



PATRIOT

R U L E B O O K

1 O R 2 P L A Y E R S



ON THE BRINK OF CIVIL WAR, KARMONIA'S TROUBLES ARE ONLY BEGINNING. THE PRESIDENT'S ALLIES ARE FACING THEIR OWN BATTLES, AS WELL AS ATTEMPTING TO DEFEAT THE ASSASSINS IN KARMONIA.

WILL THE PRESIDENT'S ALLIES DEFEAT THEIR OWN BATTLES, OR WILL THEIR TROUBLES TRANSPIRE INTO THE THING THAT ENDS KARMONIA AS WE KNOW IT?

PREFER TO UNDERSTAND THE RULES IN VIDEO FORMAT?

THE DICE TOWER MADE A GREAT VIDEO EXPLAINING THE RULES OF PATRIOT. WE HIGHLY RECOMMEND WATCHING THIS SHORT VIDEO TO WATCH A QUICK OVERVIEW OF THE RULE DIFFERENCES BETWEEN THE 3-6 PLAYER GAME AND THE 1-2 PLAYER GAME.



Ladies and Gentlemen, I have asked each of you in this room for a purpose. It is with grave urgency, and top secrecy that I request your time, your assistance, and your loyalty. I ask that you save our nation, and in turn save my life..."

- The President

On the brink of civil war, The President has been given seven letters from an assassin, each marked with a day. It has been made clear that if the President does not meet each of the assassin's demands, there will be dire consequences resulting in the death of The President.

Seven letters. Seven threats. Seven days to die.



HOW TO PLAY

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WHAT'S THE BEST WAY TO READ THIS RULE BOOK? WHAT'S DIFFERENT AND WHAT'S NEW?

The campaign mode of Patriot uses most of the concepts of the 3-6 player game of Patriot, with a few key differences:

1. The 'call an assassination' tile has been replaced, and there is no way to assassinate players.
2. Defense Space 4 has been moved to the 'Use Beacon' tile.
 - i. Beacons cannot be used if a Rioter occupies Defense Space 4 (instead of Defense Space 2 in the 3-6 player game).
3. There are no Allegiance Cards.
4. There are no Letters.
5. There is no hand size limit for Influence Cards.
6. Some cards in the game have been removed, and some tiles have reduced in cost due to difficulty, or they do not make sense in campaign mode.
7. Most importantly, there are now unique character based campaign objectives as well as a campaign mode tracker!

It is recommended to make sure players set up the game correctly as described on the right hand side of this page, as well as ensuring it is understood how the following game concepts from the 3-6 player version of the game:

1. Beacons/the Surveillance Centre (page 17)
2. Scientific Discovery/the Laboratory (page 13)
3. Taxes/the Treasury (pages 11 & 19)
4. Riots/the War room (page 21)
5. Public Opinion & Brief Cards (pages 19 & 20)
6. Influence Cards (page 15)

By round 2, we guarantee you'll be experts.

AIM OF THE GAME

In the 1 to 2 player campaign mode, each campaign has a different objective, outlined in the post-it note on the top of each campaign. It is your mission to meet this objective. Trust in Karmonia, it's not easy.

HOW TO PLAY - GAME SETUP

1. Remove any Beacon or Brief Cards that say '3-6 players' on the top left of the card.
 2. Leave Scientific Discovery cards in the box. They are not used in the 1-2 player campaign.
 3. Choose a campaign from the print outs provided in the box, and place the 1-2 player campaign punchout in the Scientific Discovery area, top right of the board.
 4. Shuffle all cards and set into their groups as follows:
 - i. Shuffle and place the Beacon cards face down in the beacon pile. Draw 4 Beacon cards, face up and place them on the 4 Beacon Card spaces to the left of the Beacon Card pile.
 - ii. Shuffle and place the Riot deck face down in the riot deck pile.
 - iii. Shuffle and place the Brief Card deck (ensure you DO NOT include the Super Brief cards) face down in the Brief Card pile.
 - iv. Shuffle and place each of the Influence Card types face down in their respective piles.
 - v. Put 10 of each Influence Card type into the Public Opinion deck and shuffle.
 - vi. Place the Round Tracker token on the 'First Round' circle in the Meeting Room.
 5. Set the Threat level, Civil Unrest and Base Taxes at 0.
 6. Place all Coins on the outside edge of the game board near the Treasury.
 7. Place all Science Markers in a pile to the side of the game board.
 8. Each player chooses a character. Read your character strengths, weaknesses, and influence aloud to the room, even if you're playing solo!
 - i. Each character has special abilities, weaknesses and gets different influence cards.
 - ii. In the campaign mode, some character abilities are not relevant. In these cases the character card states "1-2 player variant" before the ability applicable to the 1-2 player campaign.
 9. Each player places their character standee in the 'Campaign Tracker' tile, above or below the 'Base'.
 10. Each player receives Pre-Game Influence Cards.
 - i. For a 1 player game, pick up 2 of each type of Influence Card (Spy, War, Science, Finance)
 - ii. For a 2 player game, pick up the Influence as per the character card
- II. Player 1 starts their turn

CAMPAIGN MODE TRACKER

The Campaign Mode Tracker board is a grid of 10 circular slots arranged in two rows of five. The top row is labeled 'PLAYER 1' and the bottom row is labeled 'PLAYER 2'. In the center of the grid, there is a 'BASE' slot. To the left of the grid, there are three vertical slots for 'THREAT LEVEL', 'CIVIL UNREST', and 'BASE TAXES'. To the right of the grid, there are three vertical slots for 'TREASURY', 'SCIENCE MARKERS', and 'PUBLIC OPINION'. The board is currently empty of tokens.

self: Decommission Intelligence Agency per next election

GAME SETUP EXAMPLE

Your game should look something like this before the first round starts



Beacon Cards (p. 17, 3-6 player rulebook)

Science Markers (p. 13, 3-6 player rulebook)

Coins (p. 19, 3-6 player rulebook)

Base Tax Rate Tracker (p. 11)

Threat Tracker (p. 11)

Riot Cards (p. 21)

Brief Cards (p. 20, 3-6 player rulebook)

Influence Cards (p. 15, 3-6 player rulebook)

Public Opinion (p. 19, 3-6 player rulebook)

Characters (p. 12, p. 24, 3-6 player rulebook)
Character 1-2p clarifications (p. 10)

TURN ACTIONS

SO, THE BOARD IS SET UP AND A CAMPAIGN HAS BEEN CHOSEN.

WHAT HAPPENS NEXT?

EACH PLAYER, IN TURN ORDER, TAKES THE BELOW 3 ACTIONS (GATHER, ACT, AND ENCOUNTER) UNTIL ALL PLAYERS HAVE HAD A TURN.

SPECIAL TIP:
UNLESS THE GAME ENDS EARLY, THERE ARE AS MANY ROUNDS AS SPECIFIED ON EACH CHARACTER'S CAMPAIGN CARD. A ROUND CONSISTS OF ALL PLAYERS TAKING A TURN, FOLLOWING THE THREE BELOW ACTIONS: GATHER, ACT, AND ENCOUNTER. ONCE THIS HAS BEEN DONE, THE ROUND HAS ENDED, AND ROUND ACTIONS COMMENCE (SEE PAGE 7).

1. GATHER: PICK UP INFLUENCE CARDS FROM THE INFLUENCE CARD PILE.

- i. In the 1 player game, gather normal influence plus 2 Science Markers, plus an extra 4 Influence Cards of your choice (they can be any type). There are no hand limits.
- ii. In the 2 player game, gather normal influence plus an extra 2 Influence Cards of your choice (they can be any type). There are no hand limits.

In a 1 player campaign, Chief Justice 'Samuel' starts their turn at the start of round 1. Seen on the bottom right of his character card, Samuel picks up 2 Finance, 2 Science & 2 War Influence cards. As it is a 1 player campaign, he decides to pick up 2 more Science, 1 War and 1 Finance Influence cards.

2. ACT: ACT USING ACTION POINTS ON THE BELOW BOARD TILES BY MOVING YOUR CHARACTER ONTO THE TILE AND ANNOUNCING YOUR ACTION.
IMPORTANT! EACH PLAYER MUST USE ALL ACTION POINTS WITHIN THEIR TURN DURING THE ACT PHASE. AP DOES NOT ACCUMULATE, AND ANY AP NOT USED IS DISCARDED / RESET NEXT ROUND. FOR EXAMPLE, IF DONOVAN HAS 10 AP, AND HE USES 9 AP ON HIS TURN THROUGH VARIOUS TILE ACTIONS, THE EXTRA 1 AP IS NOT CARRIED OVER TO THE NEXT ROUND. ON HIS NEXT TURN, HE HAS 10 AP AGAIN.



THE TREASURY



SURVEILLANCE CENTRE



LABORATORY



WAR ROOM

THE TREASURY

PICK UP FINANCE INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

GAIN COINS FROM BANK Defense Space 2

COST: 4 AP, +2 CIVIL UNREST.
PAYOUT: 2 COINS

COST: 7 AP, +4 CIVIL UNREST.
PAYOUT: 5 COINS

RAISE BASE TAXES Defense Space 3

COST: 8 AP, +4 CIVIL UNREST

BRIEFLY PREDICT THE FUTURE Defense Space 4

COST: 3 AP

DRAW 2 BRIEF CARDS.
DISCARD 1 & RESOLVE 1 AT THE END OF THE ROUND

In the Treasury, players are able to:

1. Pick up Finance Influence Cards
2. Acquire coins to be placed into the Treasury
3. Raise the base tax level to acquire income at the start of each round
4. Draw 2 Brief Cards and choose one to resolve at the end of the round.

SURVEILLANCE CENTRE

PICK UP SPY INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

LAUNCH A BEACON Defense Space 2

COST: 4 AP + 4 COINS (REVEALED), OR 2 AP + 2 COINS (UNREVEALED)

ACTIVATE A REVEALED BEACON, OR ACTIVATE A BEACON FROM THE BEACON DRAW PILE.

REPROGRAM BEACONS Defense Space 3

COST: 3 AP.

REPLACE ALL UNLAUNCHED BEACONS WITH BEACONS FROM THE DRAW PILE.

USE BEACON Defense Space 4

COST: 0 AP + COST LISTED ON BEACON

USE A LAUNCHED BEACON, ONCE PER ROUND PER BEACON

In the Surveillance Centre, players are able to:

1. Pick up Spy Influence Cards
2. Launch or change out Beacons, which act as extra in game tiles.
3. Advance a space forward on the campaign mode tracker

LABORATORY

PICK UP SCIENCE INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

ROLL FOR CIVIL UNREST Defense Space 2

COST: 3 AP. ROLL A D8.

7-8 -2 CIVIL UNREST
5-6 -1 CIVIL UNREST
3-4 +1 CIVIL UNREST
1-2 +1 CIVIL UNREST

SPEND 2 INFLUENCE CARDS FOR EVERY 1 ADDED TO ROLL

COMMENCE SCIENCE PROJECT Defense Space 3

COST: 2 AP. ROLL A D8.

7-8 +4 MARKERS
5-6 +2 MARKERS
2-4 NOTHING HAPPENS
1-2 -2 MARKERS

SPEND 2 SCIENCE INFLUENCE FOR EVERY 1 ADDED TO ROLL

? Defense Space 4

THIS IS AN INTERCHANGABLE TILE BASED ON EACH CHARACTER CAMPAIGN

In the Laboratory, players are able to:

1. Pick up Science Influence Cards
2. Reduce Civil Unrest
3. Gain Science Markers
4. Use specific character campaign tiles - these change per campaign!

WAR ROOM

PICK UP WAR INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

DEPLOY TROOPS Defense Space 2

COST: 4, 6, OR 8 AP

DEPLOY 2, 3, OR 4 TROOPS

MOVE DEPLOYED TROOPS Defense Space 3

COST: 1 AP

ROLL TO EXECUTE A RIOTER

COST: 2 AP. ROLL A D8.

7-8 MAY EXECUTE 2 RIOTERS
2-6 MAY EXECUTE 1 RIOTER
1 LOSE 1 TROOP (IF NO TROOPS, ADD 1 RIOTER)

SPEND 1 INFLUENCE CARD TO REROLL

In the War Room, players are able to:

1. Pick up War Influence Cards
2. Deploy Troops to defend Tiles.
3. Move Troops in order to maximise defense in one area
4. Roll to execute rioters that are on the board, with the ability to reroll by spending Influence Cards.

3. ENCOUNTER: DRAW A BRIEF CARD FROM THE BRIEF CARD PILE. ALL PLAYERS MAY VOTE (IF POSSIBLE) WITH INFLUENCE CARDS. ADD PUBLIC OPINION, SHUFFLE AND TALLY TOTAL INFLUENCE TO WORK OUT IF THE BRIEF CARD HAS PASSED OR FAILED.



In the above example, if a total of less than 8 Finance Influence is supplied into the Brief Card vote, all coins will be lost from The Treasury. Luckily, Samuel and his partner obtained 10 Influence in Finance, so nothing happens this turn.

4. TRIGGER: THE CAMPAIGN MODE TRACKER IS TRIGGERED.



In the above example, a 1 player campaign, the player ended their turn on the -1 area. Per the text at the bottom of the area, a negative event will trigger. In the campaign above, the player must Roll a D8 and test their luck against the fate of the dice. Unfortunately for Samuel, he rolled an 8 and must remove a Beacon from the Surveillance centre. After this has been completed, Samuel is ready to start the next round (page 7).

ROUND ACTIONS

SO, ALL PLAYERS HAVE COMPLETED THEIR TURN ON ROUND 1. WHAT HAPPENS NEXT?

1. DETERMINE WHETHER THE WIN OR LOSE CONDITION OF THE GAME HAS BEEN TRIGGERED

NEITHER THE WIN OR LOSE CONDITION IS TRIGGERED

WIN CONDITION IS TRIGGERED

READ THE WIN / LOSE CONDITION

2. UNLESS ON THE -2 AREA, MOVE EACH PLAYER ONE SPACE TO THE LEFT ON THE CAMPAIGN MODE TRACKER.

In the example below - Player 1 was stationed in the base position and moves one circle to the left to the '-1' circle. Player 2 was stationed in the '+1' position, and moves one circle to the left to the 'Base' circle.

Congratulations! Or... Condolences! Congrolences! You have either won or lost the game. Did you have fun? Each campaign is unique in its own way, so be sure to try and complete all campaigns with all character types - some are more tricky than others!



3. RESOLVE ANY RIOTS THAT ARE IN PLAY.

RIOTS OCCUR WHEN CIVIL UNREST REACHES 6. WHEN A RIOT OCCURS, A RIOTER IS PLACED ON THE BOARD TO A DEFENSE SPACE, AS DEMANDED BY A RIOT CARD. RIOTS ARE IN PLAY AND RETRIGGER EACH ROUND UNTIL ALL RIOTERS ARE EXECUTED.

REMINDER: MOVING TROOPS DOES NOT EXECUTE RIOTERS. YOU ARE UNABLE TO MOVE A TROOP TO A DEFENCE SPACE THAT CONTAINS A RIOTER.

4. ENSURE ALL PURCHASED BEACONS ARE SET TO 'LAUNCHED'

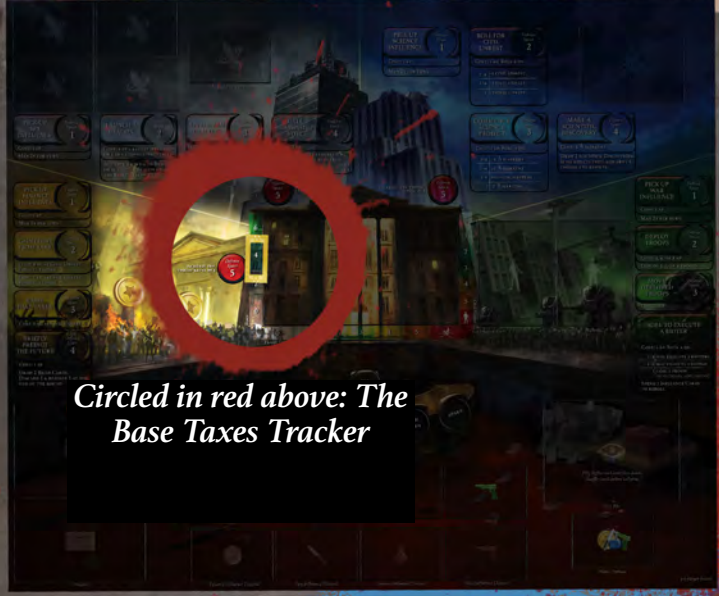
BEACONS ADD IN-GAME ADVANTAGES TO ALL PLAYERS, BUT THEY ARE NOT CHEAP TO DEPLOY, AND THEY MAY ONLY BE USED ONCE PER ROUND. WHEN BEACONS ARE PURCHASED, PLACE A COIN ON THE 'LAUNCHED' CIRCLE. WHEN THEY ARE USED, SLIDE IT TO THE 'USED' SYMBOL. AT THE START OF EACH ROUND, SLIDE THE USED BEACONS BACK TO 'LAUNCHED'



In this example, the top left Beacon has been used. Move the coin from the top right hand side onto the circle that says 'launched'. Now the Beacon has been reset.

5. GAIN TAXES

IF THE BASE TAXES TRACKER IS ABOVE '0', PLACE COINS INTO THE TREASURY.



Circled in red above: The Base Taxes Tracker



In the example to the right, the base taxes tracker is set to 4. Therefore, 4 coins are placed into the Treasury at the start of the round. Now the first player is ready to start their turn!

1-2 PLAYER GAME CONCEPTS

Some concepts within the 1-2 player campaign are unique, including the game board. This section describes how the Campaign Mode Tracker & Campaign Punchout Tiles are used.

CAMPAIGN MODE TRACKER



The campaign tracker is a major contributor to how players win or lose their game. **At the start of the game**, players place their token above or below the word 'base', like the example above.

At the end of each turn, the campaign tracker triggers an action: either a positive or negative event that is different for each character campaign depending on where the players' standee is, and potentially a change to the Threat level. If, at the end of the turn, the player is on the -2 or +2 spaces, they are also required to move their standee back to the 'base' area.

- » *In the example above, the player ends their turn on the 'Base', then a negative event triggers. Using the example of the campaign Punchout 'M' on the right, the player would have to roll a D8 die and follow the negative event consequences.*

During each turn, players may use the 'Advance on the campaign mode tracker' tile on the board to move their standee one position to the right. The cost is 4 science markers.

At the start of each round from round 2 onward, players must move their player standee one space to the left.

- » *If, in the example above, it was the start of round 2, the player standee would move from the 'base' area to the '-1' area.*

PUNCHOUTS

There are a number of punchouts that are only relevant for the campaign mode of Patriot:

1. There is a punchout included in the box for each campaign which includes a silhouette of the relevant character to the campaign.

The punchout contains a campaign specific game tile that can be utilised just like any other tile on the game board. To use the campaign specific space, place your character on the character space of the tile, pay the AP cost and perform the action as described. These tiles often will be key to completing the objective and saving Karmonia so make sure you pay special attention to them!

2. In some of the campaigns (but not all), missile tokens are used as part of positive or negative effect triggers.

POSITIVE EFFECT TRIGGER
Roll a D8 Die:
1 to 3: Nothing happens
4 to 6: Remove 1 missile token from any location
7: Remove 2 missile tokens from any location
8: Remove 4 missile tokens from any location

NEGATIVE EFFECT TRIGGER
Roll a D8 Die:
1 to 2: Place 4 missile tokens on any tiles on the board
3: Place 1 missile token in the War Room
4: Place 1 missile token in the Surveillance Centre
5: Place 1 missile token in the Laboratory
6: Place 1 missile token in the Treasury
7 to 8: Nothing happens

DESTROY MISSILES **DEFENSE SPACE 4**
COST: 4 AP, +3 CIVIL UNREST, 2 COINS



ADVANCE ON THE CAMPAIGN MODE TRACKER
COST: 4 MARKERS
MOVE ONE SPACE TO THE RIGHT ON THE CAMPAIGN MODE TRACKER.

CHARACTER CLARIFICATIONS

Many characters have specific 1-2 player abilities that override the 3-6 player campaign abilities. When the '1-2 player variant' text is used, the ability directly above is not usable in the 1-2 player campaign. For example, Wilfred Duvon normally has an ability called 'Classified Information'.

In the 3-6 player campaign, this ability allows Wilfred to pick up cards when the President picks up cards.



Instead, the 1-2 player variant instead allows Wilfred to pick up an extra Influence Card each turn.

CHARACTERS THAT CONTAIN 1-2 PLAYER VARIANTS, AND THEIR EXPLANATIONS

** NOTE: IF A CHARACTER IS NOT DISPLAYED IN THIS LIST, THEY DO NOT HAVE ANY 1-2 PLAYER VARIANT ABILITIES.

CHARACTER: DIVA 'M'

ROLE: The President's Daughter

1-2 PLAYER VARIANT: Once per game, Diva may use any other characters once per game ability.

COMMENTS: 'M' may use any ability 1-2 player once per game ability, whether it's a character in play or in the box.

CHARACTER: JACK MAELSTROM

ROLE: Vice President

1-2 PLAYER VARIANT: Each time an 8 is rolled, gain two Influence Cards of any type.

COMMENTS: If playing the two player campaign, this ability activates on either players turn.

1-2 PLAYER VARIANT: The first time a riot is incited, move Jack one space to the left on the Campaign Tracker.

COMMENTS: This variant commences before a riot card is drawn. If Jack is already on the far left circle (-2), then he returns to the Base circle

CHARACTER: MARION MOCHI

ROLE: President

1-2 PLAYER VARIANT: Once per game, Marion may advance on the campaign tracker at no cost.

COMMENTS: Marion does not need to pay the 4 Science Markers to move to the right on the Campaign Tracker. It may happen at any point during the game. Marion may not exceed the +2 circle.

CHARACTER: MAURY SWEENEY

ROLE: The First Lady

1-2 PLAYER VARIANT: Once per game, Maury may add 2 Influence Cards to a Brief Card result after the total has been tallied.

COMMENTS: This may only occur if the consequence of the Brief Card has not already occurred.

CHARACTER: M.W.

ROLE: Director of the N.S.A.

1-2 PLAYER VARIANT: If M.W. does not build a Beacon by the end of round 3, a riot is incited.

COMMENTS: The riot commences immediately after the end of M.W.'s turn.

CHARACTER: PETR CRUMB

ROLE: The Party Donor

1-2 PLAYER VARIANT: Each time the 'Advance on the Campaign Tracker' tile is activated, Petr may draw 2 Influence Cards of any type.

COMMENTS: If playing a 1 player game, still draw 2 Influence Cards of any type.

CHARACTER: SAMUEL LEDGER

ROLE: Chief Justice of the Supreme Court

1-2 PLAYER VARIANT: Once per game, Samuel may activate the 'Advance on the Campaign Tracker' tile at no cost.

COMMENTS: This may occur at any point during the game.

1-2 PLAYER VARIANT: If a riot is incited, discard 1 random Influence Card.

COMMENTS: If Samuel has no Influence Cards, a riot is incited normally.

CHARACTER: VIKTOR MARKOV

ROLE: President

1-2 PLAYER VARIANT: Viktor must discard 1 Influence Card each time he activates the 'Advance on the Campaign Tracker' tile.

COMMENTS: If Viktor has no Influence Cards, he may still advance at no cost.

CHARACTER: WILFRED DUVON

ROLE: The Bodyguard

1-2 PLAYER VARIANT: Each turn, pick up 1 extra influence card of any type.

COMMENTS: The Influence Card can be any type and is in addition to the extra cards picked up at the start of the players turn.

CHARACTER: ZAM CHE

ROLE: Chief of Science

1-2 PLAYER VARIANT: Once per game, Zam may gain or give 4 Science Markers at no cost.

COMMENTS: This may happen at any point during the game, regardless of turn. If in the two player campaign, Zam may gift 4 Science Markers to another player.

SAVE-YOUR-NECK QUICK REFERENCE GUIDE

TREASURY

PICK UP FINANCE INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

GAIN COINS FROM BANK *Defense Space 2*

COST: 4 AP, +2 CIVIL UNREST.
PAYOUT: 2 COINS

COST: 7 AP, +4 CIVIL UNREST.
PAYOUT: 5 COINS

RAISE BASE TAXES *Defense Space 3*

COST: 3 AP, +4 CIVIL UNREST

BRIEFLY PREDICT THE FUTURE *Defense Space 4*

COST: 3 AP

DRAW 2 BRIEF CARDS.
DISCARD 1 & RESOLVE 1 AT THE END OF THE ROUND

SURVEILLANCE CENTRE

PICK UP SPY INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

LAUNCH A BEACON *Defense Space 2*

COST: 4 AP + 4 COINS (REVEALED),
OR 2 AP + 2 COINS (UNREVEALED)

ACTIVATE A REVEALED BEACON,
OR ACTIVATE A BEACON FROM
THE BEACON DRAW PILE.

REPROGRAM BEACONS *Defense Space 3*

COST: 3 AP.

REPLACE ALL UNLAUNCHED
BEACONS WITH BEACONS
FROM THE DRAW PILE.

USE BEACON *Defense Space 4*

COST: 0 AP + COST LISTED ON
BEACON

USE A LAUNCHED BEACON,
ONCE PER ROUND PER BEACON

LABORATORY

PICK UP SCIENCE INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

ROLL FOR CIVIL UNREST *Defense Space 2*

COST: 3 AP. ROLL A D8.

| | |
|-----|-----------------|
| 7-8 | -2 CIVIL UNREST |
| 5-6 | -1 CIVIL UNREST |
| 3-4 | +1 CIVIL UNREST |
| 1-2 | +1 CIVIL UNREST |

SPEND 2 INFLUENCE CARDS FOR
EVERY 1 ADDED TO ROLL

COMMENCE SCIENCE PROJECT *Defense Space 3*

COST: 2 AP. ROLL A D8.

| | |
|-----|-----------------|
| 7-8 | +4 MARKERS |
| 5-6 | +2 MARKERS |
| 2-4 | NOTHING HAPPENS |
| 1-2 | -2 MARKERS |

SPEND 2 SCIENCE INFLUENCE FOR
EVERY 1 ADDED TO ROLL

? *Defense Space 4*

THIS IS AN INTERCHANGABLE TILE BASED
ON EACH CHARACTER CAMPAIGN

WAR ROOM

PICK UP WAR INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

DEPLOY TROOPS *Defense Space 2*

COST: 4, 6, OR 8 AP
DEPLOY 2, 3, OR 4 TROOPS

MOVE DEPLOYED TROOPS *Defense Space 3*

COST: 1 AP

ROLL TO EXECUTE A RIOTER

COST: 2 AP. ROLL A D8.

| | |
|-----|--|
| 7-8 | MAY EXECUTE 2 RIOTERS |
| 2-6 | MAY EXECUTE 1 RIOTER |
| 1 | LOSE 1 TROOP (IF NO TROOPS, ADD 1 RIOTER) |

SPEND 1 INFLUENCE CARD
TO REROLL

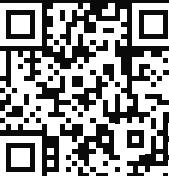
ADVANCE ON THE CAMPAIGN MODE TRACKER

COST: 4 MARKERS

MOVE ONE SPACE TO THE RIGHT ON THE CAMPAIGN MODE TRACKER.



FACEBOOK



INSTAGRAM



TWITTER



PLAYLIST



?

CHECK US OUT. OR DON'T.

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