


# PLAYER PANELS & QUICK REF. CARDS



Welcome to the team brother. We've got a lot on our plate and could always use an extra set of hands. This is a complex problem we are dealing with. Network development is critical. We must build our surrogate network to be self sufficient and capable of fighting oppression. There are a lot of challenges ahead of us. Don't worry though! If we stay flexible and remember that everything we do is for God and Country, then we can prevent this tyrannical adversary from dominating. Keep your rifle clean and your boots dry... See you out there!

**SETUP:** Choose a map board and place 1 x HQ  on the highest or lowest jungle tile. If there are two of equal value, choose the most advantageous tile.



Add 4 x Influence to Influence Pool



Add 5 x Tyranny to Tyranny Pool

**PLAY STYLE:** Your attributes are flexibility and charisma. Accessing these attributes unlocks your ability to patrol with your surrogate force and build strong partnerships. You prefer to see and not be seen and operate best in jungle and rural areas with supportive population.

# LIBERATORS



# LIBERATORS



# REFIT (PICK 2 DIFFERENT OPTIONS)

RECLAIM ALL GAIN 1 CAPABILITY	ADD 1 PRESENCE OR GAIN 1 AT BASE	GAIN 1 CAPABILITY GAIN 1 RESOURCE	GAIN 3 RESOURCES
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## PRESENCE

RESOURCES/TURN

1	2		3	4		5
	2	FLEXIBILITY 3		4	CHARISMA 5	

CARD PLAYS

1	2	3	RECLAIM 1	4	4	5
	2			4		5

## SPECIAL RULES

### MOVEMENT:

- Your PRESENCE may move with a S.

### RECRUITING SURROGATES (S):

- Your PRESENCE may Recruit a S in a **JUNGLE/RURAL** tile adjacent to or with **BLUE CIVILIAN(S)** per turn for free. If S is Recruited from an adjacent tile, then that S may be pulled into a tile with PRESENCE.

### ESTABLISHING S BASE:

- Your PRESENCE may Establish a S BASE in a **JUNGLE/RURAL** tile with a S (That S will remain there permanently). Additionally, the tile must be adjacent to or with **BLUE CIVILIAN(S)**. A S BASE costs 3 Resources and may produce 1 S per turn if your PRESENCE is in that tile. S are produced on the next turn after Establishment and are free.

### CONSTRAINTS:

- Your PRESENCE cannot Establish a S BASE in a tile adjacent to a **RED CIVILIAN**.
- Your PRESENCE cannot convert CIVILIANS.
- COLLATERAL DAMAGE:** -2 Influence for each CIVILIAN killed.
- Your PRESENCE cannot move or be placed into a **RED CIVILIAN** tile without a S present.

## ORGANIC CAPABILITIES

SPEED	RANGE	TARGET	SPEED	RANGE	TARGET	SPEED	RANGE	TARGET
	1	<b>JUNGLE RURAL</b>		0	NO TYRANNY		1	

## FORCE MANAGEMENT

(see Special Rules)

Cost RECRUIT 1 S PER TURN

\*\*\* OR \*\*\*

Cost ESTABLISH 1 S BASE PER TURN

## PATROL

2X IN ORDER YOU MAY PULL 1 S

\*\*\* THEN \*\*\*

1X 3X 1 DAMAGE PER S

\*\*\* THEN \*\*\*

2X YOU MAY PUSH 2 S

## STRONG PARTNERSHIP

1X 3X +1 INFLUENCE, 2 DAMAGE, AND 1 S IS REMOVED.

\*\*\* IF / AND \*\*\*


2X 1X 3X +1 INFLUENCE, +1 DAMAGE.

\*\*\* IF / AND \*\*\*

3X 2X 3X +1 INFLUENCE, +1 DAMAGE.



Congratulations Comrade, you have joined an elite group that will stop at nothing to ensure the success of the mother land. We are masters of subversion and rely heavily on intermediary tactics to achieve our goals while avoiding redlines. Collateral damage is an unfortunate but acceptable consequence of success. Some say we take too much risk and others accuse us of corruption. We see this as the ends justifying the means. Get ready to move fast and strike hard. Try to keep up!

**SETUP:** Choose a map board and place 1 x HQ  on the highest border or coastal hex. If there are two of equal value, choose the most advantageous tile.



Add 4 x Influence to Influence Pool



Add 5 x Tyranny to Tyranny Pool

**PLAY STYLE:** Your attributes are risk and corruption. Accessing these attributes unlocks your ability to patrol with your surrogate force and conduct collateral damage. You can only gain influence through violence and have little control over the alignment of ethnic populations.

COMRADES



# COMRADES



## REFIT (PICK 1)

RECLAIM ALL	GAIN 2 CAPABILITIES	ADD 1 PRESENCE	ADD 1 PRESENCE	ADD 1 PRESENCE	GAIN 4 RESOURCES
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## PRESENCE

RESOURCES/TURN

1	2	RISK	3	4	CORRUPTION	5
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CARD PLAYS

1	2	2	3	RECLAIM 1	3	4
	2	2	3		3	4

## SPECIAL RULES

- MOVEMENT:**
- Your PRESENCE may move with a S.
- RECRUITING SURROGATES (S):**
- Your PRESENCE may recruit up to 5 S in or adjacent to a **BORDER/COASTAL** tile per turn. Each S costs 1 Resource.
- ESTABLISHING S BASE:**
- Your HQ may Establish a S BASE in a tile with a S (That S will remain there permanently). Additionally, the tile must be adjacent to or with CIVILIANS. Each S BASE costs 3 Resources and may produce 1 S per turn. S each cost 1 Resource
- CONSTRAINTS:**
- Your PRESENCE cannot convert CIVILIANS
- MISC:**
- COLLATERAL DAMAGE:** Your PRESENCE does not lose Influence when CIVILIANS are killed.

## ORGANIC CAPABILITIES

SPEED	RANGE	TARGET	SPEED	RANGE	TARGET	SPEED	RANGE	TARGET
	1	<b>BORDER COASTAL</b>		0	ANY		2 FROM HQ	ANY

### FORCE MANAGEMENT (see Special Rules)

<b>cost</b> 1	RECRUIT UP TO 5 S PER TURN	<b>*** OR ***</b>
	0 FROM HQ	CIVILIAN
<b>cost</b> 3	ESTABLISH 1 S BASE PER TURN	

### PATROL

1X IN ORDER YOU MAY PULL 1 S

1X 2X **\*\*\* THEN \*\*\***

1 DAMAGE PER S

**\*\*\* THEN \*\*\***

1X YOU MAY PUSH 2 S

### COLLATERAL DAMAGE

2X 2X 2 DAMAGE AND KILL 1 CIVILIAN.

**\*\*\* IF / AND \*\*\***


2X 3X +1 DAMAGE AND -1 INFLUENCE.

**\*\*\* IF / AND \*\*\***

2X 2X +1 DAMAGE AND KILL 1 CIVILIAN.



You are now among the best, brightest, and bravest warriors in the dynasty. The survival of our great empire is hanging in the balance. Our strength is in numbers and population support is our greatest resource. Our objectives span far further into the future than our competitor's. We can afford tactical loss if it provides an advantage for long term success. We approach this environment with the three warfares of psychology, public opinion, and lawfare to ensure that our cooperative venire masks our ultimate goal of global primacy.

**SETUP:** Choose a map board and place 1 x HQ  on the highest or lowest rural tile. If there are two of equal value, choose the most advantageous tile.



Add 4 x Influence to Influence Pool



Add 5 x Tyranny to Tyranny Pool

**PLAY STYLE:** Your attributes are persistence and logistics. Accessing these attributes unlocks your ability to patrol with your surrogate force and incite revolution. You have a powerful presence that is capable converting population alignment in your favor.

# PARTISANS


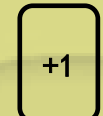



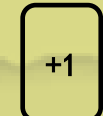
# PARTISANS

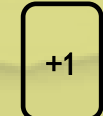



  
**ALWAYS ROLL TO ADD 1 PRESENCE.**  
 1-5 FAILURE  
 6-10 SUCCESS

## REFIT (PICK 1)



 RECLAIM ALL  
 GAIN 1 CAPABILITY

 ADD 1 PRESENCE  
 GAIN 1 CAPABILITY

 GAIN 1 CAPABILITY  
 GAIN 3 RESOURCES

## PRESENCE

RESOURCES/TURN

1 2  4  5 6  
 2 PERSISTENCE 4 LOGISTICS 5 6



CARD PLAYS

1 1 2 2 3 3 4  
 1 2 2 3 3 4

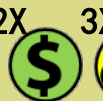


## SPECIAL RULES


- MOVEMENT:**
- Your PRESENCE may move with a S.
- RECRUITING S:**
- Your PRESENCE may recruit 1 S in any tile with CIVILIANS per turn for 2 Resources.
- ESTABLISHING G BASE:**
- Your HQ may establish a S BASE in a tile with a S (That S will remain there permanently). Additionally, the tile must be adjacent to or with CIVILIANS, costs 5 Resources, and may produce up to 2 S per turn for free.
- CONVERTING:**
- Your PRESENCE may convert a RED CIVILIAN to BLUE CIVILIAN for 1 Resource.
- MISC:**
- Whenever ADVERSARY would Develop or Dominate in a tile with HQ, you may prevent it by Destroying one of your PRESENCE in that tile.
  - Your PRESENCE is never permanently Destroyed; instead, it is placed back on your PRESENCE track.

## ORGANIC CAPABILITIES


SPEED	RANGE	TARGET	SPEED	RANGE	TARGET
	0	CIVILIANS		0	ANY






**FORCE MANAGEMENT**  
 (see Special Rules)  
 cost 2 RECRUIT 1 S  
 \*\*\* OR \*\*\*

**PATROL**  
 IN ORDER YOU MAY PULL 2 S  
 \*\*\* THEN \*\*\*  
 2X  3X  1 DAMAGE PER S  
 \*\*\* THEN \*\*\*  
 2X  YOU MAY PUSH 1 S

 0 ANY


**PEASANT REVOLUTION**  
 3X  ANY 1  CAPABILITY MAY BE A  CAPABILITY

 1 **RURAL JUNGLE**

**PEASANT REVOLUTION**  
 1X  3X  DESTROY 1 OUTPOST PER 2 CIVILIANS IN ADJACENT TILES.  
 \*\*\* IF / AND \*\*\*  
 2X  2X  3X  DESTROY 1 GARRISON PER 3 CIVILIANS IN ADJACENT TILES.



Its time to roll up your sleeves and get to work. Your unique role as an Advisor affords you incredible access and placement, however your small footprint means survival depends on the ability to influence population groups. Therefore, your goal is to gain and maintain influence wherever you go. That could involve anything from infrastructure development to stirring up a social media frenzy. Sure, this can be a dangerous business, but you have Surrogates for that!

**SETUP:** Choose a map board and place 1 x HQ  on the highest or lowest urban tile. If there are two of equal value, choose the most advantageous tile.



Add 4 x Influence to Influence Pool



Add 5 x Tyranny to Tyranny Pool

**PLAY STYLE:** Your attributes are oversight and integrity. Accessing these attributes unlocks your ability to send your surrogate force on patrol and exercise diplomacy. Your greatest strength is gaining influence, but with a little creativity, you can still manage to stop tyranny.

ADVISORS





# ADVISORS



# REFIT (PICK 1)

 RECLAIM ALL	 GAIN 1 CAPABILITY	 RECLAIM 1	 ADD 1 PRESENCE	 GAIN 1 CAPABILITY	 ADD 1 PRESENCE	 GAIN 1 CAPABILITY	 GAIN 4 RESOURCES
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# PRESENCE

RESOURCES/TURN

2	2	3	OVERSIGHT	4	INTEGRITY	5	6
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GARD PLAYS

2	2	3	3	3	∞
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# SPECIAL RULES

- MOVEMENT:**
- Your PRESENCE may move when BLUE CIVILIANS move.
- RECRUITING S:**
- Your PRESENCE may Recruit a S in a tile adjacent to or with BLUE CIVILIAN(S) per turn for 1 Influence. If S is Recruited from an adjacent tile, then that S is pulled into tile with PRESENCE.
- CONVERTING**
- Your PRESENCE may Convert a RED CIVILIAN to BLUE CIVILIAN for 1 Influence and 1 Resource.
- CONSTRAINTS:**
- Your PRESENCE cannot move with a S.
  - Your PRESENCE cannot move or be placed into an ADVERSARY tile.
  - You cannot establish a S BASE.
- MISC:**
- Player can never directly cause Damage or Kill/Destroy. When your PRESENCE, through Event or Capability, would Kill/Destroy or do enough damage to Kill/Destroy, receive 1/2/5 Influence for ADVERSARY CELL/OUTPOST/GARRISON and Move all ADVERSARIES it would Kill/Destroy. S and CIVILIANS can still Damage and Kill/Destroy.
  - Your PRESENCE is treated as an HQ (2x PRESENCE) for Capabilities.
  - A TYRANNY TOKEN will Remove all your presence in a tile.
  - COLLATERAL DAMAGE: -3 Influence for each CIVILIAN killed.

# ORGANIC CAPABILITIES

SPEED	RANGE	TARGET	SPEED	RANGE	TARGET	SPEED	RANGE	TARGET
	0	BLUE CIVILIANS		0	ANY		0	BLUE CIVILIANS

# FORCE MANAGEMENT

(see Special Rules)

cost 1 RECRUIT 1 S

**\*\*\* OR \*\*\***

cost 1 +

CONVERT 1 RED CIV TO BLUE CIV

# PATROL

IN ORDER YOU MAY PULL 2 S

2X

**\*\*\* THEN \*\*\***

1X 2X YOU MAY PUSH 1 S

**\*\*\* THEN \*\*\***

1X 2X 1 DAMAGE PER S

# COLLATERAL DAMAGE

2X 3X +1 INFLUENCE AND +1 RESOURCE.

**\*\*\* IF / AND \*\*\***

2X 2X 3X +1 INFLUENCE AND +2 RESOURCES.

**\*\*\* IF / AND \*\*\***

3X 3X +2 INFLUENCE.

# PLAYER ACTIONS

All Players play simultaneously

## PLAYER PHASE



- **REFIT**
- **GAIN RESOURCES**
- **ACTION**
  - Organic Capabilities
    - Force Management:
      - Recruit/Establish/Convert)
    - Patrol
    - Special
  - Select Card Capabilities (MINOR/MAJOR)

## CAPABILITY AND INFLUENCE EFFECTS

- +/- **Influence:** Generate Influence.
- +/- **Damage:** Takes away Defense, possibly Killing/Destroying piece. Excessive Player damage can Kill Civilians and hurt Influence.
- +/- **Defense:** Protects from Damage, based on tile terrain, Ethnic support, Capabilities, Events, Influence Cards, and/or piece characteristics.
- **Pull:** **PRESENCE** gathers pieces from adjacent tiles.
- **Push:** **PRESENCE** sends pieces to adjacent tiles.
- **Move:** Player moves pieces irrespective of their **PRESENCE** when directed by Capabilities, Events, or Influence Cards.
- **Remove:** Take off board. Does not give Influence.
- **Replace:** Switch with designated piece. Does not give Influence.
- **Kill/Destroy:** Take off board, possibly providing influence depending on piece.
- **Repeat:** Use the effects of a capability again.

# TURN ORDER

All Players play simultaneously

1. **PLAYER PHASE (SEE PLAYER ACTIONS)**
2.  **IMMEDIATE CAPABILITIES**
  - (ORGANIC AND CARDS)
3. **ADVERSARY PHASE**
  - **EVENT CARD**
  - **INFLUENCE CARD(S) (IF EARNED)**
  - **DOMINATE**
    - **ADVERSARY** does damage based on piece characteristics killing **S** and/or adding a **TYRANNY TOKEN** if **ADVERSARY** does more than 2 damage on a tile.
  - **DEVELOP**
    - If an **ADVERSARY CELL** is present, the **ADVERSARY** constructs an **OUTPOST** or **GARRISON**. (SEE DEVELOP RULES)
  - **DEPLOY**
    - If an **OUTPOST/GARRISON/BORDER/COASTAL** is adjacent/present add an **ADVERSARY CELL**.  
(SHIFT TERRAIN CARDS (DEPLOY GOES TO DEVELOP, DEVELOP GOES TO DOMINATE, DOMINATE IS DISCARDED))
4.  **LONG-TERM CAPABILITIES**
  - (ORGANIC AND CARDS)



## PLAYER ACTIONS

All Players play simultaneously

### PLAYER PHASE



- **REFIT**
- **GAIN RESOURCES**
- **ACTION**
  - Organic Capabilities
    - Force Management:
      - Recruit/Establish/Convert)
    - Patrol
    - Special
  - Select Card Capabilities (MINOR/MAJOR)

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  - **DOMINATE**
    - **ADVERSARY** does damage based on piece characteristics killing **S** and/or adding a **TYRANNY TOKEN** if **ADVERSARY** does more than 2 damage on a tile.
  - **DEVELOP**
    - If an **ADVERSARY CELL** is present, the **ADVERSARY** constructs an **OUTPOST** or **GARRISON**. (SEE DEVELOP RULES)
  - **DEPLOY (Reveal Terrain Card)**
    - If an **OUTPOST/GARRISON/BORDER/COASTAL** is adjacent/present add an **ADVERSARY CELL**.  
(SHIFT TERRAIN CARDS (DEPLOY GOES TO DEVELOP, DEVELOP GOES TO DOMINATE, DOMINATE IS DISCARDED))
4.  **LONG-TERM CAPABILITIES (ORGANIC AND CARDS)**

# PLAYER ACTIONS

All Players play simultaneously

## PLAYER PHASE



- **REFIT**
- **GAIN RESOURCES**
- **ACTION**
  - Organic Capabilities
    - Force Management:
      - Recruit/Establish/Convert)
    - Patrol
    - Special
  - Select Card Capabilities (MINOR/MAJOR)

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4.  **LONG-TERM CAPABILITIES**
  - (ORGANIC AND CARDS)



## PLAYER ACTIONS

All Players play simultaneously

### PLAYER PHASE



- **REFIT**
- **GAIN RESOURCES**
- **ACTION**
  - Organic Capabilities
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    - Special
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- **+/- Influence:** Generate Influence.
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