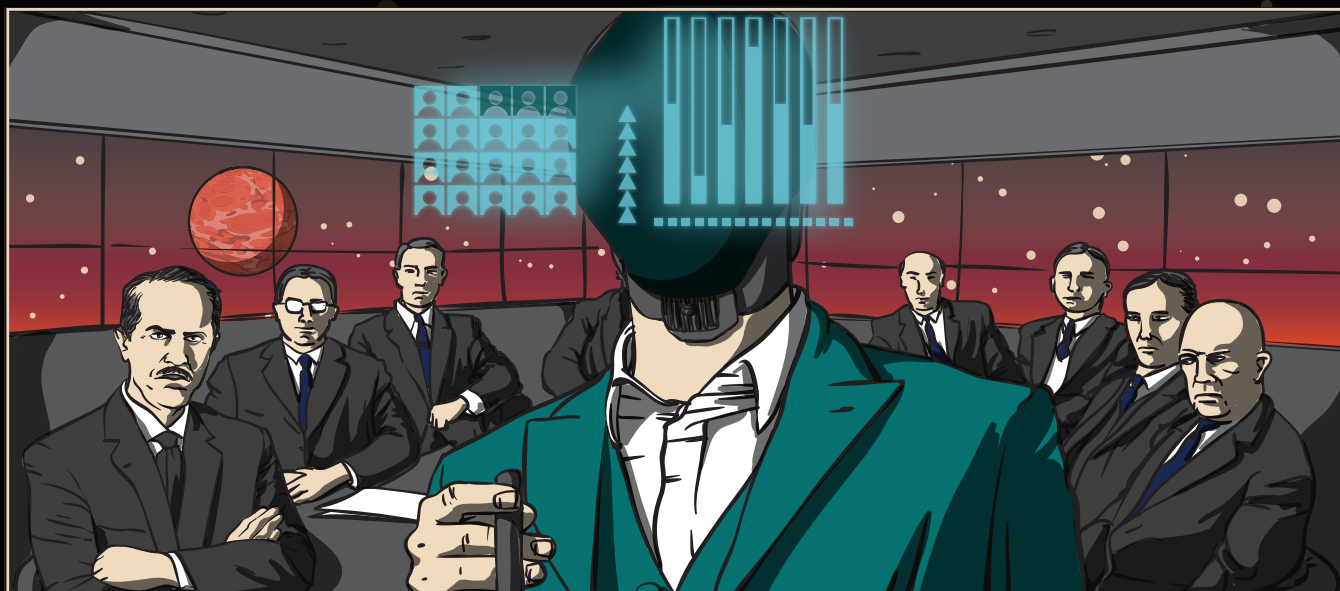


5. Set up ASSAULT LEVEL track: Players start the game with an ASSAULT LEVEL of 0, 1, or 2 depending on their syndicate. A player's starting level is represented by the ASSAULT LEVEL boxes shaded BLUE. Place PLAYER MARKERS in each starting ASSAULT LEVEL box as well as the adjacent "ARMED" reinforcement boxes. When an assault reinforcement is used, the corresponding PLAYER MARKER is moved from ARMED to USED. Each RESOURCE COLLECTION PHASE, USED assault reinforcements are reset to ARMED. As players increase their ASSAULT LEVEL throughout the game (either through BONUS CHIPS, special territories, or from market purchases), players add PLAYER MARKERS to incrementally higher numbers on the ASSAULT LEVEL track (as well as adjacent ARMED reinforcement boxes).



Starting ASSAULT LEVEL 0 Starting ASSAULT LEVEL 1 Starting ASSAULT LEVEL 2

6. Set up ACTION DICE: Place two ACTION DICE in the two boxes labeled "ARMED".



PART III GAMEPLAY THE BIG PICTURE



The goal of a game of SYNDICATE is simple: end the game with highest amount of SOVEREIGN CREDITS + VICTORY POINTS, which together equal your SYNDICATE SCORE. Players generate most of their CREDITS from completing missions and owning bases. All other parts of the game relate to managing resources, enhancing players' capabilities, or setting traps for other players.

GOAL

Highest SYNDICATE SCORE
(CREDITS + VICTORY POINTS)

THE MAIN GAMEPLAY

Completing
Missions

Buying
Bases

Assaulting
Bases

Accumulating Bases

SUPPORT

MANAGING RESOURCES

Selling unwanted
OPERATION CARDS

Exchanging resources
for one-another

ENHANCING CAPABILITIES

Fortifying bases

Playing
BONUS CHIPS

Buying TECH LEVEL
or ASSAULT LEVEL
improvements

SETTING TRAPS

Activating / playing
sleeper cards

ROUND SUMMARY

A game of SYNDICATE is played over 6 – 8 rounds. Each round has the following three phases:

PHASE 1: PLAYER TURN

One at a time, starting with the player holding the First Player Marker, then moving clockwise until all players have completed their respective turns, players may do any of the following in any order. ALL ACTIONS MUST BE ANNOUNCED.

- 1. Complete missions***. Missions are one of the key sources of resource generation throughout the game. Players roll an ACTION DIE to attempt a mission, and collect resources if their roll is successful. Some missions involve robbing other players. NOTE: COMPLETING MISSIONS DO NOT RESULT IN OWNING BASES. MISSIONS ONLY GENERATE ONE-TIME RESOURCES.
- 2. Assault other players' bases***. Assaults allow players to steal bases from other players. To assault a base, players announce a target base and roll an ACTION DIE with requisite crew. Assaults may be modified with reinforcements, which improve the odds of success.
- 3. Activate a sleeper**. Sleepers are traps that players can activate on their turns and reveal at any time.
- 4. Purchase new bases or fortify existing bases**. Bases are another key source of resource generation. Each base has a designated purchase cost (based on its zone) and a resource income. Note: INNER and MIDDLE zone bases have a crew *expense* instead of income. Players collect the designated resource income once per round during the RESOURCE COLLECTION PHASE for bases they continue to own and are not lost to other players or considered out of play for the round. Bases may be fortified for a cost, which makes it more difficult for players to assault or for the Sovereign to seize during a crackdown.

BASE COSTS			SPECIAL BASES		
EXO	Cost to Purchase Base 8 4	Income (or Cost) per Turn 3 3 3	Cost to Fortify Base 4 6	Military Installation	
MIDDLE	12 6	6 3 -3	6 10	Research Station	
INNER	16 8	9 3 -6	8 12	Mining Center	
				Casino	

- 5. Purchase a tech level increase or an assault level increase**. Each syndicate starts with different tech and assault levels. Players may purchase additional tech and assault level increases on their turns.
- 6. Exchange resources**. Players may convert 2 CREDITS into 1 CREW or 1 INFLUENCE, 3 INFLUENCE into 1 CREW, or 3 CREW into 1 INFLUENCE. Neither crew nor influence resources can be exchanged into credits. NOTE: exchange rates may only be used on a player's turn.
- 7. Sell unwanted OPERATION CARDS**. OPERATION CARDS that players do not want may be "sold" in exchange for 1 of any resource.
- 8. Play BONUS CHIPS**. Players receive BONUS CHIPS if they are the first to purchase the base with the chip on it. Each bonus chip specifies a one-time reward for players, which can be played at any time during that player's turn (including right away or turns in later rounds).

On their turn, players may take as many actions as they like (or can afford). Once they are satisfied with their turn, players pass to the next (clockwise) player.

READ
MORE

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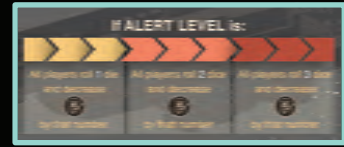
p19

p19

PART III GAMEPLAY

PHASE 2: SOVEREIGN CARD

Draw and resolve the top Sovereign card in player order. The punishments of the SOVEREIGN CARD become more severe as the ALERT LEVEL increases. See page 20 for more detail on “taxes”.



After the SOVEREIGN CARD is drawn, but before resolving the card, players may pay INFLUENCE for a pardon and become immune from the effects of the SOVEREIGN CARD. The pardon cost depends on the number of bases held:

PARDON COST (BASED ON NUMBER OF BASES OWNED)					
	Cost		Cost		Cost
No Bases	3	4 Bases	20	8 Bases	40
1 Bases	5	5 Bases	25	9 Bases	45
2 Bases	10	6 Bases	30	10 Bases	50
3 Bases	15	7 Bases	35	11 Bases	55

PHASE 3: RESOURCE COLLECTION

Once all players have resolved the effect of the SOVEREIGN CARD (or have paid INFLUENCE for a pardon), players collect resources and reset the board for the next round. The RESOURCE COLLECTION PHASE should be completed in order:

- 1. Collect 2 new OPERATION CARDS.** Players also collect an additional OPERATION CARD for each unused (i.e. “armed”) ACTION DIE they have (up to 2 additional OPERATION CARDS).
- 2. Reset ACTION DICE and assault reinforcement markers.** Move any USED ACTION DICE and USED assault reinforcement markers back into the ARMED boxes.
- 3. Collect resources.** All syndicates have a minimum income of CREDITS, INFLUENCE and CREW set out on their player mats (i.e. their “racketeering income”). Additionally, some syndicates provide bonuses based on various game conditions. Finally, players collect resources from each base they own (as well as from any territory or trade route bonus). NOTE: some bases have a CREW costs instead of an income. If a player does not have sufficient CREW to pay the mandated cost, they flip that base card over for the duration of the RESOURCE COLLECTION PHASE and subsequent PLAYER TURN PHASE. See page 18 for additional details. You must pay any CREW costs before collecting other resources from the relevant base.
- 4. Place research markers.** Add player markers to the designated spots on Military Installations and Research Stations.
- 5. Remove one player marker from the assault level and tech level market.** Each player removes one of their player markers (if any are present) from the combined assault level and tech level market (effectively reducing the price of the next assault level or tech level upgrade in the subsequent round). NOTE: if players have cubes in both the assault level market and tech level market, they may remove only 1 cube. Refer to page 18 for more information about the BLACK MARKET.
- 6. Increase round level marker.**
- 7. Pass the FIRST PLAYER MARKER clockwise.**

Once the all players have completed RESOURCE COLLECTION PHASE, the next round begins.

PLAYER TURN PHASE

COMPLETE MISSIONS (REQUIRES AN ACTION DIE)

Missions are one of the main sources of resource generation in a game of SYNDICATE. Missions are part of the OPERATION CARDS deck. Players draw new OPERATION CARDS each round during the RESOURCE COLLECTION PHASE.

Missions come in two varieties: (i) ordinary missions, in which successful players win resources from the bank, and (ii) Player vs. Player Robbery missions, in which players steal credits from other players.

To attempt a mission, players do the following:

1. **Check whether it's possible to attempt the mission.** To attempt a mission, players must have an unused ACTION DIE and the current round must be greater or equal to the mission's round requirement. Player vs. Player Robberies require the target of the robbery to have a base in the mission card zone.
2. **Reveal and announce the mission.** Reveal the mission card to the other players. Announce any bonuses (from BONUS CHIPS, ADVANCED TECH CARDS or bonuses from bases that modify roll requirements) prior to rolling. Also, if attempting a mission on a base controlled by another player, announce whether the mission will be COOPERATIVE or UNCOOPERATIVE. (COOPERATIVE missions require the player attempting the mission to split the reward equally with the player who controls that territory, with odd numbers of resources rounding up in favor of the player attempting the mission. The player who controls the base does not need to consent to a mission being completed cooperatively). If attempting a Player vs. Player Robbery mission, specify which base is the target of the robbery.
3. **(Optional) HIRE EXTRA HANDS.** Hiring extra hands is a mechanism by which players can pay to improve the odds of success on a mission. For instance, this mission on Goshen (with no player owning a base there) requires players to roll a 4, 5 or 6 to win. By paying 1 CREDIT, 2 INFLUENCE and 2 CREW, players can now also win by rolling a 3.









The diagram illustrates the 'HIRE EXTRA HANDS' mechanic. It shows a mission card for 'GOSHEN' with a 'TO COMPLETE, ROLL' requirement of 4, 5, or 6. A box labeled 'NO BASES' shows a roll of 4, 5, or 6 as 'Winning rolls without HIRED HANDS'. Another box labeled 'HIRE EXTRA HANDS FOR BETTER ODDS' shows a roll of 3 as 'Winning rolls WITH HIRED HANDS'. The cost of hiring hands is listed as 1 CREDIT, 2 INFLUENCE, and 2 CREW.
4. **Roll an ACTION DIE.** Roll an ARMED (i.e. unused) ACTION DIE and announce whether the mission was successful or unsuccessful.
 - a. If successful ordinary mission: collect reward resources specified on mission card from the bank.
 - b. If successful Player vs. Player Robbery mission: roll CONSEQUENCE DICE as dictated by mission card. Note: the number of CONSEQUENCE DICE rolled is affected by whether the target's base is FORTIFIED or UNFORTIFIED. Collect CREDITS equal to the sum of the CONSEQUENCE DICE rolled.
 - c. If unsuccessful: increase ALERT LEVEL by 1. If playing with ADVANCED RULES and ALERT LEVEL is already at the maximum level, place the SOVEREIGN DESTROYER on the territory of the unsuccessful mission. Refer to SECTION IV of the rule book for more information on the SOVEREIGN DESTROYER.
6. **Discard mission card and place ACTION DIE in "USED" box.**

PART III GAMEPLAY

ASSAULT OTHER PLAYERS' BASES (REQUIRES AN ACTION DIE)

Assaults are a mechanism by which one player can steal a base from another player. The probability of success of an assault is a function of how many assault reinforcements the assaulting player uses and whether or not the target base is fortified. To carry out an assault, players do the following:

- 1. Announce an assault.** The assaulting player announces which base they are assaulting and whether they are improving their assault with any reinforcements.
- 2. Place ASSAULT SHIP next to target with appropriate CREW and reinforcements.** The assaulting player places 5 of their CREW on the assault ship for an assault. If using reinforcements, the assaulting player adds 5 additional CREW and as many reinforcement markers as they have available (and want to use). Note: each assault reinforcement may only be used once per round and are reset to ARMED during the resource collection phase. Players may choose the number of reinforcements they want to use up to the number of ARMED reinforcements they have available.
- 3. Roll an ACTION DIE.** A winning roll is a function of how many assault reinforcements the assaulting player uses AND whether or not the target base is fortified. (See table of winning rolls below). If assaulting player wins, remove the routed player's PLAYER MARKER and replace it with the assaulting player's PLAYER MARKER on an UNFORTIFIED base. (Winners of assaults always inherit an UNFORTIFIED BASE.)
- 4. Discard CREW.** Whether or not an assault is successful, the assaulting player discards all CREW used in the assault.
- 5. Increase ALERT LEVEL.** Whether or not an assault is successful, the ALERT LEVEL increases by 1 (unless it is already at the maximum). Note: the Sovereign Destroyer does not move due to assaults; only failed missions.

	Assault	with 1 reinforcement	with 2 reinforcements	with 3 reinforcements	with 4 reinforcements
					
CREW Consumed	5 	10 	10 	10 	10 
Winning rolls against UNFORTIFIED base	6	5+	4+	3+	2+
Winning rolls against FORTIFIED base	n/a	6	5+	4+	3+

ACTIVATE A SLEEPER

Sleepers, which are part of the OPERATION CARDS deck, are traps for other players that (once activated) can be played at any time during the game. To play a sleeper, players must first activate it on their turn by announcing the action and placing a sleeper face-down on the designated spot on their player mat.

When players are ready to play the sleeper, they flip over the activated card on their mat and announce the effects. After playing the sleeper, the card is discarded.

Players may have only one activated sleeper at a time. On their turn, players may burn an activated sleeper (without playing it) and add a new sleeper card in its place. Burned sleeper cards are placed in the OPERATION CARDS discard pile. NOTE: Players can place an unwanted mission card in the sleeper placeholder as a decoy.

PURCHASE A NEW BASE OR FORTIFY AN EXISTING BASE

Bases are another key source of resource generation. Each base has a designated purchase cost (based on its zone) and a resource income. Note: INNER and MIDDLE zone bases have a crew expense instead of income. Players collect the designated resource income once per round during the RESOURCE COLLECTION PHASE for bases they continue to own and are not lost to other players or considered out of play for the round. Bases may be fortified at a cost, which makes it more difficult for players to assault or for the Sovereign to seize during a CRACKDOWN.

	Cost to Purchase Base	Income (or Cost) per Turn	Cost to Fortify Base
EXO	8 4	3 3 3	4 6
MIDDLE	12 6	6 3 -3	6 10
INNER	16 8	9 3 -6	8 12

After purchasing a base, the purchasing player removes the corresponding BONUS TILE (if one is still present), places a BASE TILE on that territory with the silver side facing up, representing an UNFORTIFIED BASE, and places one of their PLAYER MARKERS on top of the BASE TILE. After a player fortifies a base, they flip the BASE TILE so the red and white side is facing up, which represents a FORTIFIED BASE.

UNFORTIFIED BASE



FORTIFIED BASE



PART III GAMEPLAY

Certain bases have special attributes that provide additional abilities or resources to players that control them:



MINING CENTERS – Mining centers provide the controlling player 1 or 2 extra resources of their choosing during the RESOURCE COLLECTION PHASE. As with all resource bonuses, players may choose any combination of resource types.



MILITARY INSTALLATIONS – Military installations provide a temporary fortification effect (against player assaults only) to adjacent bases connected by red beams. A base protected by a military installation is treated as if it is fortified as long as the military installation and adjacent base is controlled by the same player or protection is negotiated through trade. Given fortification is temporary, do not flip the affected base tile to the FORTIFIED side to reflect military installation protection. Instead, place a player marker in the corresponding fortification box next to the base name. The fortification effect of a military installation does not apply to CRACKDOWNS or any other Sovereign effect.



A military installation also generates weapons research, which increases the controlling player's assault level over time. After purchasing a military installation, each round during the RESOURCE COLLECTION PHASE, the controlling player adds a PLAYER MARKER in one of the respective research boxes adjacent to their base. When all research boxes are full, ON THEIR TURN, they remove the research markers and increase their ASSAULT LEVEL by 1. Research is only converted to an ASSAULT LEVEL increase on the relevant player's turn, not during the RESOURCE COLLECTION PHASE. If a base with any research is seized by the Sovereign or another player in an assault, all research is cleared (i.e. research does not transfer in an assault).



TECH RESEARCH STATIONS – Research stations generate tech research in a similar mechanism to military installations, and increase the controlling player's TECH LEVEL over time. After purchasing a research station, each round during the RESOURCE COLLECTION PHASE, the controlling player adds a PLAYER MARKER in one of the respective research boxes adjacent to their base. When all research boxes are full, ON THEIR TURN, they remove the research markers and increase their TECH LEVEL by 1. Research is only converted to a TECH LEVEL increase on the relevant player's turn, not during the RESOURCE COLLECTION PHASE. If a base with any research is seized by the Sovereign or another player in an assault, all research is cleared (i.e. research does not transfer in an assault).



CASINO – Owning the Casino on Honos increases the controlling player's "luck" while attempting missions. A player in control of the casino can add +1 one to any mission roll, in effect increasing their odds of success.

NOTE ON HAVING ENOUGH CREW TO MAINTAIN BASES

Bases in the **MIDDLE** and **INNER** zones require players to pay 3 and 6 CREW, respectively, each round during the resource collection phase. If players do not have enough CREW (after taking into consideration contemporaneous CREW income from other sources), players must flip that base card for the duration of the **RESOURCE COLLECTION PHASE** plus subsequent **PLAYER TURN PHASE**, and cannot collect resources or gain bonuses from it. For instance, if Ceto is flipped, Ceto no longer generates research or provides a fortification benefit to Ukemochi City or Etna for the subsequent round. The base card should be flipped back up at the start of the next **SOVEREIGN CARD PHASE** and normal base function resumes.

NOTE: Players can use crew income from other bases (for which players have already satisfied crew requirements) and racketeering income to pay the crew cost, but players **MAY NOT** use the resource exchange rates during the **RESOURCE COLLECTION PHASE**, so it is important players plan ahead.

PURCHASE A TECH LEVEL INCREASE OR AN ASSAULT LEVEL INCREASE

Players may also increase their assault level or tech level by making a purchase on the **BLACK MARKET**. Prices for a tech level or assault level increase are dynamic. The prices for tech level or assault level upgrades are determined by lowest available box in the **BLACK MARKET**. When a player purchases either a tech level or assault level increase, they place one of their **PLAYER MARKERS** in the corresponding box. Next time that player wants to pay to increase that same ability, the cost increases.

In Figure 1 below, based on purchases through this point in time, it would cost the **GREEN** player 5 CREDITS to purchase a tech level increase (i.e. the starting price for increasing that ability). By comparison, the **RED** player, who already has made a tech level purchase and has a cube occupying the 5 CREDITS box would need to pay 10 CREDITS, and the **BLUE** player would need to pay 15 CREDITS.

In Figure 2 below, **GREEN** has decided to pay to increase their tech level by 1 point and has paid 5 CREDITS. They now mark the corresponding tech level box. An additional tech level purchase in the same round would cost them 10 CREDITS and a third 15 CREDITS.

FIGURE 1: Before Green makes a purchase



FIGURE 2: After Green makes a purchase



FIGURE 3: After RESOURCE COLLECTION PHASE



Once per round, during the **RESOURCE COLLECTION PHASE**, players may remove 1 of their **PLAYER MARKERS** from the **BLACK MARKET** (either from the tech level market or the assault level market). In Figure 3, during the **RESOURCE COLLECTION PHASE**, **RED** removed a cube from the assault level market, **BLUE** removed a cube from the tech level market, and **GREEN** removed a cube from the tech level market as well.

PART III GAMEPLAY

EXCHANGE RESOURCES

Only on their turn during the Player Turn Phase, players may exchange their resources at the rates set out on the SYNDICATE MATS. (2 CREDITS for 1 CREW or 1 INFLUENCE, 3 CREW for 1 INFLUENCE, and 3 INFLUENCE for 1 CREW.) NOTE: No resources exchange into CREDITS.

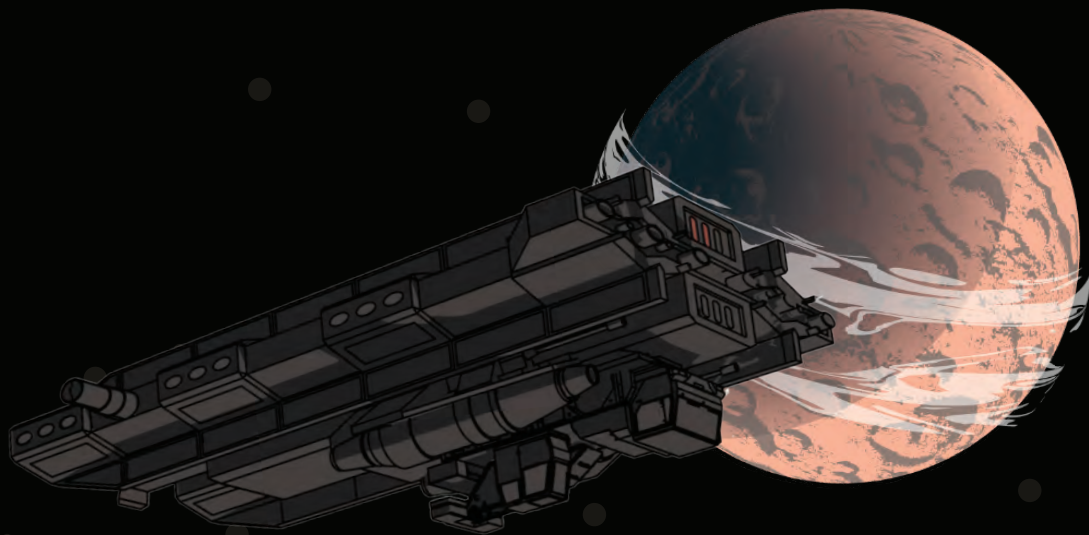
SELL UNWANTED OPERATION CARDS

Players may sell unwanted OPERATION CARDS for 1 of any resource. To sell an OPERATION CARD, players must announce they are selling it, discard it into the OPERATION CARD discard pile, and collect the resource of their choice.

PLAY BONUS CHIPS

Players collect BONUS CHIPS when they are the first player to purchase a base on a territory. BONUS CHIPS are not collected when taking a base through an assault or purchasing a base on a territory that previously had a base that was lost. Further, syndicates that start with bases (Fidge & Co. and Ascenders) do not collect a BONUS CHIP for their starting base.

BONUS CHIPS may be played immediately or at any other point on the player's turn (and can be saved for use on subsequent turns or trade). After playing, discard BONUS CHIPS back into the box or a discard pile. There are no limits on the number of BONUS CHIPS players can use on a turn.



This section outlines advanced game topics and alternative rules for more advanced games:

THE SOVEREIGN BLOCKADE

When the ALERT LEVEL has reached its maximum (8 for a 4 – 5 player game, and 6 for a 2 – 3 player game), the Sovereign is hyper-alert to all criminal activity in the system and takes immediate action when it detects crime.

For most of the game, the SOVEREIGN DESTROYER sits off the game board, but when the ALERT LEVEL is at its maximum the SOVEREIGN DESTROYER comes into play. If the ALERT LEVEL is maximized, and a player fails a mission, place the SOVEREIGN DESTROYER on the territory corresponding to the failed mission (whether or not there is a base there).



If the SOVEREIGN DESTROYER is placed on a player's base, that player must flip over their corresponding BASE CARD. While under a blockade, bases do not generate income or bonuses. For instance, if the SOVEREIGN DESTROYER is placed on Ceto, Ceto no longer generates research or provides a fortification benefit to Ukemochi City or Etna. Additionally, if the SOVEREIGN DESTROYER is on a base during the RESOURCE COLLECTION PHASE, that base does not generate income.

At any point on their turn in Phase I or during the SOVEREIGN CARD PHASE, players may pay 10 POLITICAL INFLUENCE to remove the SOVEREIGN DESTROYER from their base (in which case it is placed back on the ALERT TRACK until the next failed mission).

Note: the SOVEREIGN DESTROYER is placed on the territory corresponding to the territory of the failed mission, even if another player has a base there, so once the SOVEREIGN DESTROYER is in play, you can try to fail missions to disrupt other players. If the Alert Level is reduced when the destroyer is on the game board, the ship is taken off the board.

DEFAULTING ON TAXES

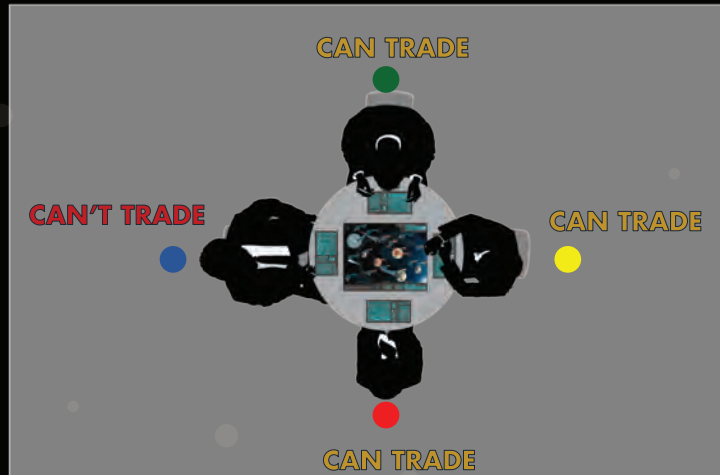
The "Tax" SOVEREIGN CARD requires players pay CREDITS for each base they own. If players do not have enough CREDITS to pay the tax, they must flip the base card(s) on which they cannot afford the tax.

Keep these base cards flipped for the duration of the RESOURCE COLLECTION PHASE and subsequent PLAYER TURN PHASE, and do not collect resources or gain bonuses from it. The base card should be flipped back up at the start of the next SOVEREIGN CARD PHASE and normal base function resumes.

PART IV ADVANCED GAME TOPICS

TRADING

Players may trade with one another throughout the PLAYER TURN PHASE, but only when it is not their turn. For instance, if it is the blue player's turn, the red, green and yellow players may trade with each other, but as soon as the blue player passes their turn, green may no longer participate in trading until after their turn.



Anything can be traded, including future alliances; however there is no enforcement of agreements, so players will need to trust other players (if they dare).

ALTERNATIVE RULES: EXTENDED TURN MECHANISM

Note: this alternative to the Player Turn Phase's rules will increase player interaction but also increase the length of the game. Neither the Sovereign Card Phase, nor the Resource Collection Phase is impacted by this rule alternative.

Instead of having only one turn per round, players may have multiple, limited action, turns in the Player Turn Phase of each round. Players may take only 1 or 2 of the 8 actions each turn. If a player takes no action before passing their turn, they may not take any more actions until the end of the current Player Turn Phase. As long as a player takes at least 1 of the 8 actions, they will get more turns in the current phase. When all players have passed without action, the Player Turn Phase immediately ends and the Sovereign Card Phase begins.

The 8 actions may still be played in any order and as many times as the player chooses or resources allow; however, any used Action Dice, used Assault Reinforcements or placed Black Market cubes still cannot be reset until the Resource Collection Phase.

A player who has passed without action, thus is no longer allowed to take turn actions in the current phase, may still take part in TRADING and other out of turn exploits such as playing an already activated SLEEPER CARD.

ALTERNATIVE RULES: 2-PLAYER GAME VARIATION

Note: Two players may play with regular rules as outlined on preceding pages.

The following optional variation creates a “phantom” third player (the “PHANTOM PLAYER”) in order to create more action in a head-to-head game.

Unless otherwise noted below, gameplay in this variation is the same as a typical game. To set up and play this variation:

1. Select a color and spot for the PHANTOM PLAYER. The PHANTOM PLAYER should start in the immediate counterclockwise spot to the starting real player, so that the PHANTOM PLAYER will be third to act in the first round (second to act in the second round, first to act in the third round, etc.)
2. Allocate starting bases to PHANTOM PLAYER. Shuffle the base card deck and draw 5 cards. These are the PHANTOM PLAYER’s starting unfortified bases.
3. Take the PHANTOM PLAYER’s actions. During the PHANTOM PLAYERS turn, collect all BASE CARDS belonging to the PHANTOM PLAYER and both real players, and shuffle together. Draw 2 base cards.
 - a. IF a drawn base card belongs to the PHANTOM PLAYER, and that base is unfortified, fortify that base now.
 - b. IF a drawn base card belongs to the PHANTOM PLAYER, and that base is fortified, take no further action.
 - c. IF a drawn base card belongs to a real player, the PHANTOM PLAYER assaults that base. The force of the assault is determined by the alert level.
 - ▶ **Yellow** alert level = 1-reinforcement assault by the PHANTOM PLAYER
 - ▶ **Orange** alert level = 2-reinforcements assault by the PHANTOM PLAYER
 - ▶ **Red** alert level = 3-reinforcements assault by the PHANTOM PLAYER
4. Resolve outcomes and redistribute cards. Once the actions to the 2 drawn base cards are resolved. Redistribute base cards to the rightful owners. If the PHANTOM PLAYER won an assault, they now own that base.

OTHER KEY RULES

- ▶ Players can trade during the PHANTOM PLAYERS turn (as if it were a third real player’s turn).
- ▶ Do not set up a player mat for the PHANTOM PLAYER, and do not worry about resource requirements / collection for the PHANTOM PLAYER.
- ▶ The PHANTOM PLAYER can be assaulted or robbed like any other player. (Collect resources from the bank if successfully robbing the PHANTOM PLAYER.)
- ▶ Other than the assault / fortification actions discussed above, the PHANTOM PLAYER does not / can not take any other actions.
- ▶ The PHANTOM PLAYER is immune from CRACKDOWNS