RED DUST REBELLION
PLAYBOOK
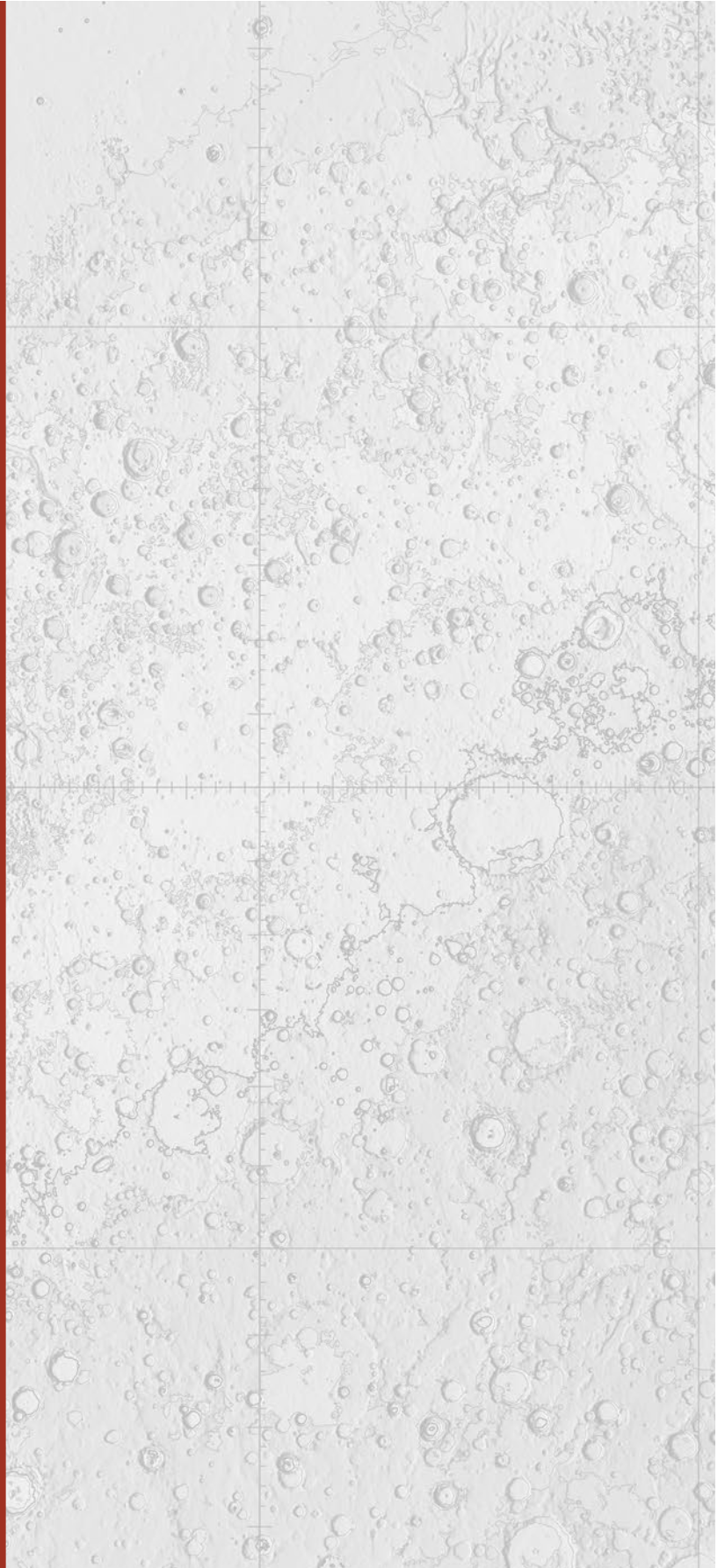
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GMT
GAMES

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TUTORIAL

First time players should start here!

Mars, 2250. The bicentennial celebrations are about to begin, but behind the facade of planetary unity and civic pride all is not well. The struggling Martian Government has lost the confidence of its supporters back on Earth, and Martian workers increasingly chafe under the repressive authority of Corporate bosses. Organized opposition parties and other clandestine groups have unified into the Red Dust Movement, fighting for Martian autonomy. Meanwhile, the radical Martian nativists of the Church of the Reclaimer oppose all terraforming and resist extensive settlement of the red planet. These competing visions for Mars cannot all coexist, and the fuse is lit for wider violence to break out. Welcome to *Red Dust Rebellion*!

This Tutorial will walk you through how to set up the game and start playing, providing an introduction to central game concepts, the basic sequence of play, and most of the options available to each Faction. It will not teach you how to play ***well***, although some basic strategy tips are provided on the back of each Faction mat—the rest you will have to discover for yourself!

GAME SETUP

Instructions for setting up the game can be found on pages **18-19** of the Rules of Play, which this Tutorial will refer to periodically. Setup instructions can also be found on the back of each Faction mat, which will allow players to simultaneously set up the game together.

The Map

Unfold and lay out the game board, which depicts several regions of Mars alongside a few 'off Mars' spaces. Mars itself is divided into three populated Sectors (Tharsis Montes, Arabia Terra, and Hellas Planitia) and one unpopulated Wilderness space, representing the vast distances between the populated Sectors. Each Sector is made up of two kinds of space, circular Labyrinths and irregular-shaped Deserts, with black or blue border lines indicating adjacency between spaces. Blue Maglev lines connect some Labyrinths, allowing for rapid movement between them. Maglev lines are not map spaces, and Deserts separated by Maglev lines are still adjacent to one another. Labyrinths and Deserts both contain Infrastructure tracks, consisting of green Populated squares (which may become Damaged) and gray Unpopulated squares (which may become occupied by Displaced Population). To the left of each Infrastructure track is a square marked 'Neutral', which may contain Support or Opposition markers to track the political alignment of any Population in the space. The Wilderness is a Desert that does not contain an Infrastructure track and is always Unpopulated.

There are four additional 'off Mars' spaces at the top left of the board. Earth, Transit, and Phobos together form the Aldrin Cycler, through which Supplies, Population, and reinforcements from Earth will travel to Mars. Phobos is also an Unpopulated Labyrinth, which can serve as a staging ground for Martian Government and Corporate forces. Finally, the Orbit above Mars consists of four circular spaces to hold Satellites that are ready for use.

Also present on the board are two Overflow boxes that can be used if a space becomes too crowded, a Displaced Population box, a Casualties box, an Earth Government Confidence track, a Sequence of Play chart for tracking player actions, a Flashpoint track, and a numerical edge track for marking Faction Resources and victory totals.

> **Read rules section 1.2 to learn more about the game board.**

Faction Mats

The four player Factions each have a rectangular mat that is used to store Available forces, and includes setup information and strategy tips on the reverse side. There is also a fifth mat for the Earth Government, which will typically be controlled by either the Martian Government or the Corporations. Place these near the game board.

> *Read rules section 1.1 to learn more about the Factions.*

Forces and Markers

Gather the wooden pieces and cardboard markers (carefully punch these out of the counter sheet if you have not already done so), and sort them as follows.

Separate the wooden pieces by Faction color: blue for the Martian Government, black for the Corporations, red for the Red Dust Movement, orange for the Church of the Reclaimer, and white for the Earth Government. Each player Faction has one large cylinder with a symbol that is used to mark Eligibility—place these in the 'Eligible Factions' box on the Sequence of Play chart. The Martian Government and Red Dust Movement also each have a second large cylinder with a symbol that is used to track Resources on the numerical edge track—place these on '14' for Red Dust and '18' for MarsGov.

The remaining wooden pieces are the Faction forces: blue and white Troops cubes, black Security cubes, black hexagonal SpecOps (with a symbol on one end), red and orange hexagonal Rebels (also with a symbol on one end), and Base discs in each Faction color (some with a symbol on one side).

Place all these forces on their respective Faction mats—the Bases can be placed in the marked numerical spaces to aid counting during play. There are also several pawns that can be used to mark spaces as a reminder during play, but serve no mechanical purpose—set these to one side for now.

> *Read rules section 1.3 to learn more about Forces.*

Sort the cardboard markers by type: Larger square markers are used to mark each Faction's victory total along the edge track, progress along the Flashpoint track, the status of Earth Government Confidence, the Haboob effect before a Dust Storm round, and Supplies sent from Earth. Larger square Red Dust, Reclaimer, and COIN Control markers may also optionally be used to mark Control of map spaces, but are not essential as Control can be determined at any time by checking the number of wooden forces in each space. Smaller square markers are used to mark the

political alignment (Active/Passive Support and Active/Passive Opposition) of Populated map spaces as well as Displaced Population and Damage to Infrastructure. Larger rectangular markers are used to indicate where an Overflow box is in use, which spaces are affected by Dust Storms, and to mark the effect of the **RODGERS LINE** Event. Finally, there are four circular Satellite markers (and two spares, which should be set aside) that may be placed into map spaces by various game effects.

Now we will place these wooden and cardboard pieces on the game board, following the setup instructions on pages **18-19** of the Rules of Play (you can also find a diagram of this setup at the end of the Rules). Place wooden forces for each Faction in the indicated spaces, leaving any remaining pieces on their Faction mats. SpecOps and Rebels should always be placed symbol end down, indicating that they are currently 'Hidden', and Bases should also be placed symbol end down (if possible), indicating that they are not yet upgraded.

Next, place cardboard markers as indicated by the setup instructions. Several spaces will contain Support or Opposition markers, which can be either Active or Passive. These indicate support for, or opposition to, the Martian Government, forming a spectrum from Active Support to Active Opposition. The Martian Government and Red Dust Factions care about 'Total Support' and 'Total Opposition' for their victory totals, which counts the total Population at Passive Support or Passive Opposition, plus twice the total Population at Active Support or Active Opposition. A space without any Support or Opposition marker is Neutral, as indicated in the holding box for these markers. When a game effect tells you to 'shift' a space towards Active Support or Active Opposition it will move one step towards one of these extremes, first passing through Passive Support or Passive Opposition. Some game effects may instead 'set' a space directly to a specific level of Support, Opposition, or Neutral, without passing through any intermediary states.

> *Read rules section 1.8 to learn more about Support and Opposition.*

Control markers for each Faction (counting MarsGov and Corporations together as 'COIN', or Counterinsurgent) can optionally be used to mark the current Control status of each space. A space is Controlled by a Faction (or collectively by COIN) if their wooden forces in that space outnumber all other wooden forces there combined. MarsGov and Corporations are counted together as COIN for the purposes of Control, along with any EarthGov forces

that are present. A space that is not Controlled by any Faction is Uncontrolled. Try placing some Control markers now, counting the wooden forces pieces to assess Control in each space.

Place one Satellite marker in a circular 'Orbit' space, one in the 'Transit' box, and two on Earth. Satellites in Orbit may be used by the EarthGov Controller to enhance certain actions, while Satellites on Earth and in Transit are in the process of being transported to Martian Orbit.

Place four Population ('+1 Pop') markers in Displaced Population and one on Earth. These markers represent civilian population that can be housed in gray Infrastructure squares on Martian map spaces, increasing the Population of those spaces. The reverse side of each Population marker indicates Damage to Infrastructure, reducing Population – place one of these on the rightmost green Infrastructure square in the map spaces indicated in the setup instructions. We will learn more about how Damage and Population can be placed and removed later in this tutorial.

Place three Supply markers in Transit and one Supply marker on Earth. These represent fuel, weapons, and other equipment sent from Earth to support the Martian Government's counterinsurgency effort, and will be converted into MarsGov Resources when they reach Phobos. Place the Overflow A and B markers in their respective Overflow boxes, the Flashpoint marker on the '0' position of the Flashpoint Track, and the 'EG-' marker on the top '1' position of the Earth Government Confidence Track. The remaining square markers are used to indicate various game states along the numerical edge track: Profits at '0', CR Controlled + Bases at '7', Enemy Bases at '10', Total Support + EG Confidence at '12', and Total Opposition + Bases at '14'. Place these markers along the edge track now.

Dust Storms

Six large rectangular markers are used to mark the presence of 'Approaching' and 'Raging' Storms in Martian map spaces. A space with a Raging Storm cannot be selected for most actions, while an Approaching Storm marker just indicates where a Raging Storm will hit next. At the start of the game two Approaching Storms are placed in random spaces, selected by rolling a pair of white and black dice and checking for the indicated map space (the white die indicates the map region or sub-region; the black die indicates the precise space within that region). For the

purposes of this tutorial just place one Approaching Storm marker in Shepard (a die result of white '4' and black '6') and one in Hellas Chaos (a die result of white '5' or '6' and black '3' or '4').

Asset and Campaign Decks

The Reclaimer and Red Dust Factions each make use of a small additional deck of cards, called Assets and Campaigns respectively. Asset cards are used by the Reclaimer player to manipulate turn order, spent for Resources, and to play special Events, while Campaign cards offer temporary bonuses to the Red Dust player (or penalties to the COIN Factions). In a normal game both decks would be shuffled, before dealing a hand of three Asset cards to the Reclaimer player and revealing one active Campaign card for the Red Dust player, but for the purpose of this tutorial you should select the following cards: HIDDEN FORCES (CR16), IDEOLOGUES (CR20), and ARES ROCKETS (CR26) as the Reclaimer's hand of three Asset cards and LEGAL INJUNCTIONS (RD9) as the active Campaign card (placed face up near the Red Dust Faction mat).

Victory

The markers placed along the numbered edge track indicate the progress that each Faction has made towards achieving their objectives. To win at the start of a Dust Storm Round each Faction must meet a certain threshold:

The **Martian Government** wins if Total Support plus Earth Government Confidence exceeds 34.

The **Corporations** win if Profits exceed 36.

The **Red Dust Movement** wins if Total Opposition plus Red Dust Bases on Mars exceeds 32.

The **Church of the Reclaimer** wins if spaces with Reclaimer Control plus Reclaimer Bases on Mars exceed all other Bases on Mars.

These victory thresholds are marked on the edge track for ease of reference during play (the Enemy Bases marker effectively indicates the variable Reclaimer victory threshold). If any Faction exceeds their victory threshold during the Victory Phase of a Dust Storm Round then they immediately win the game. If multiple Factions exceed their victory threshold, then the Faction with the highest margin above their threshold wins. Otherwise, if no Faction has

exceeded their victory threshold by the end of the game, then the Faction with the lowest margin beneath their threshold wins the game.

Event Deck

The general instructions for constructing the Event Deck can be found on page **19** of the Rules of Play. Usually, the deck is constructed by creating three stacks of twelve Event cards each, with a Dust Storm card shuffled into the bottom six Events of each stack. For the purposes of this tutorial we will use a pre-ordered stack composed of the following cards, from top to bottom (all face-down):

1. **Printing Weapons** (Card 29)
2. **Sudden Storm** (47)
3. **Europa** (48)
4. **Red Wednesday Riots** (12)
5. **The Slush Fund Scandal** (23)
6. **New Córdoba** (44)
7. **The Tubes** (43)
8. **USSS Challenger** (4)
9. **A Green New Deal** (1)
10. **Shenzhou** (16)
11. **Targeting Cyclists** (9)
12. **Dust Storm** (49, 50, or 51)

If you would like to continue playing after the tutorial, shuffle together the remaining Events cards and deal out two piles of six, then shuffle each of these six cards together with a Dust Storm card. Deal six more Event cards on top of one pile, place the other pile on top of that, deal another seven Event cards on top of this, and finally place the pre-ordered stack created above on the very top. Either way, place the constructed deck near the board, draw the top card and place it face up next to the deck, then draw the next card and place it face up on top of the deck. We are now ready to begin playing.

OPERATIONS AND SPECIAL ACTIVITIES

In **Red Dust Rebellion** two Event cards are visible at a time, the Current Event (face up next to the deck) and the Next Event (face up on top of the deck). During each Event round up to two Eligible Factions may act in the Faction order displayed on the Current Event, with the Reclaimers having a special option to spend Asset cards in order to adjust their position (by default they are last on every Event card). After two Factions have acted or everyone has passed, Eligibility is reset, the Next Event becomes the Current Event, and a new Next Event is revealed. The next Event round then begins.

Card 1 (Printing Weapons # 29)

In the middle of each Event card are the four Faction icons, whose order determines the sequence in which Eligible Factions will take their turns (ignore the Flashpoint icon to the left of these for now). At the start of the game all Factions are Eligible, and the Red Dust icon is first on this card, so they currently have the first choice of which action to take. However, before Red Dust acts the Reclaimers may choose to discard up to three Asset cards, shifting their icon one space to the left for each card they discard. In this case they would need to discard three cards to become 1st Eligible, or two cards to become 2nd Eligible, so they decide to bide their time and not act this round. Red Dust is therefore 1st Eligible and has several options to choose from, as displayed on the Sequence of Play track. They can execute an Operation with no Special Activity (which will prevent the 2nd Eligible Faction executing the Event), an Operation with a Special Activity (which will allow the 2nd Eligible Faction to execute the Event), or execute the Event card (performing either the shaded or unshaded option). Alternatively they can pass, gaining 1 Resource and remaining eligible to play on the next Event card, in which case the currently 2nd Eligible Faction would become 1st Eligible (each Faction gains a different bonus for Passing, as indicated at the bottom of the 'Eligible Factions' box on the Sequence of play Track).

The Red Dust player decides to execute a Rally Operation. Look at the Red Dust page of the Faction foldout to see a full list of the Operations and Special Activities available to them. The Rally Operation may be performed in any Populated spaces without Support, and they select Arsia Mons, Rutherford, Gandhi, and Sharma. Rally may always place one Rebel or replace two with a Base, so they first place one Rebel each in Arsia Mons and Rutherford, then they replace two Rebels with a second Red Dust Base in Sharma (this increases the Red Dust victory total by one, to 15, and also increases the Reclaimer Enemy Bases total to 11). There can only ever be a maximum of two Bases (between all Factions) in all spaces except the Wilderness, where there can be up to six Bases, and Phobos, where Bases cannot be placed. Red Dust decides to make use of the Base that they already have in Gandhi there to place Rebels up to the number of Bases (one) plus the Population in the space (two), for a total of three new Rebels placed. New Rebels are always placed Hidden, with their symbol end down. Finally, at the end of each Rally Operation Red Dust may upgrade one of their Bases in any Desert at no additional cost, making it Dug-In. They do this in Alpheus Colles, flipping the Base to show its symbol side. This Rally Operation costs them a total of four Resources, one for each space selected (and not counting Alpheus Colles), reducing them to 10 Resources.

> **Read rules section 5.6 to learn more about the Rally Operation.**

Red Dust Rally to place three new Rebels in Gandhi and replace two Rebels with a Base in Sharma.
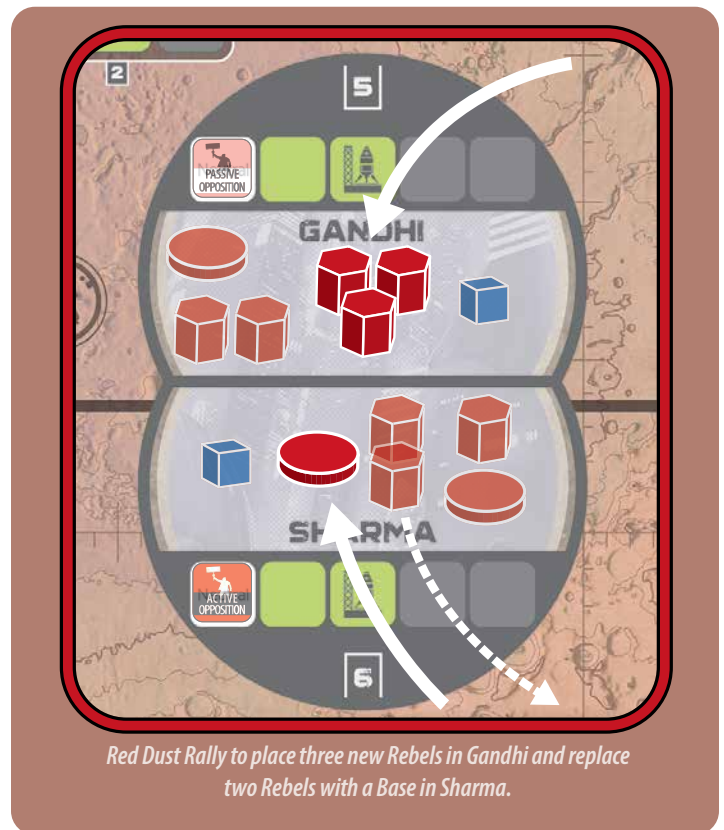
When any Faction executes an Operation they may also be able to perform an associated Special Activity. This option is always available to the 1st Eligible Faction, and is available to the 2nd Eligible Faction if the 1st Eligible Faction chooses to execute the Event. Each Operation can only be paired with certain Special Activities: in this case, Rally can be paired with Redistribute or Coordinate. The Red Dust player chooses to Coordinate, which may target up to two spaces without Support and with a Hidden Red Dust Rebel. They target Shenzhou first, Activating their Hidden Rebel there by flipping it to reveal its symbol end, then performing a House action. House can only be performed in spaces without Damage, and moves a Population marker from Displaced Population to an empty gray box on the selected space's Infrastructure track, increasing its Population by one—do this now. Red Dust House also flips the EarthGov Confidence marker to its 'EG-' side, but it is already on this side so there is no further change. The Coordinate space is then shifted one level towards Active Opposition—it was previously Neutral, so place a Passive Opposition marker there. This increases Total Opposition by four (one per Population in the space), also increasing the Red Dust victory total by the same amount, to 19. For their second Coordinate space they target Sharma, again Activating the Hidden Rebel there to House one Population marker from Displaced Population (and increasing their

victory total by two more, to 21). The space is already at Active Opposition, so instead of shifting towards Active Opposition the Red Dust player is able to replace the MarsGov Troop there with another Rebel. The Red Dust turn is now complete, so we shift their eligibility cylinder from 'Eligible Factions' to the '1st Faction Op - May Add Special Activity' box, indicating what action they took on their turn.

> **Read rules section 6.8 to learn more about the Coordinate Special Activity.**


Red Dust Coordinate in Shenzhou, Activating their Rebel there to House one Population and shift one level towards Active Opposition.

The Martian Government are 2nd Eligible, and may choose from Limited Operation or Event, as indicated in the Sequence of Play box directly to the right of the one that we just placed the Red Dust eligibility cylinder in. A Limited Operation is an Operation in only one space, and they decide to execute a Limited Train Operation. Train may select any spaces with Bases and any Labyrinths with COIN Control, and they decide to perform it in Europa. They may first place up to four new MarsGov Troops, paying 3 Resources for the Operation only if any Troops are placed. They place four blue Troops cubes in Europa, reducing their Resources to 15. Then, they may Pacify in up to one selected space, which in this case has to be Europa, as only one space was selected. Pacify allows them to perform any two of House, Repair, or pay three Resources to shift one level towards Active Support, in any combination (including performing the same action twice). They House to move one Population marker from

Displaced Population into Europa, then pay three additional Resources to shift Europa to Active Support. This reduces MarsGov Resources to 12 and increases their victory total to 16 (one for the new Population, then an additional three for shifting to Active Support). MarsGov House also flips the EarthGov Confidence to its 'EG+' side, meaning that it will improve during the next Flashpoint Round. The MarsGov Limited Operation is now complete, so we place their eligibility cylinder in the '2nd Faction - Lim Op or Event' box.

> **Read rules section 5.1 to learn more about the Train Operation.**
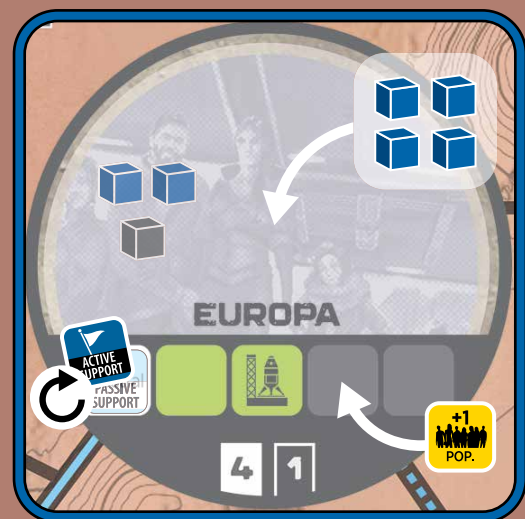
MarsGov Trains in Europa to place four Troops, then Pacifies to House one Population and shift one level towards Active Support.

Two eligible Factions have now acted, so the full turn is complete. We shift both the Red Dust and MarsGov eligibility cylinders to Ineligible Factions, move the Next Event (**Sudden Storm**) on top of **Printing Weapons** to become the new Current Event, then reveal the top card of the deck (**Europa**) as the new Next Event. When a new Event is revealed the Flashpoint marker is also moved right a number of spaces as indicated by the Flashpoint icon on the Event card—in this case four, moving the Flashpoint marker up to the '4' space on the Flashpoint track.

Card 2 (Sudden Storm # 47)

The Corporations are 1st Eligible, and Reclaimer again decides not to spend any Asset cards to shift their own eligibility, as they are already 2nd Eligible and would need to discard all three of their Asset cards to become 1st Eligible. When they are eligible to execute a Special Activity, a player may typically do so at any point before, during, or after their Operation, with the only restriction being that the Special Activity may not interrupt the complete execution of the Operation in one space. The Corporations player decides to first perform a Public Relations Special Activity, before moving on to their Operation. Public Relations may select up to two spaces with COIN Control and Security, then Repair in each space and House in one space as desired. They also gain two Profit for each Damage removed by Repair, and will reduce Red Dust Resources or discard Reclaimer Asset cards if any of their forces are present in affected spaces.

> *Read rules section 6.4 to learn more about the Public Relations Special Activity.*

Repair removes a Damage marker from a space (increasing the Population of that space by one), but must also be able to remove a Population marker from Displaced Population (if Displaced Population is empty then Damage may not be repaired). There is also an additional cost to Repair that is different for each Faction: three Resources for MarsGov, two Resources for Red Dust, and removing one Security from the space to Available for Corporations. In this case there is only one Displaced Population marker, so Corporations just Repair in Marth, removing one Security there to Available, then removing both the Damage marker from the space and the final Population marker from Displaced Population. Corporate Repair (and House) also allows them to flip the EarthGov Confidence marker to either side, as desired, but in this case they decide to leave the marker on its 'EG+' side. Finally, because this Repair occurred as part of a Public Relations Special Activity, they increase Profits by two, to 2.
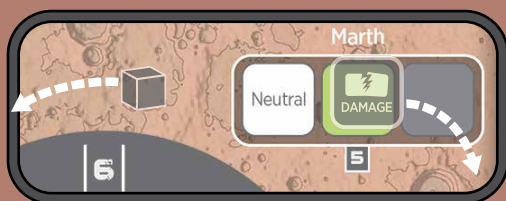
The Corporations use Public Relations to Repair in Marth, removing one Security to Available to remove one Damage (and also removing one Population marker from Displaced Population).

The Corporations must now execute an Operation, choosing from either Logistics, Secure, or Recon, as the Assault Operation cannot be combined with the Public Relations Special Activity. Operations executed by the Corporations have no Resource cost, so they can perform them in as many spaces as they wish. They decide to execute Logistics, which can target Earth, Transit, and Deserts, with a different effect in each kind of space. In Deserts, Logistics allows the Corporations to flip one Base to its upgraded Terraforming side, for free in the first Desert and then at a cost of 3 Profits for each additional Desert selected. In this case they only select one Desert, Hellas Chaos, flipping the Base there to upgrade it to a Terraforming Base. Next they select Earth for Logistics, which allows them to place up to four Corporate units there for free (maximum one SpecOps), plus an additional one for each Profit spent. They place one SpecOps and three Security on Earth without spending any Profit.

The Corporations then select Transit, which allows them to resolve the Aldrin Cycler in the same way as during a Flashpoint Round. This first moves everything from Transit to Phobos, in this case three Supply markers, one Satellite, two EarthGov Troops, one SpecOps, and one Security. All counters that reach Phobos are immediately moved elsewhere: the Satellite moves to Orbit, if there was a Population marker it would move to Displaced Population, and the three Supply markers are converted to three Mars-Gov Resources each (for a total of nine gained, increasing MarsGov Resources to 21), before being returned to the general supply. Finally, five non-Population pieces from Earth are moved from Earth to Transit, plus one Population if desired (usually this is compulsory, but when the Aldrin Cycler is activated by Logistics the Corporations may decide whether to move Population to Transit), and Corporations may pay one Profit per piece to move any number of additional non-Population pieces. In this case they decide to move two SpecOps, two Security, one Supply, and one Population from Earth to Transit, without paying any additional Profit.

The Corporations use Logistics to place forces on Earth, then select Transit to activate the Aldrin Cycler.
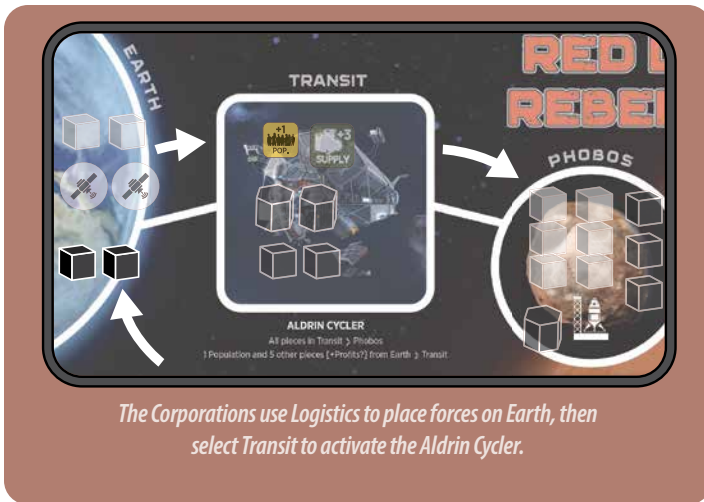
The Logistics Operation is nearly complete, but after selecting all desired spaces the Corporations may also place up to one Security at each of their Bases on Mars, paying one Profit for each Security placed. They decide to place just one Security on Marth, reducing their Profits to 1. The Corporations turn is now complete, so we place their eligibility cylinder in the '1st Faction Op - May Add Special Activity' box.

> **Read rules section 5.2 to learn more about the Logistics Operation.**

The Reclaimers are the only remaining Eligible Faction so they are now 2nd Eligible, even though their icon is in fourth place on the Current Event card. They decide to execute a Limited Operation instead of the Event (which in this case has only one option). When the Reclaimers execute a Limited Operation they are able to take advantage of their special Desert Efficiency rule, which allows them to select multiple spaces for their Operation (remember that Limited Operations may normally only be performed in one space), and also to draw an Asset card after the Operation is complete. However, they are only able to spend one Asset card for Resources when executing a Limited Operation, so the total number of spaces that they can select will still be limited. They decide to execute a Rally Operation, discarding the **Hidden Forces** Asset card to allow them to select up to five spaces (each Asset card is usually worth the number of Resources indicated in the top right corner, but this one has an additional effect at bottom left, indicating that it is worth five Resources for Rally only).

Reclaimer Rally is similar to Red Dust Rally, except that it may only select Neutral spaces on Mars (which includes all Unpopulated spaces), and may be used to upgrade Reclaimer Bases to Conversion Centers instead of placing

any forces. They place one Rebel in each of Marth, Hellas Chaos, and Tharsis Tholus, then upgrade their Bases in New Córdoba and the Wilderness, flipping them symbol side up to indicate that they are now Conversion Centers, and also drawing two new Asset cards, one for each upgraded Base. They draw **Pilgrimage** (CR29) and **The Reclaimer Faith** (CR9). The Limited Rally Operation is now complete, and they draw one additional Asset card from Desert Efficiency, **The Trackless Wastes** (CR14) giving them a total of five Asset cards in hand. Finally, we place their eligibility cylinder in the '2nd Faction - Lim Op or Event' box.

Reclaimers Rally to place a Rebel in Marth and to upgrade their Base in New Córdoba to a Conversion Center.
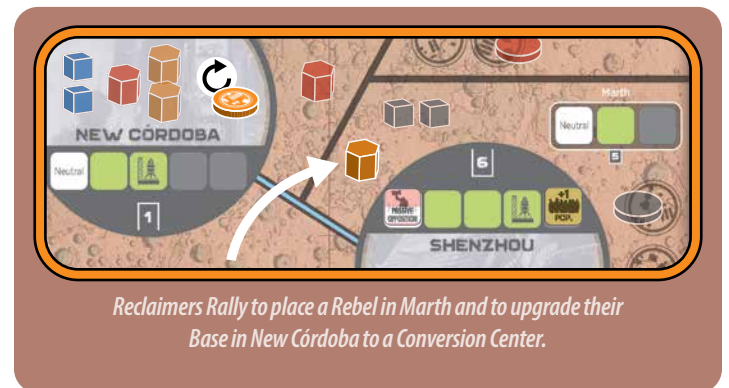
Two Factions have acted and the turn is now complete, so we reset Eligibility, first moving the MarsGov and Red Dust cylinders from Ineligible Factions to Eligible Factions, then moving the Corporations and Reclaimer cylinders to Ineligible Factions. **Europa** is moved to become the Current Event, then the new Next Event, **Red Wednesday Riots**, is revealed from the top of the deck. The Flashpoint value on **Red Wednesday Riots** is '4', so we move the Flashpoint marker four spaces, reaching the end of the track and triggering a Flashpoint Round (any movement beyond the end of the track is ignored).

FLASHPOINT ROUNDS

Each Flashpoint Round follows the sequence listed on the Flashpoint Round aid sheet, but to speed up play both columns can be performed simultaneously, one by the EarthGov Controller and the other by the Church of the Reclaimer.

Aldrin Cycler

The Aldrin Cycler is resolved in much the same way as we just saw during the Corporate Logistics Operation. First, all pieces in Transit are moved to Phobos, then any markers are resolved, in this case moving one Population to Displaced Population and increasing MarsGov Resources by three, to 24 (the Supply marker is then returned to the general supply). Then the EarthGov Controller (currently Corporations) chooses five non-Population pieces to move to Transit, plus one Population (if possible), and Corporations may pay one Profit per piece to move any number of additional non-Population pieces. In this case Corporations just moves two Security, two EarthGov Troops, and one Satellite to Transit.

Corporate Casualties

If there are any Corporate forces in the Casualties box then their Profits will be reduced, by one per Corporate Base and by one per two Security, then all Corporate forces are returned from Casualties to Available. In this case there are not yet any Corporate Casualties, so nothing happens.

EarthGov Confidence

First, any Satellites on Mars are moved back to Orbit (in this case, none). Then, the EarthGov Confidence marker is shifted up or down one step, depending on which face is currently showing. It is currently set to EG+, so we shift it up one step and increase the MarsGov victory total to 17. Finally, new pieces are added to Earth as indicated on the current level of the Earth Government Confidence track —in this case four EarthGov Troops, two Supply markers, and one Population marker.

Terraforming

Profits are increased by two for the first Terraforming Base in each Desert, then by one for each additional Terraforming Base in each Desert, and finally reduced by one for each Conversion Center in Deserts. There is currently one Terraforming Base and one Conversion Center in a Desert, for a net increase of one Profit, to 2.

Dust Storms

All Raging Storms are removed (in this case none), then all Approaching Storms are flipped to their Raging Storm sides (flip the Storms in Shepard and Hellas Chaos). A number of Dust Storm rolls equal to the Flashpoint value of the Next Event are then made, in this case four, although these rolls always stop once all six Storm markers are on the map. We will assume that the rolls are made with the following results: new Approaching Storms in Syria Planum, Rutherford, and Noctis Labyrinthus, and then a second result for Noctis Labyrinthus which flips the Approaching Storm there to Raging and then allows Reclaimers to remove one enemy piece, so a single Red Dust Rebel there is removed (Rebels of one Faction must usually be removed before their Bases can be removed).

Attrition and Conversion

One MarsGov Troop, one Security, and one Red Dust Rebel are removed from each Desert that has no friendly Base and is either Unpopulated or has a Raging Storm (in this case none), then a Reclaimer Rebel is placed in each Populated space with a Conversion Center. One Reclaimer Rebel is placed in New Córdoba, which gives the Reclaimers Control of the space and increases their victory total to 8.

Finally, the Flashpoint track is reset to 0 and then play continues with the new Current Event card.

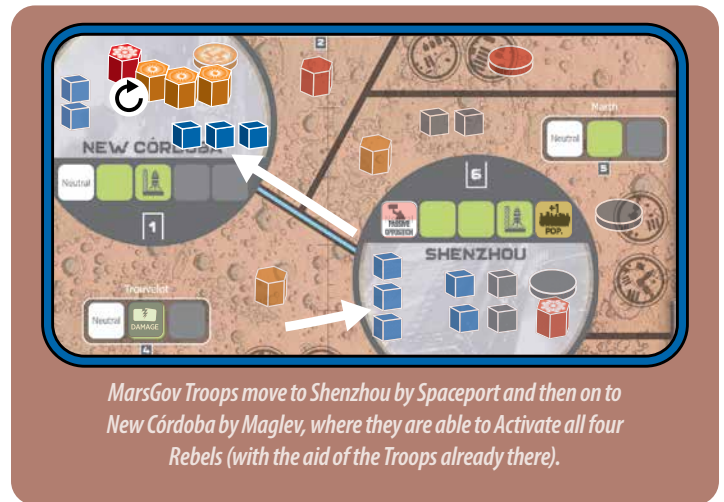> *Read rules section 4.2 to learn more about Flashpoint Rounds.*

EVENTS

Card 3 (Europa # 48)

MarsGov is 1st Eligible and will start by executing a Secure Operation, which allows them to move their Troops to any destination Labyrinths that are adjacent, connected by Maglev lines, or by using Spaceports to move between Labyrinths that are Undamaged and have COIN Control at the beginning of the Operation. Troops must stop moving if they reach a Labyrinth that had enemy Control at the start of the Operation, but may otherwise move as far as they like, paying only for destination spaces in which Troops stop moving. After all Troops have finished moving, Secure will also Activate one Hidden Rebel per Troop in each Destination, and then allows MarsGov to replace one Troop with a Base in each destination and/or House or Repair in one destination (if desired).

> *Read rules section 5.3 to learn more about the Secure Operation.*

MarsGov moves three of their Troops from Europa to Shenzhou (by Spaceport) and then on to New Córdoba (by Maglev) where they stop, removing Reclaimer Control and reducing the Reclaimer victory total to 7. They also move two Troops from Coronae Montes to Sharma (by adjacency), giving Reclaimers Control of Coronae Montes and increasing the Reclaimer victory total back to 8. Finally, they also choose Tereshkova as a destination without moving any additional Troops there, in order to Activate the Hidden Rebel. They would have liked to move to Shepard, but cannot move any Troops in or out as there is a Raging Storm there—they could still select it as a destination just to Activate Hidden Rebels, but decide not to. Having finished moving Troops, they now Activate one Rebel per MarsGov Troop in each destination—one in Tereshkova, all four in New Córdoba, and just one in Sharma (as the other one is already Active), for a total of six Rebels Activated (which will soon be important for the Petition Special Activity). Finally, they House in Tereshkova, placing one Population marker from Displaced Population there. MarsGov Secure usually costs three Resources per destination space (in this case three), but the **Legal Injunctions** Campaign card increases the cost to six in Sharma (with Active Opposition), for a total cost of twelve Resources, reducing the MarsGov Resource total to 12.

MarsGov Troops move to Shenzhou by Spaceport and then on to New Córdoba by Maglev, where they are able to Activate all four Rebels (with the aid of the Troops already there).

They now move on to the Petition Special Activity, which may only be used once the accompanying Operation is completed in all selected spaces (this is an exception to the usual rule about Special Activity timing). Petition always places one Supply marker on Earth, plus an additional Supply for every three Rebels Activated by the accompanying Operation, then reduces Profits by the number of Supply markers placed. In this case six Rebels were Activated by Secure, so three Supply markers are placed on Earth, and Profits are reduced to 0 (they cannot go below 0). The MarsGov turn is now complete, and we place their eligibility cylinder in the '1st Faction Op - May Add Special Activity' box.

> *Read rules section 6.2 to learn more about the Petition Special Activity.*

Red Dust is now 2nd Eligible, and decides to execute the Current Event, which they are able to do because MarsGov executed a Special Activity. Any Faction executing an Event with two options may choose to use either option on it, but the top (unshaded) option is typically good for one or both of the COIN Factions (or bad for the Rebel Factions), while the bottom (shaded) option is typically good for one or both of the Rebel Factions (or bad for the COIN Factions). In this case Red Dust decides to execute the shaded option on **Europa**, *Middle Class Activism*. This first flips the EarthGov Confidence marker to its 'EG-' side, as indicated by the symbol at top left of the Event option, then shifts Europa two levels towards Active Opposition, moving it from Active Support to Neutral and reducing the MarsGov victory total by six, to 11. The Event option also allows Red Dust to draw four Campaign cards, put one into effect, and shuffle the rest back into the deck —we will assume they select the **Comms Cutoff** (RD11) Campaign card. The Red Dust turn is now complete, so

we place their eligibility cylinder in the '2nd Faction - Lim Op or Event' box.

Read rules section 7.0 to learn more about Event cards.

Both Factions have acted so we reset eligibility, moving Corporations and Reclaimers to Eligible and MarsGov and Red Dust to Ineligible. We then move **Red Wednesday Riots** to become the new Current Event, and reveal **The Slush Fund Scandal** as the new Next Event, which also moves the Flashpoint marker forward three steps, to 3.

PLAY CONTINUES

You now know enough to play on by yourself, using the Faction aid sheets to select Operations and Special Activities, and checking the rules if you are unsure about something. The rest of this tutorial will continue to play through until the first Dust Storm Round, and following it yourself will be a useful way to learn the game, but each action will be explained in less detail and you will no longer be explicitly directed to check sections of the rules.

Card 4 (Red Wednesday Riots # 12)

The Reclaimers discard three Asset cards (**Ideologues**, **Ares Rockets**, and **The Trackless Wastes**) to become 1st Eligible, allowing them to execute an Operation with a Special Activity. They will execute the Attack Operation, combining it with the Ambush Special Activity to guarantee the success of Attack in two spaces with Hidden Rebels. They select New Córdoba, Marth, and Coronae Montes for Attack, discarding the **Pilgrimage** Asset card (value 3) to pay for the three selected spaces.

For the regular Attack in New Córdoba they roll two dice, which land on '1' and '5'. As the combined total (6) is equal or less than the total forces in the space (10) they place a Damage on the Infrastructure track, which also causes a Population marker to be placed in Displaced Population. Then, because the '1' result is equal or less than the number of Reclaimer Rebels in the space (3) they are able to remove two enemy forces, and decide to remove two MarsGov Troops. The '5' result does not allow them to remove any enemy forces, as it is greater than the number of Reclaimer Rebels in the space.

The Reclaimer Attack in New Córdoba places one Damage and removes two MarsGov Troops.

The Reclaimers Ambush in Marth, which Activates the Hidden Rebel there and then allows them to set both Attack dice to any value, instead of rolling. They set both to '1', which will first place one Damage (also adding one Displaced Population), and then allows them to remove four enemy forces (two for each die roll equal or less than the number of Reclaimer Rebels in the space). Bases may only be removed after all friendly units are removed, but in this case they can remove both Security and the Corporate Base, sending them all to Casualties.

Finally, they also Ambush in Coronae Montes, Activating only one of the two Hidden Rebels there and removing the MarsGov Base (they can't place any Damage as there are no green spaces left on the Infrastructure track). The Operation is complete, and it has gained them Control of one new space, increasing the Reclaimer victory total to 9, while also reducing the Enemy Bases total by two to 9.

The Corporations decide to pass, as they will be 1st Eligible on the next Event card. When a Faction passes they remain eligible to act on the next Event card, and the next Eligible Faction in eligibility order (if any) takes their spot as 1st or 2nd Eligible. Each Faction also receives an additional bonus when they pass: three Resources for MarsGov, one Resource for Red Dust, draw one Asset card for Reclaimers, and activate the Aldrin Cycler (as if executing Logistics) for Corporations. However, in this case the **Comms Cutoff** Campaign card prevents the Corporations from activating

the Aldrin Cycler, so they just remain eligible with no further effect.

We reset eligibility, move the Next Event to become the new Current Event, and reveal a new Next Event: NEW CÓRDOBA. The Flashpoint value on this card is two, which will move the Flashpoint marker far enough to trigger another Flashpoint Round.

Flashpoint Round
Conduct each phase as listed below:

‣ Move all pieces from Transit to Phobos, then move four EarthGov Troops, one Supply, and one Population from Earth to Transit.

‣ Profits would be reduced by two from Corporate Casualties (one for the Base, one for the two Security), but cannot be reduced below zero, then all Corporate forces in Casualties are returned to Available.

‣ EarthGov Confidence is decreased one level (reducing MarsGov victory total to 10), then four EarthGov Troops, one Supply, and one Population are placed on Earth.

‣ Terraforming increases Profits by one, to 1 total!

‣ Remove the Raging Storms in Noctis Labyrinthus, Shepard, and Hellas Chaos, flip the Approaching Storms in Rutherford and Syria Planum to Raging, then place two new Approaching Storms, one each in Trouvelot and Shepard.

‣ One Red Dust Rebel is removed from Rutherford by Attrition, because there is a Raging Storm and no Red Dust Base there. One Reclaimer Rebel is placed in New Córdoba because of the Conversion Center there, also giving Reclaimers Control and increasing their victory total to 10.

‣ The Flashpoint track is reset to zero and play continues.

Card 5 (THE SLUSH FUND SCANDAL # 23)
Corporations are 1st Eligible and will execute a Recon Operation with the Raid Special Activity. Recon allows the Corporations to move Security, SpecOps, and EarthGov Troops (because they are currently EarthGov Controller) to any adjacent Desert spaces, and from COIN-Controlled Spaceports to any Desert spaces, then Activate Hidden Rebels and place Bases in all destinations, and House or Repair in one destination space, in the same way that

Secure does in Labyrinths. Recon does not usually allow units to enter spaces with Raging Storms, but as EarthGov Controller the Corporations may deploy a Satellite from Orbit to a Raging Storm space in order to use Navigation Beacons to select it as a Recon destination. They move three Security from Phobos into each of Pavonis Mons and Syria Planum (using a Satellite for Navigation Beacons in the latter), one additional Security from Europa into Pavonis Mons, one additional Security from Tenzing into Syria Planum, and two SpecOps and four EarthGov Troops from Phobos into the Wilderness. They also select Hellas Chaos as a destination without moving any units there. Once they have finished moving units, the Corporations then Activate the Reclaimer Rebel in Hellas Chaos and all three Reclaimer Rebels in the Wilderness. They then replace one Security with a Base in each of Pavonis Mons and Syria Planum (return the Security to Available), and also House one Displaced Population in Syria Planum.

The Corporations use Recon to move four Security into each of Pavonis Mons and Syria Planum, then replace one Security with a Base in each space, and also House one Population in Syria Planum.

The Corporations then Raid: they move one SpecOps from the Wilderness into Marth and one into Alpheus Colles (remember that the Wilderness is adjacent to the Deserts at the edge of each Sector), then Activate both SpecOps to remove the Reclaimer Rebel in Marth and both the Red Dust Rebel and Base in Alpheus Colles (note that Raid may remove Hidden Rebels, but must still remove all Rebels before removing a matching Base). Corporations turn is now complete, and it has had a big impact on

the Reclaimer victory total. Take a moment to calculate the shift to Reclaimer Controlled spaces plus Bases, and also the shift to Reclaimer Enemy Bases, then place the Corporations cylinder in the Sequence of Play box corresponding to their turn.

The Corporations Raid into Alpheus Colles to remove the Red Dust Rebel and Base there.
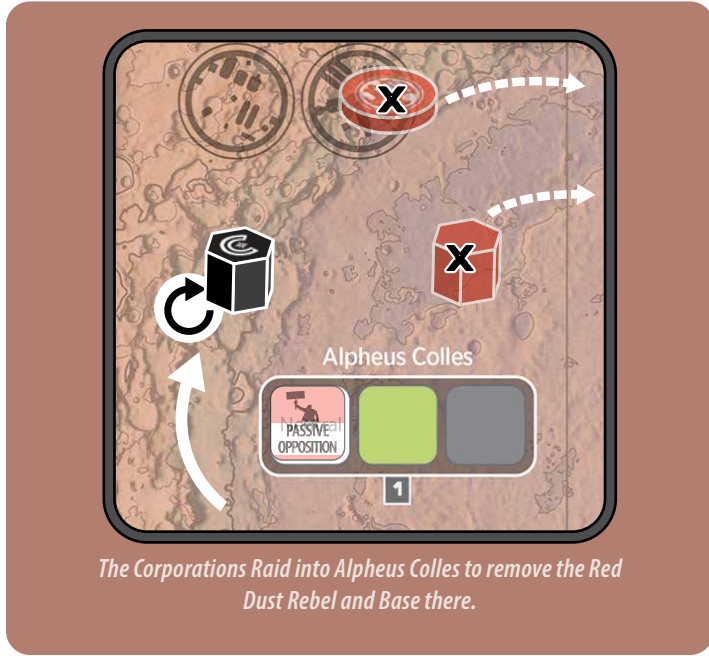
MarsGov is 2nd Eligible and decides to execute the Event, which first sets the EarthGov Confidence marker to 'EG+', then allows them to replace up to four Rebels with MG Troops or Security. They replace the one Reclaimer Rebel in Tenzing with a MarsGov Troop, the one Red Dust Rebel in Tereshkova with a MarsGov Troop, and the two Red Dust Rebels in Sharma with two MarsGov Troops. The MarsGov turn and the full Event Round is now complete, so place the MarsGov eligibility cylinder in the correct Sequence of Play. Reset eligibility, move **New Córdoba** to become the new Current Event, then reveal the top card of the deck (**The Tubes**) as the new Next Event and move the Flashpoint marker as indicated by its Flashpoint value.
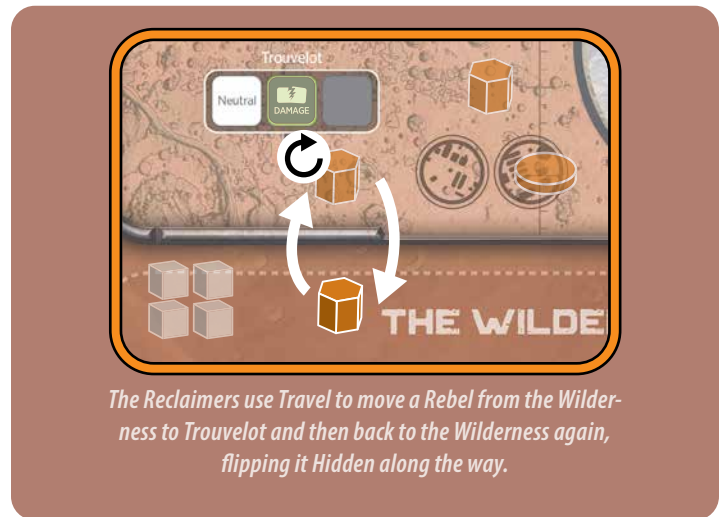
Card 6 (New Córdoba # 44)

Red Dust is 1st Eligible and the Reclaimers do not have enough Asset cards in hand to change this, so Red Dust will act first. Red Dust decides to execute the shaded portion of the Current Event, which shifts New Córdoba one step towards Active Opposition (increasing their victory total by one), then places two Red Dust Rebels each in New Córdoba and Trouvelot. The Event also indicates that two Rebels should be placed in Rutherford (adjacent to New Córdoba), but because there is a Raging Storm there it cannot be affected by the Event, so these Rebels are not

placed. The Red Dust turn is now complete.

Because Red Dust executed the Event, the Reclaimers are now able to execute an Operation with a Special Activity, even though they are only 2nd Eligible. They decide to execute a Travel Operation with the Ransack Special Activity. Travel allows the Reclaimers to move their Rebels and Bases into any adjacent spaces, even into or out of spaces with Raging Storms, paying one Resource (with Asset cards) for each origin space selected (except the Wilderness, which costs zero Resources to select as an origin). Moving Rebels may also move again, at no additional cost, from each space they enter that contains a Reclaimer Base, potentially allowing them to move several spaces in one turn. Furthermore, any Rebel moving into the Wilderness or a space with a Raging Storm will become Hidden. However, if any Rebels move into a space with Support and no Raging Storm then they will become Active if the total moving Rebels plus cubes and SpecOps in that space exceeds three, and any Conversion Center that moves will revert to a normal Reclaimer Base.

The Reclaimers decide to move only from the Wilderness, paying zero Resources and therefore discarding no Asset cards. They move two Rebels into Hellas Chaos and one into Trouvelot (where it becomes Hidden due to the Approaching Storm). The Rebel moving into Trouvelot can move again due to the Reclaimer Base there, and moves straight back into the Wilderness. The Reclaimers are often able to protect their Bases in the Wilderness by doubling back on themselves in this way and throwing off their pursuers.

The Reclaimers use Travel to move a Rebel from the Wilderness to Trouvelot and then back to the Wilderness again, flipping it Hidden along the way.

Next, the Reclaimers will use the Ransack Special Activity, which allows them to Activate a Hidden Rebel in up to two spaces with Damage, then draw one Asset card for each Damage marker in these spaces. They Activate one

Rebel in New Córdoba and one in Coronae Montes, drawing a total of two new Asset cards: **AI Unleashed** (CR24) and **Weapons Cache** (CR30). The round is complete: reset eligibility, move the Next Event to become the Current Event, then reveal the new Next Event (**USSS Challenger**) and advance the Flashpoint marker as indicated.

Card 7 (The Tubes # 43)

With Red Dust currently ineligible the Corporations are 1st Eligible, and decide to execute an Assault Operation with the Exploit Special Activity. They Exploit first, selecting up to two spaces with a Corporate Base, no Damage, and more Corporate forces than MarsGov forces. They select Shenzhou and Pavonis Mons, shifting each one step towards Neutral (reduce the MarsGov and Red Dust victory totals accordingly), then increasing their Profits by the combined total Population of both spaces, up to 6. The Corporations would have liked to select Syria Planum instead of Pavonis Mons, but Deserts with Raging Storms may not be selected for Special Activities.

The Corporations then Assault in Shenzhou, where they remove the one Red Dust Rebel, and also in Hellas Chaos, where their two Security cubes are only sufficient to remove two Reclaimer Rebels. However, as EarthGov Controller the Corporations may enhance their Assault with Bombard, placing a Satellite from Orbit to remove two additional enemy forces. They do this in Hellas Chaos to remove the final Reclaimer Rebel. Assault also increases Profits by one for every two enemy forces removed in spaces with Security or Active SpecOps ('Mercenaries'). Three Rebels were removed in Hellas Chaos, so Profits are increased by one, to 7. Finally, as EarthGov Controller the Corporations may also use EarthGov Troops to Suppress in one space not selected for Assault. They do so in the Wilderness, forcing the Hidden Rebel there to move to an adjacent Desert of the Reclaimers choosing, and it moves to Daedalia Planum.


The Corporations use their EarthGov Troops to Suppress in the Wilderness, forcing the Reclaimer Rebel there to move to an adjacent space.

The Corporations turn is complete, and MarsGov decides to pass, gaining them three Resources and allowing them to remain eligible for the next card, where they are 1st Eligible. Reset eligibility, move the Next Event to become the Current Event, then reveal the new Next Event (**A Green New Deal**). The Flashpoint value on the new Next Event is zero, so the Flashpoint marker is not moved.
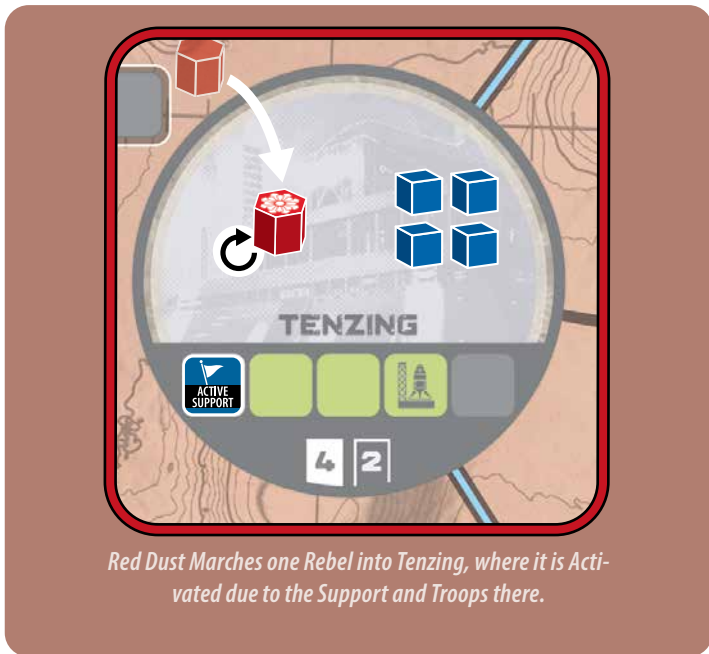
Card 8 (USSS Challenger # 4)

Reclaimers decide not to discard any Asset cards, so MarsGov is 1st Eligible, and they will execute a Train Operation with the Entrench Special Activity. They first place four MarsGov Troops on Phobos, which is a Labyrinth with permanent COIN Control that can therefore always be selected for Train. Then they Pacify in Tharsis Tholus without placing any Troops, which means they will not pay for the Train itself in this space. They do pay to Repair, removing one Damage from Tharsis Tholus and one Population marker from the Displaced Population box. This Operation costs MarsGov six Resources, three for placing Troops on Phobos and three for the Repair action in Tharsis Tholus.

MarsGov will now Entrench, which they can do in two spaces with COIN Control. They select Tharsis Tholus and Europa. In each space they can replace one MarsGov Troop with a Base, but decide not to do so, then they may Fortify their Troops by placing them onto Populated Infrastructure. They Fortify one Troop in Tharsis Tholus and three Troops in Europa. Each Fortified Troop will prevent one Damage in that space, then be removed. The MarsGov turn is now complete.
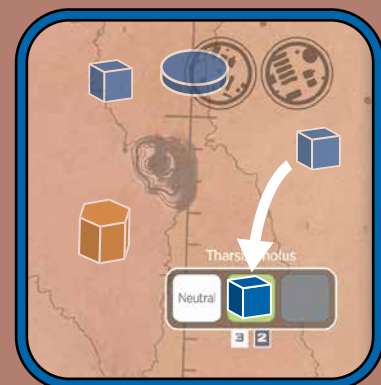
MarsGov Entrenches in Tharsis Tholus, placing one Troop on the populated Infrastructure track square to block future Damage.

Red Dust is 2nd Eligible and will perform a Limited March Operation. This will allow them to move Rebels into one space from any adjacent spaces, or from farther away along Maglevs and through Red Dust-Controlled Spaceports, although moving Rebels must stop if they reach enemy Control. They decide to move one Rebel from Arsia Mons to Tenzing, where it will become Active due to there being Support and at least three cubes already in the space. March costs one Resource per destination space, reducing Red Dust Resources to 9.

Red Dust Marches one Rebel into Tenzing, where it is Activated due to the Support and Troops there.

Reset eligibility, move the Next Event to become the Current Event, then reveal the new Next Event (**Shenzhou**), which will move the Flashpoint marker two spaces and trigger the next Flashpoint Round.

Flashpoint Round
Conduct each phase as listed below:

▸ Move all pieces from Transit to Phobos, then move four EarthGov Troops, one Supply, and one Population from Earth to Transit.

▸ Return both Satellites on Mars to Orbit. EarthGov Confidence is then increased one level (increasing the MarsGov victory total to 12), then two Supply and one Population is placed on Earth (there are no Available EarthGov Troops, so none are placed).

▸ Increase Profits by one (to 8), due to there being one Terraforming Base and one Conversion Center in Deserts.

▸ Remove the Raging Storms in Syria Planum and Rutherford, flip the Approaching Storms in Trouvelot and Shepard to Raging, then place two new Approaching Storms, one each in Daedalia Planum and Marth.

▸ One Red Dust Rebel is removed from Trouvelot by Attrition, because it is Unpopulated and there is no Red Dust Base there (this also adds Reclaimer Control). One Reclaimer Rebel is placed in New Córdoba because of the Conversion Center there.

▸ The Flashpoint track is reset to zero and play continues.

Card 9 (A Green New Deal # 1)
Reclaimers decide to seize 1st Eligible by discarding two Asset cards (**AI Unleashed** and **The Reclaimer Faith**), and they will use this opportunity to execute a Preach Operation with a Purify Special Activity. Preach may be performed in any Populated spaces with Reclaimer Rebels (Active or Hidden), and they choose to perform it in New Córdoba, Tharsis Tholus, and Daedalia Planum. The Reclaimers must first Activate a Reclaimer Rebel in each space that doesn't already have an Active Reclaimer Rebel, and do so in Daedalia Planum and Tharsis Tholus. Next, they shift New Córdoba one level towards Neutral (reducing the Red Dust victory total by one). Because Tharsis Tholus and Daedalia Planum are already Neutral they instead place Reclaimer Rebels equal to Population in each, in this case one each, and then also either remove a Population marker (if possible) or place one Damage marker and set Earth-Gov Confidence to EG-. Neither space has any Population markers, so one Damage is placed in Daedalia Planum (also placing a Population in Displaced Population), but in Tharsis Tholus the Fortified Troop is removed instead, blocking the Damage. The EarthGov Confidence marker is also set to EG- The Operation is now complete, and the Reclaimers pay for it with a '4' value Asset Card, **Weapons Cache** (the excess value is lost).

The Reclaimer Preach Operation in Tharsis Tholus removes the Fortified Troop instead of placing Damage.

The Reclaimer Purify Special Activity can target up to two spaces with Reclaimer Control, a Hidden CR Rebel, and any enemy forces, in this case only Daedalia Planum. They Activate the new Reclaimer Rebel there to replace the Red Dust Rebel with a third Reclaimer Rebel. The Reclaimer turn is now complete.

The Corporations are 2nd Eligible and decide to perform a Limited Secure Operation. They use a Satellite to enhance the Operation with Drop Pods (available only to the Earth-Gov Controller), which allows them to move EarthGov Troops (only) from Phobos directly to any Labyrinth, even with enemy Control or a Raging Storm. They use this to target Shepard, placing four EarthGov Troops and a Satellite there, then Activating the two Hidden Rebels.


The Corporations use Secure with Drop Pods to move Earth-Gov Troops directly from Phobos to Shepard, even though there is a Raging Storm there.

Reset eligibility, move the Next Event to become the Current Event, then reveal the new Next Event (**Targeting Cyclists**), which will move the Flashpoint marker three spaces.

Card 10 (Shenzhou # 16)

Red Dust is 1st Eligible and decides to perform a Campaign Operation with the Redistribute Special Activity. They will Redistribute first, selecting up to four Populated spaces with Red Dust Control and a Hidden Red Dust Rebel. There are only three such spaces (Noctis Labyrinthus, Sinai Planum, and Gandhi), so they select all of them, then Activate a Red Dust Rebel in each one, gaining Resources equal to the Population of each space, four Resources in total.

The Red Dust Campaign Operation may be performed in any Populated spaces with Red Dust Rebels (either Active or Hidden). They select Tenzing, Shepard, Noctis Labyrinthus, Sinai Planum, New Córdoba, and Gandhi, costing them six Resources. There is already an Active Red Dust Rebel in each space, so they do not need to Activate any additional Rebels. They then shift each space one level towards Active Opposition, which adjusts both the Mars-Gov and Red Dust victory totals. They draw two Campaign cards and play one (**General Strike**, RD10) because Gandhi and Shepard are now both at Active Opposition. Finally, because Tenzing is now at Passive Support they place one Damage there, further reducing the MarsGov victory total. The Red Dust turn is now complete.
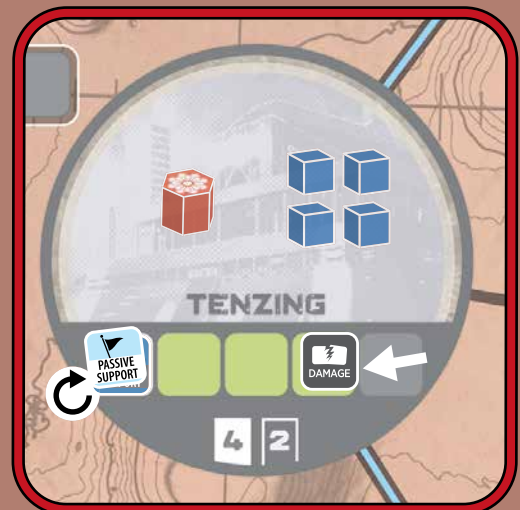
The Red Dust Campaign in Tenzing shifts the space from Active to Passive Support and then places one Damage.

MarsGov is 2nd Eligible and will execute a Limited Assault Operation in New Córdoba, costing them three Resources. They use their three Troops there to remove three Reclaimer Rebels. Because the Reclaimers still have Rebels in the space they are now allowed to execute a free Attack in response to the Assault, and choose to do so. They roll a '2' and a '4', which first places one Damage, leaving New Córdoba Unpopulated and automatically setting it to Neutral. The Reclaimers then remove one MarsGov Troops and one Hidden Red Dust Rebel (even though a MarsGov Assault instigated this Attack, it may be used to remove any enemy pieces). The MarsGov turn is now complete.

The Reclaimer counter-Attack in New Córdoba places one Damage and then removes one Red Dust Rebel and one MarsGov Troop.

Reset eligibility, move the Next Event to become the Current Event, then reveal the new Next Event, which is a **Dust Storm**. Dust Storm cards always have a Flashpoint value of zero, and when they become the Current Event a Dust Storm Round is immediately conducted, without revealing the next New Event. While a **Dust Storm** is the Next Event a 'Haboob' is in effect, meaning that no Recon or March Operations may be performed (the Haboob marker may be placed on the Current Event as a reminder of this).

Card 11 (Targeting Cyclists # 9)

The Corporations are 1st Eligible, and Reclaimers cannot adjust eligibility as they have zero Asset cards in hand (two would be required to become 1st Eligible, and they are already 2nd Eligible). The Corporations Assault in the Wilderness to remove the Reclaimer Conversion Center there, and in Shepard to remove the two Red Dust Rebels (they do not gain any 'Mercenary' Profits as there are no Security or Active SpecOps there). They then Exploit in Shenzhou and Syria Planum to gain six Profits, also reducing Syria Planum from Active Support to Passive Support. The Corporations turn is now complete.

The Reclaimers are 2nd Eligible and decide to pass, as they have no Asset cards in hand. They could still select the Wilderness for a zero cost Travel Operation, but they have no forces there to move. They move their Eligibility cylinder down to the "Pass" box, then they draw an Asset card (**The Mind Twister**, CR4), and their turn is complete.

Reset eligibility and move the Dust Storm card to become the new Current Event, but do not yet reveal the new Next Event. We will first pause to carry out a Dust Storm Round.

Dust Storm Rounds

Each Dust Storm Round consists of five Phases, conducted as follows.

Victory Phase: Profits are reduced by one for each Corporations Base in Casualties, and by one for every two Corporations Troops in Casualties. EarthGov Confidence is shifted down one step for each Satellite in Casualties, and by one for every two EarthGov Troops in Casualties. All forces in Casualties are returned to Available, and all Satellites in Casualties are returned to Earth. There are currently no Casualties, so in this case this has no effect.

Then, for every two Population markers in Displaced Population, MarsGov Resources are reduced by three and Profits by one. In this case there are four Population markers in Displaced Population, so MarsGov Resources are reduced by six and Profits by two.

Finally, if any Faction is over their victory threshold then the game ends immediately and victory is determined. Otherwise, as is currently the case, the Dust Storm Round continues.

Resources Phase: MarsGov gains Resources equal to the Population of spaces that have COIN Control and no Opposition, in this case fifteen. Profits are increased by two for every Corporations Base in a Labyrinth, in this case just by two for the Base in Shenzhou. Red Dust gains Resources equal to the number of their Bases on the map, plus the Population of spaces at Active Opposition, in this case a total of twelve. Finally, Reclaimers draw Asset cards as

The Reclaimers draw one Asset card for each card icon revealed on their Available Bases track.
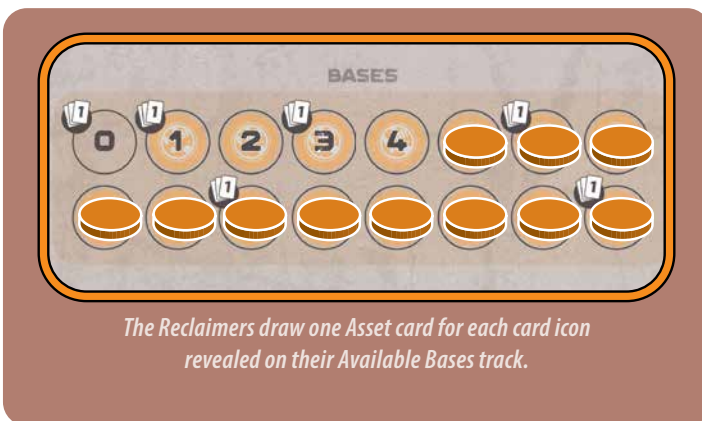
indicated by the card icons on revealed spaces on the Base track on their Faction mat (drawing more cards if more Bases are on the map). They draw three new Asset cards: **THE LOST PATROL** (CR12), **SYMPATHIZERS** (CR21), and **REMOTE BASE** (CR28).

Support Phase: MarsGov can Pacify in any spaces with COIN Control, performing up to two of the following in any combination in each space: House, Repair, or pay three Resources to shift one level towards Active Support. They House once each in Europa and Tereshkova, and Repair in Tenzing (costing three Resources), then pay nine additional Resources to shift each Labyrinth one level towards Active Support.

MarsGov may then Lobby, paying five Resources to shift EarthGov Confidence up one level. They choose to do so.

Red Dust can Agitate in any spaces with Red Dust Control, performing up to two of the following in any combination in each space: House, Repair, or pay one Resource to shift one level towards Active Opposition. They Repair in Radau (costing them two Resources), then pay two more Resources to shift both Noctis Labyrinthus and Sinai Planum to Active Opposition.

Redeploy Phase: All Storm markers are removed from the map. The EarthGov Controller, in this case Corporations, must move all EarthGov Troops on Mars to Phobos or spaces with EarthGov Bases. They move them all to Phobos.

MarsGov must move all MarsGov Troops from Deserts without COIN Bases to Labyrinths with COIN Control or spaces with MarsGov Bases, and may choose to move other MarsGov Troops in the same way. They are not forced to move any Troops, but choose to move one Troop each from Tenzing and Gandhi to Shepard.

Red Dust must move all Red Dust Rebels from Deserts without either Opposition or a Red Dust Base to spaces with Red Dust Bases, and may choose to move other Red Dust Troops in the same way. They move the Red Dust Rebel in Trouvelot to Radau, and move four Red Dust Rebels from Gandhi to Sharma.

Reclaimer may move any Reclaimer Bases to the Wilderness (and flip them symbol end down), then may move any Reclaimer Rebels to spaces with Reclaimer Bases. They decide to move one Rebel from Coronae Montes to Ascraeus Mons.

Reset Phase: If this were the final (third) Dust Storm Round then the game would end now and victory would be determined. As it is not, we continue with the following steps:

- ‣ Adjust Population markers on Earth to match EarthGov Confidence value. In this case, there should now be four Population markers on Earth.

- ‣ Hide all Rebels and SpecOps (flip them symbol end down).

- ‣ Remove all active Campaign cards.

- ‣ Shuffle the discarded Asset cards into the Asset deck.

- ‣ Move all Faction eligibility cylinders to Eligible Factions. Reveal the top card of the draw deck and move it to the discard pile to become the new Current Event card, then reveal a new Next Event card from the top of the draw deck. Ignore any Flashpoint icons on these two cards.

- ‣ Reset the Flashpoint track to zero, then total up the value of the Flashpoint icons on the new Current Event and Next Event and make that many Dust Storm rolls, as during a Flashpoint Dust Storm phase.

- ‣ Continue play with the new Current Event.

To conduct steps 5 and 6 you will have to construct the rest of the Event deck, if you haven't already. Play then continues in this way until one Faction wins during the Victory Phase of a Dust Storm Round, or until the Reset Phase of the third Dust Storm Round.

NEXT STEPS

You are now ready to begin playing Red Dust Rebellion by yourself, either by constructing the rest of the Event deck and continuing this game, or by setting up again and starting a new game. This tutorial covered the basic game concepts, the sequence of play, and most of the actions available to each Faction, but there are a few more points to look out for that we were not able to cover in detail:

Recon only Activates one Rebel for every two COIN units in the Wilderness.

Navigation Beacons may be used with Recon to Activate two additional Rebels.

SpecOps may only participate in Assault if they are Active, but the Corporations may first choose to Activate any SpecOps when performing Assault.

Bombard used with Assault in a Labyrinth also places one Damage.

Each successful Rebel Attack die may only remove one EarthGov Troop, and Satellites and EarthGov Troops removed by Attack are placed in Casualties.

If a Reclaimer Attack removes a Terraforming Base, it is replaced with a Reclaimer Base.

Population removed by Preach is returned to the counter pool, instead of being sent to Displaced Population.

Public Relations may also reduce Red Dust Resources or force Reclaimers to discard Asset cards, if they have any forces in the selected spaces.

Exploit may also cause Red Dust to gain Resources or allow Reclaimers to draw Asset cards, if they Control either of the selected spaces.

Purify can be used to replace enemy Bases with Reclaimer Conversion Centers, if no other forces friendly to the Base remain in its space.

If EarthGov Confidence falls to zero, then there is no EarthGov Controller, all EarthGov Troops are removed to Available, and all Satellites are placed on Earth.
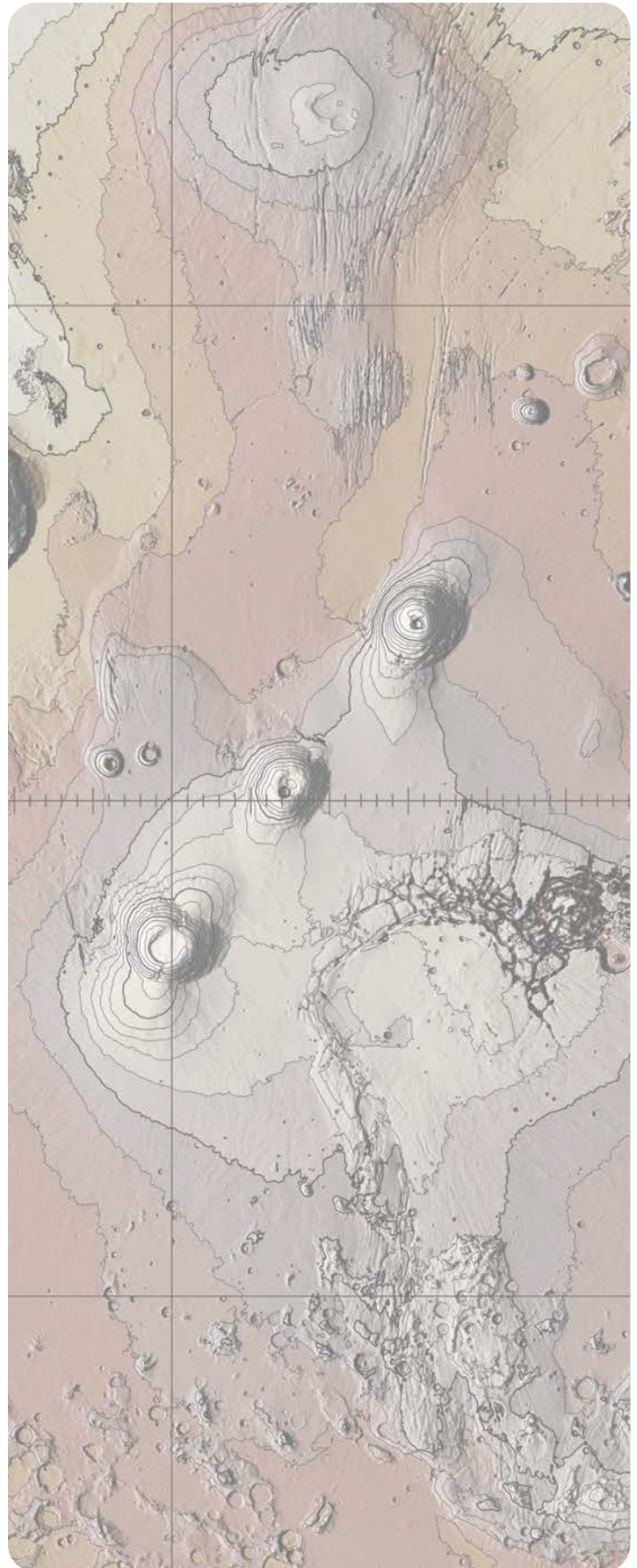
The board at the end of the tutorial

25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

ARABIA TERRA
1 2

Rutherford
Neutral 2

Radair
Neutral 2

NEW CÓRDOBA
Neutral DAMAGE DAMAGE
1

Marth
Neutral DAMAGE 5

Trouvelot
Neutral DAMAGE
4

6
Neutral +1 POP.
SHENZHOU

THE WILDERNESS

HELLAS PLANITIA
5 6

Coronae Montes
Neutral DAMAGE 2

5

Alpheus Colles
PASSIVE OPPOSITION
1

ACTIVE OPPOSITION +1 POP.
GANDHI

Hellas Chaos
Neutral DAMAGE 3 4

SHARMA
ACTIVE OPPOSITION +1 POP.
6

ELIGIBLE FACTIONS | 1st FACTION OP ONLY No Special Activity | 2nd FACTION LIM OP | **INELIGIBLE FACTIONS**

1st FACTION OP May Add Special Activity | 2nd FACTION LIM OP or Event

PASS:
MG • 3 MG Res
Corp Aldrin Cycler
RD • 1 RD Res
CR • 1 Card

1st FACTION EVENT No Special Activity | 2nd FACTION OP May Add Special Activity

FLASHPOINT TRACK ∨ ∨ ∧ **SEQUENCE OF PLAY** ∧

FLASHPOINT › 1 › 2 › 3 › 4 › ⚡

CASUALTIES
(EG/CORP Only)

DISPLACED POPULATION

EARTH GOVERNMENT CONFIDENCE

10	MG		x3 SUPPLY	x3 POP.
9	MG		x3 SUPPLY	x2 POP.
6	MG	x2	x2 SUPPLY	x2 POP.
4	CORP	x3 / EG+	x2 SUPPLY	x1 POP.
2	CORP	x4	x2 SUPPLY	x1 POP.
1	CORP	x4	x3 SUPPLY	x1 POP.
1	CORP	x6	x3 SUPPLY	
0	CORP	x6	x3 SUPPLY	
0	NO CONTROLLER	• EG Troops to Available • Satellites in Orbit to Earth		

OVERFLOW BOX
A B

CARD TIPS/ BACKGROUND

The full text of each Event, Asset, and Campaign card is reproduced in this section, along with some tips on how to implement the card effects and additional background material for the Event cards.

EVENT CARDS

The Flashpoint value of each Event card is indicated in parentheses after the title, followed by the Faction eligibility order (**M** = **M**arsGov, **C** = **C**orporations, **D** = Red **D**ust, **R** = Church of the **R**eclaimer).

NOTE: Underlined Faction initiative letters indicate that these Events are Critical for that Non-Player Faction [8.5.5]. Boxed Faction initiative letters indicate that these Events are Not Performed by that Non-Player Faction [8.5.5].

1. A Green New Deal (0) M C D R

Public works programs: Remove all Damage from spaces with COIN Control. Increase Profits by 1 per Damage removed. Shift up to 2 spaces where any Damage was removed 1 level each towards Active Support.

Lowest bidder approved: Reduce Profits by 5 and MG Resources by 9.

Tips: The unshaded effect removes Damage without affecting Displaced Population or Earth.

Background: With the possibility of terraforming, life on Mars rapidly became a reality. Huge new construction projects needed to be built to support the terraforming stations, requiring more water, more oxygen, more living space, and more transportation to support the efforts. The scale and scope of these projects is massive and generational, but their approval by Earth's governments in the landmark "Green New Deal" cleared the way for Mars to undergo unprecedented growth and expansion.

2. EarthGov Declares Emergency (1) M C D R

[EG+] Mars Government supported: Place 4 Supply markers or 4 EG Troops on Earth, then perform an Aldrin Cycler phase (as during a Flashpoint Round).

[EG−] We need a return on investment: Reduce Profits by 5.

Tips: The Earth Government Controller determines which pieces are sent from Earth to Transit during an Aldrin Cycler phase caused by the unshaded effect, and no pieces will be sent if there is no Earth Government Controller.

Background: The Martian Government rules Mars on behalf of Earth. The United Nations sub-committee for Mars, called "EarthGov" by local Martians, is technically the governing body of Mars, with the local government following their mandates and directives. The sub-committee lets the local government handle most matters, but weighs in on issues it considers important to the cause of "humanity". As the conflict on Mars heats up, EarthGov declares a planetary state of emergency.
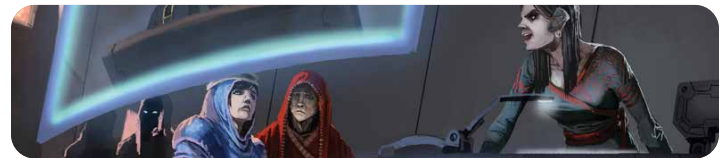
3. Terran Loyalties Tested (1) M C D R

[EG+] Earth is home: Remove all Rebel Bases from 2 spaces with EG Troops.

[EG−] Our loyalty is to our shareholders: CORP may Exploit in any 1 space with Support, even if more MG forces than CORP forces there.

Tips: Exploit performed by the shaded effect still requires a CORP Base and no Damage in the selected space.

Background: "A Mars for Martians!" is a common rallying cry for the Red Dust movement, but many Martians still feel a strong kinship with Earth. For them, the idea of rebelling against Earth seems not only dangerous, but fundamentally in opposition with the ideals that sent humanity to a new world. These Martians feel that the best thing for Mars is to cooperate with EarthGov and the Martian Government to help root out the insurgents.

4. USSS Challenger (2) M C D R

[EG+] EarthGov flagship visit: Place up to 8 EG Troops in Labyrinths without Rebel forces.

[EG−] Private contractors take over: Move all EG Troops from Phobos and 1 other space on Mars to Available.

Tips: None.

Background: The largest spaceship ever designed for armed conflict, the USSS Challenger features an impressive array of missiles, rail guns, point defense systems, and even nuclear warheads. In addition, it can carry hundreds of fully equipped EarthGov marines and deploy them via dozens of landing craft. The Challenger was deployed late in the Rebellion, as a gesture of Terran strength and determination to hold the colony.

5. Satellite Network Updated (2) M D C R

The sky is full of stars: Shift EG Confidence up one step for each Satellite in Orbit, then move all Satellites to Orbit.

Security compromised: RD or CR may free Attack in each space with friendly forces and a Satellite.

Tips: The unshaded effect moves all Satellites, even from Earth, Transit, or Casualties.

Background: The Martian Positioning System (MPS) Network is a system of satellites designed to monitor atmospheric conditions on Mars, take high resolution images of the surface, and provide accurate positioning data for ground based surveyors. These satellites quickly became an important part of the Martian Government's intelligence gathering efforts against insurgent bases in the wastelands, as well as a potent symbol of their authority.

6. The Aldrin Cycler (2) M D C R

[EG+] Mars and Earth are one: Place 3 Supply markers on Earth, then perform an Aldrin Cycler phase (as during a Flashpoint Round).

[EG−] Aid programs redirected: Either transfer up to 6 MG Resources to RD Resources, or remove all Supply markers from Transit.

Tips: The Earth Government Controller determines which pieces are sent from Earth to Transit during an Aldrin Cycler phase caused by the unshaded effect, and no pieces will be sent if there is no Earth Government Controller.

Background: Legendary astronaut Buzz Aldrin came up with an idea to slingshot a ship around Earth's orbit to get to Mars, and then use Martian gravity to slingshot it back. Once in motion, the ships would require very little fuel to continue their cyclical journey. These ships are the container fleet that supplies Mars with hard-to-get resources and people. When the ships pass close to Mars and Earth, other local vessels rendezvous with them to load and unload supplies.

7. Letters From Home (2) M D C R

[EG+] Keeping in touch: Place 2 Population markers on Earth, then may House in any 1 space with Support.

[EG−] Why should we help you if you won't help yourselves?: Remove up to 6 MG Troops from spaces on Mars without Support.

Tips: A House action performed by the unshaded effect still requires a Population from Displaced Population.

Background: A radio signal from Earth can reach Mars in 4 to 20 minutes, depending on the current position of the planets. The delay is too long to have an actual conversation, but short enough to engage in communication via visual letters. This creates both a feeling of connection with Earth and a sense of isolation from the people back home.

8. Tenzing (2) M D C R

First city of Mars: Shift Tenzing 2 levels towards Active Support. Activate all Rebels in Tenzing, then MG may free Assault there.

A diverse city, with diverse beliefs: Set Tenzing to Neutral, then RD gains Resources equal to its Population and CR draws 1 Asset card.

Tips: None.

Background: Tenzing Labyrinth was the site of the first colony on Mars. Dug deep into the lava tunnels of Olympus Mons, this is where our Martian story begins. It is named after Norgay Tenzing, one of the first people to climb Mount Everest along with New Zealander Sir Edmund Hillary. The discussion over who to name the multinational colony after became a great international incident in 2060. The Russians refused to name it Armstrong, and the Americans wouldn't agree to name it Gargarin. In the end, a delegation led by New Zealand and Nepal presented Tenzing as a compromise name. Nowadays, Tenzing is a bustling metropolis and the home of the massive Gagarin space port. It is also the seat of the Martian Government and the most diverse and eclectic of the Labyrinths.

9. Targeting Cyclists (3) M C D R

[EG+] Targeted marketing: Place 1 Supply marker on Earth for each Labyrinth without any Rebel forces.

[EG−] Targeted for termination: Remove 1 Supply marker from Earth for each Labyrinth with any Rebel forces.

Tips: None.

Background: The early days of Martian settlement were hampered with commitments to celebrities and billionaires who had helped fund the initial flights and wanted to check an item off their bucket list by exploring a new world. Thanks to the Aldrin Cycler, Mars is now a lot more affordable and a popular tourist destination for Earth elites, known by locals as "cyclists". Cyclists come to Mars with plenty of Earth money to spend, complaints about the food and accommodation, and a serious lack of air lock safety knowledge.

10. Bicentennial Day (3) M C D R

[EG+] 200 years of human achievement: Shift any 2 spaces 1 level each towards Active Support.

200 years of dependence: Shift any 2 spaces 1 level each towards Active Opposition. Place 2 Rebels in each selected space.

Tips: None.

Background: The bicentenary of the first colony on Mars proved to be a lightning rod for debate on Martian identity and independence. Generations had grown up on Mars who had never seen a blue sky or an ocean, who had never lived outside a Labyrinth. For Red Dust and their supporters, the bicentennial was nothing more than a reminder of Earth's place as a colonial power, and of the generations of true children of Mars who had never known political autonomy. In many ways, this sentiment echoed the call of independence the American colonies felt in the 1770s and the republican movement in Aotearoa in the 2030s.

11. The Security of Mars Act (3) M C D R

Find them and destroy them!: Activate all Rebels in 1 Labyrinth. The Rebel Faction with the most forces in that Labyrinth is Ineligible through the next Event Round (executing Faction chooses if tied).

Stand down: Move 4 MG or CORP cubes from each of up to 2 Labyrinths to any spaces with COIN Bases.

Tips: The eligibility cylinder of a Faction that is made Ineligible through the next Event Round should immediately be moved to the Ineligible Factions box, and is not moved to Eligible Factions at the end of the current Event Round.

Background: The Martian Government did not have a standing army at the start of the rebellion, so police and security forces bore the brunt of the early conflict. When The Security of Mars Act passed in the Martian Parliament, all this changed. The security forces became a military force, and many legal restrictions on how force could legitimately be used on Mars were waived. Many critics pointed out that the police forces had already been violating their mandate and acting like a military, so in reality not much had changed.

12. Red Wednesday Riots (4) C D M R

Resistance crushed: Activate all SpecOps and Rebels in one space with SpecOps, then CORP may free Assault there.

A day of infamy: RD may place up to 2 Rebels in a Labyrinth, then free Ambush there. Flip all Rebels in that Labyrinth to Hidden after the Ambush is executed.

Tips: Red Dust must Ambush if they choose to execute the shaded effect.

Background: Every insurrection has its flash points, moments that remain etched in the collective consciousness when people talk about them later. The Red Wednesday Riots are one of those moments. Wednesdays are payday for menial workers in many Labyrinths, and on one particular Wednesday, the core server infrastructure supporting the payment system for Ares Corporation, one of the biggest corporations on Mars, crashed and wouldn't come back online. Scheduled payments failed and evictions were automatically triggered in many places on Mars. The "hand-to-mouth" existence that Ares had created in its work force backfired, and its workers were hungry, angry, and afraid.

Violence broke out first in Sharma, but incidents were soon seen everywhere. The government response, led by corporate security forces, was extremely brutal. Arguably the most iconic image of the Rebellion is from these riots, that of a security officer stomping the head of a protestor. However, the true cause of the system failure, rival corporate espionage, never became public until much later.

13. The Bombing of Maglev-77 (0) C D M R

Tipoff received: Move up to 6 Security to a single space adjacent to a Maglev line. Activate all Rebels in that space, then CORP may free Assault there.

Corporations blamed: Select a Maglev line, then shift all adjacent spaces 1 level each towards Active Opposition.

Tips: All spaces touching a Maglev line are adjacent to it.

Background: The maglevs are the arteries of Mars, a monumental undertaking that links the Labyrinths with a covered train system that can operate during dust storms. So when Maglev-77, traveling from Tenzing to Shepard, exploded as it entered the Labyrinth, all hell broke loose. Three hundred commuters died in the initial explosion, and several hundred more locals were harmed at the train station. Both Red Dust and the Reclaimers denied all responsibility for the attack.

This didn't matter to the Corporations, who strong-armed the government into passing temporary martial law and handing over the follow up to Mag-tech Corporation, who used the opportunity to detain and arrest labor leaders and activists en-masse. The culprit turned out to be a lone wolf attacker, primarily motivated by the fact his ex-wife was on board the train. Corporate security had failed to pick up the warning signs of his self-destructive nature, and police had failed to notify her of his change of employment.

14. The Rodgers Line (1) C D M R

Now boarding to Europa: Place the Rodgers Line marker between Europa and Tereshkova. Shift Europa and Tereshkova 1 level each towards Active Support, increase Profits by 6, and MG or CORP may House once in both Labyrinths.

Kickbacks exposed: Shift Europa and Tereshkova 1 level each towards Active Opposition. Reduce Profits by 3 and MG Resources by 6.

Tips: The Rodgers Line marker should be placed on the dotted line between Europa and Tereshkova, and acts as a Maglev line connecting the two Labyrinths.

Background: For the longest time, the Rodgers maglev line, connecting Europa and Tereshkova Labyrinths, has been "due to open anytime". Constant delays, over running costs and scandals, have pushed this out, year after year, and many are wondering if it will ever happen. Finishing the line would be a coup for the Martian Government, a way to restore faith in major infrastructure projects and open up commerce between the two Labyrinths.

15. The Automation Rebellion (1) D C M R

Androids replace miners: Shift any 2 Deserts 2 levels each towards Active Opposition. Increase Profits by 1 for each CORP Base in a Desert.

Strike forces settlement: Reduce Profits by 6 and remove up to 2 CORP Bases from any Deserts.

Tips: Any CORP Bases removed by the shaded effect are placed in Casualties.

Background: Mining on Mars is an exceptionally important business. Not only are basic building materials needed to expand the Labyrinths, the miners also clear space to expand the underground sections of the Labyrinths. Martian civilization is, at its core, a subterranean one. And the Miners Union is the strongest union on Mars. It is said that the Red Dust movement started in the mines, and current leader Aroha Thompson is a public advocate for Martian self-rule. One of the events that sparked the rebellion occurred when, to break a labor dispute, Ares Corporation used androids as scab labor. The resulting riots left hundreds wounded or dead, as security forces clashed with hammer-wielding miners, hell bent on raging against the machines.

16. Shenzhou (2) C D M R

Corporate loyalty: Remove all Rebels from Shenzhou and set it to Neutral, then Activate all Rebels adjacent to it. Increase Profits by 3 or place 3 Supply markers on Earth.

A new exodus: Place 1 Damage on Shenzhou, then remove any number of Population markers from Displaced Population.

Tips: Any Population markers removed from Displaced Population by the shaded effect should be returned to the general supply.

Background: China is the premier corporate power on Mars, and Shenzhou is their corporate capital. While there are corporations from many nation states on Mars, none have quite as profound an influence on a single Labyrinth as the Chinese corporations do in Shenzhou, where the arcology model of living is widespread. Employees live their lives almost entirely within the corporate enclaves, their children schooled by the corporation, growing up to work for the corporation, and then retiring to corporate old folks homes. However, a curious side effect of the Rebellion was an exodus of many employees from Shenzhou. They developed sympathies for the Rebellion, but

did not identify themselves as Martians, choosing instead to return to Earth and leave Mars to the Martians.

17. The Water Crisis (2) C M D R

[EG+] We control the supply: Shift any 2 Deserts 1 level each towards Neutral. Increase Profits by 3 or place 3 Supply markers on Earth.

Pipes diverted: Shift any 2 Deserts 1 level each towards Active Opposition. RD may draw and play 1 Campaign card.

Tips: None.

Background: Mars is a dry barren world, and water is essential to human life. These two contrasting factors have been one of the major limitations of human expansion on Mars. Water systems are tightly controlled and regulated by the Central Water Authority, a non-partisan, independently run organization that has operated under a charter to keep the waters running on Mars for nearly a century.

The Corporations have long argued to commoditize water, in order to increase profitability and to exert more control over workers. After a Reclaimer attack destroyed the main water purification plant near Europa Labyrinth, the Martian Provisional Government voted to overturn the "Waters of Mars" charter in order to allow a rapid rebuild of Europa's water infrastructure. This was a profitable move for the Corporations, but one that left a bitter taste in the mouths of many Martians.

18. Corporate Militarization (2) C M D R

Black site created: Place 2 SpecOps, 2 Security, and a CORP Base in 1 Desert. Activate all Rebels there.

Bowing to public pressure: Permanently remove up to 4 Available SpecOps from the game. Reduce Profits by 4.

Tips: Any SpecOps permanently removed by the shaded effect should be returned to the box and may not be used for the remainder of the game.

Background: When the rebellion began, the Corporations had private security forces, with paramilitary equipment and police-style training. As it dragged on and on, corporate spending and excess transformed them into full-blown private armies. Secret black sites appeared deep in the Martian wastes, private prisons where Martian law was not enforced. If the general public ever knew what happened in these black sites, including torture

and prolonged unlawful containment, the Corporations would face a backlash that even their spin doctors couldn't counter.

19. Corporations Quell Dissent (2) C M D R

[EG+] A welcome relief: Shift each space with Damage and Security 1 level towards Active Support. Increase Profits by 3.

We don't do this for free: Reduce MG Resources by 3 for each Labyrinth with any CORP forces.

Tips: None.

Background: Early on in the Rebellion, the Corporations showed little interest in straying outside their direct spheres of control. If an attack happened at one of their sites, they did everything they could to crush it, but the overall management of counter insurgency efforts was left to the Martian Government.

This changed during massive riots in Europa Labyrinth after the accidental breakdown of the main water processing plant. Corporate cost cutting was blamed and the people of Europa rose up and smashed numerous corporate buildings, injuring many security personnel and workers. A fire spread during the riots, destroying a corporate habitation unit, sadly one that was inhabited by families. The broadcast images of so many burned children gave the Corporations the public reason to get more involved, and forces from all over Mars were deployed to support the overwhelmed Government troops. From this point forward, the Martian Government became increasingly dependent on Corporate forces for security and pacification.

20. The Spin Zone (2) C M D R

[EG+] Your trusted news source: Shift any 2 Labyrinths 1 level each towards Active Support. Increase Profits by 3.

Spin and more spin: Shift up to 4 spaces with CORP forces 1 level each towards Active Opposition.

Tips: None.

Background: Mars has a wide variety of news outlets and broadcasters. Media has evolved considerably in the last 200 years and most citizens of Mars have a tailored feed of information coming to them constantly: updates from their local water board, coverage of the latest fashions, and various panel shows about the hot button issues of the day. However, the bulk of Martian News is run by a duopoly, Martian Mediaworks and Mars/ME. All news sources, from apparently pro-independence media

outlets to the worst pro-corporate shills, are managed through various levers and influences, to produce an ongoing narrative. Small issues that distract the public from real issues are inflated into hot debates, whereas discussions about corporate power and excesses are minimized. Independent voices do exist, but only outside the corporate platforms. Red Dust, knowing they can't win in the corporate media, have taken an almost luddite approach to communications. Posters, fliers, talking to workers groups at breaks, anything that bypasses the spin machine and gets right to the people.

21. Future of Law Enforcement (3) C M D R

Directive 1: Serve the public good: Place 6 MG Troops or 4 EG Troops in 1 Labyrinth. Increase Profits by 3.

Get the hammers: Replace up to 6 MG Troops or CORP Security with Rebels.

Tips: None.

Background: Robots make a lot of sense on Mars, a lot more sense than human beings who need water and oxygen on a world barren of both. Robot forces can go places where humans cannot, and can operate safely in extremely hazardous conditions. The problem is, human beings distrust handing over power to automated forces, and the revised Geneva Conventions prohibit the use of robots with lethal capabilities in all but fixed defensive positions. As a result, robots have rarely been used in active policing or armed conflict situations. Where they are used is to defend static installations, freeing up other forces for offensive actions. Security robots are seen by many as the manifestation of the lack of empathy of the Corporations.

22. The One Card (3) C M D R

They have eyes everywhere: Activate all Rebels in Labyrinths with COIN Control, then MG or CORP may free Assault in one Labyrinth with COIN Control.

Big Brother is watching: Shift any 2 Labyrinths 1 level each towards Active Opposition, then place 2 Rebels in or adjacent to each selected Labyrinth.

Tips: None.

Background: Advanced information technology, computing power, and millions of scanners and sensors, all combined with critical scarcity on Mars, has created a culture of surveillance, both in the direct sense and in the realm of marketing. The focal point of these systems is the "One Card" possessed by every Martian citizen. This card opens doors, pays for food, allocates limited resources, and tracks the user. With the sheer number of ways a citizen can be tracked on Mars, and the ease with which critical systems can be isolated by security, the Red Dust Rebellion became an identity war. Known insurgents could be flagged easily, using biometric scanning, but Red Dust and the Reclaimers would continue to come up with countermeasures to slip through the system. Knowing your enemy is the key to victory and the insurgents did all they could to remain "unknown".
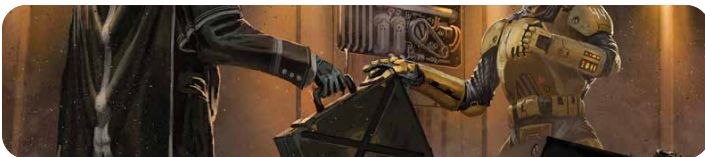
23. The Slush Fund Scandal (3) C M D R

[EG+] Everybody's got a price: Replace up to 4 Rebels with either CORP Security or MG Troops.

Everybody's gonna pay: Remove a CORP Base and up to 4 CORP units from 1 space, then shift that space 1 level towards Active Opposition. Reduce Profits by 2.

Tips: The shaded effect may only select a space with a CORP Base. Any CORP forces removed by the shaded effect are placed in Casualties.

Background: If you can't beat them, buy them. More than one dissident group in history has been co-opted by the promise of quick wealth and easy living. Why fight the corporations, when all they want is to offer you a luxury suite and a cushy consulting job? Of course, not all people who are paid for stay bought. And on occasion this practice of paying off insurgents and their supporters led to sensitive information being leaked and facilities compromised.

24. The 24.66 Hour News Cycle (4) C M D R

Our panel of experts agree: Shift up to 3 spaces 1 level each towards Active Support, then increase Profits by 1 for each space now with Active Support.

False narratives exposed: Remove up to 4 Troops or Security from one space (EG last). Then, if no cubes remain, shift that space 1 level towards Active Opposition.

Tips: The shaded effect may only remove EG Troops once no other cubes remain in the space.

Background: The Martian day is 24.66 Earth hours long, and information is available all day, every day, to the people of Mars. But someone needs to make that content, a steady stream of new material and new content to keep the workers of Mars occupied and entertained. The 24.66 hour news cycle means news agencies are working around the clock to sustain and push narratives throughout the day. If a major event happens, coverage continues non-stop, with updates beamed out instantly to anyone whose historic preferences indicate they would be interested. The relentless nature of this coverage helps shape public opinion on core issues, and the Corporations, who own the media, do their best to ensure that the narrative sustains their position of privilege. But the old saying, "you can fool some of the people all of the time, or all of the people some of the time" holds true, and sometimes the corporate wallpapering of the truth begins to show cracks.
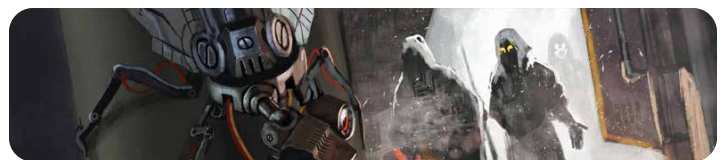
25. Nano Surveillance Drones (0) C D M R

We have a fly on the wall: Activate all Rebels in spaces containing CORP Bases, then MG or CORP may free Assault in one space with a CORP Base.

Deliberate misinformation: Move up to 6 MG Troops or CORP Security from any one Labyrinth to one other Labyrinth with Support.

Tips: None.

Background: Miniaturization technology has advanced considerably in the last 200 odd years. Improvements in materials and manufacturing processes allow for camera equipped drones to be no bigger than a grain of rice. Knowing this, resistance cells employed active scanning measures or electronic jamming during meetings, but slip ups and lapses often happened and were a bountiful source of information for Martian intelligence services. On other occasions, when drones were detected, they

were fed misinformation. Elaborate and detailed, yet entirely false plans were discussed in front of a nano drone, just to see the intelligence services scramble in the wrong direction.

26. Emissions Law Reform Passed (1) C D M R

If we did this on earth, the EPA would hang us: Increase Profits by 1 for each CORP Base in a Desert, then flip up to 2 CORP Bases to their Terraforming side.

Smash the polluters: Free March or Travel from any one space to one other space with a CORP Terraforming Base, then Activate all Rebels in the space and remove CORP forces equal to the number of Rebels there (Bases last).

Tips: The shaded effect removes CORP forces equal to the combined total of RD and CR Rebels, and may only remove CORP Bases once no other CORP forces remain in the space.

Background: On Earth, the climate crisis still rages. Pollution emissions are closely monitored and regulated to avoid a repeat of the crisis of the mid 21st century. On Mars, greenhouse gasses and pollution that would be illegal on Earth are required to advance the cause of terraforming. This pollution is a lightning rod of contention for the Reclaimers, who want to preserve Mars as it is.

27. Green Mars Campaign (1) C D M R

It's now or never for humanity: Flip up to 1 CORP Base in each Unpopulated Desert to its Terraforming side.

Investors get cold feet: Remove all Supply markers from Earth. RD may draw and play 1 Campaign card.

Tips: None.

Background: Mars is preparing for terraforming, but before that can get underway they need to build all the machinery and infrastructure to do so. A major part of that is Greenhouse gas-generating plants out in the deserts of Mars. These colossal gas belching plants will take generations to finish their work.

28. Refugee Crisis (2) D M C R

[EG+] Making the best of it: MG or CORP may House in 1 Labyrinth, then add or remove up to 3 Population markers to/from Displaced Population.

[EG–] Deplorable conditions: RD may House in 1 space, then remove all Population markers from Displaced Population and shift 1 Labyrinth 1 level towards Active Opposition for every 3 Population markers removed (round down).

Tips: Population markers added to or removed from Displaced Population should be taken from or returned to the general supply.

Background: Early in the conflict, it was theorized that any level of violence could create a situation where many refugees could be created in a moment. Labyrinths are fragile things and Mars is harsh. What no one expected was the sheer level of violence the Rebellion would bring and the lengths the Reclaimers would go to in order to return Mars to the dust.

29. Printing Weapons (2) D M C R

Manufacturing centers found: Either reduce RD Resources by 5 or CR must discard 2 Asset cards at random. The targeted Faction is Ineligible through the next Event Round.

Arms bazaar: Place 4 Rebels and 1 Base (flipped to either Dug-In or Conversion Center) in any 1 Desert.

Tips: The eligibility cylinder of a Faction that is made Ineligible through the next Event Round should immediately be moved to the Ineligible Factions box, and is not moved to Eligible Factions at the end of the current Event Round.

Background: 3D printing and manufacturing has come a long way in 200 years. Fabricators on Mars can make just about anything, and industrial 3D printers are both incredibly valuable and integral to life on Mars being sustainable. However, they can also be used to make all the components for weapons.

30. Homesteaders Revolt (2) M D C R

[EG+] Leave us out of your war: Set any 2 Deserts to Neutral, then remove up to 2 Rebel forces from each of those Deserts (Bases last).

I never trusted the government: Shift any 3 Deserts 1 level each towards Active Opposition, then place 1 Rebel and 1 Base in each selected Desert.

Tips: The unshaded effect may only remove a Base belonging to a Rebel Faction once none of that Faction's Rebels remain in the selected space.

Background: The bulk of Mars' population lives in the big seven Labyrinths, but there are also minor Labyrinths, such as those founded by the Brazilian and Nigerian governments, isolated research outposts, and a few truly independent homesteads. These minor Labyrinths and facilities dot the landscape, some totally remote, some with small maglev connections to the main lines. The same core conditions exist, a scarcity of space and resources, but each has their own unique sub-culture and values. Some from the main Labyrinths dismissively call them "the villages of Mars". The Red Dust Rebellion left none of these places unaffected, whether it was logistical shortages, fear of violence, or complete revolt. The Rebellion touched everyone.

31. Martian Nationalism (2) D C M R

[EG+] Earth fears independence: Place 4 EG Troops on Phobos, then remove one active RD Campaign card from play.

[EG–] We are children of Mars: Place 3 Rebels total in any Populated spaces. Increase RD Resources by 6.

Tips: None.

Background: Tribalism, nationalism, and a "them and us" mentality has been at the heart of virtually every armed conflict in history. National identity is a huge part of how people see themselves in the world, and Martian identity is no different. One could argue that the entire cause of the conflict was the sense of Martian identity that developed over time, the feeling that someone from Mars lived a totally different sort of life to those on Earth.

32. Shepard-Tereshkova (2) M D C R

Red against blue: Place 2 Rebels in either Shepard or Tereshkova, then place 2 MG Troops in the other Labyrinth. Shift the Labyrinth where the Rebels were placed 2 levels towards Active Opposition, then shift the other Labyrinth 2 levels towards Active Support. The executing Faction may free Assault (if COIN) or free Attack (if Rebel) in one affected Labyrinth.

Background: Russia and the United States of America have always had a tense relationship, but in the lead up to Martian colonization, things became completely bizarre. Both identified a section of Mars desirable for a colony, near an area where vast amounts of subterranean water were detected, and both claimed the area as their own. Neither side backed down, so Shepard and Tereshkova were built only 50 kilometers apart, connected these days by a high-speed maglev that takes five minutes to travel between the two Labyrinths.

Nearly 200 years later, despite the lives of the two Labyrinths being completely interconnected, there is an intense rivalry between them, including annual sporting events which frequently end in riots. Many times in their history, one Labyrinth has taken a political position opposite to their rival, for no real reason other than opposition between the Labyrinths being their natural state.

33. The Red Dahlia (3) D M C R

Militants caught off guard: Activate all RD Rebels.

The Christmas Offensive: RD may free Ambush in any number of Labyrinths, then must Activate all RD Rebels in any Labyrinths where they Ambushed.

Tips: The shaded effect still requires a Hidden Rebel in each space selected for Ambush.

Background: The Red Dahlia bombings were the first wave of violence that kicked off the Red Dust Rebellion, deliberate targeting of Martian Government and Corporate assets by hidden improvised explosive devices. Found within each bombsite was a spray painted emblem of a dahlia with the word "Mars for Martians" written underneath. These attacks stopped suddenly, and the identity of the original Red Dahlia remains a mystery.

34. Long Range Patrols (3) M D C R

They won't see us from this approach: The executing Faction may move up to 3 of their units from 1 space through a chain of up to 3 contiguous Deserts. Then, they may perform a free Operation other than Recon or March in the final Desert.

Tips: Each Desert moved through must be adjacent to another, but the origin and destination Deserts do not need to be adjacent.

Background: Mars is a lot of big wide-open spaces. Long range rovers can move through the wastes largely undetected, allowing for the rapid redeployment of hidden forces from one region to another.

35. The Tombs of Mars (3) D M C R

Makeshift housing: MG or CORP may House in 1 space, then shift up to 2 Deserts with Population markers 1 level each towards Active Support.

One man's trash: RD may House in 1 Desert and place 1 Base there, then increase RD Resources by 4.

Tips: The unshaded effect may only shift spaces with additional yellow Population markers towards Active Support.

Background: Not every project worked on Mars and not every landing site or expedition area worked out for their inhabitants. Across Mars there are dozens of sites that failed in the early years of colonization. A lot of them are tombs to those brave individuals who came to Mars in the early days. With advances in technology, many of these abandoned sites could be fixed up and made liveable with a bit of effort. When the Reclaimers were on their rampage in late 2266, many fled to these temporary accommodations, hoping that they would be passed over and left alone.

36. Outpost Discovery (4) M C D R

We found them: Move any number of COIN units on Mars to a Desert with a Rebel Base. MG or CORP may free Recon in that Desert, then free Assault there.

Diversion: RD or CR may move up to 6 COIN units on Mars to a Desert with a friendly Base, then move that Base and any number of friendly Rebels there to an adjacent Desert.

Tips: None.

Background: In order to keep out radiation, most facilities on Mars are in shielded Labyrinths or buried under piles of regolith. Martians live a largely subterranean existence due to the hostility of the surface. What this means is that hidden facilities tend to be underground and exceptionally hard to detect. During the Rebellion, the insurgents operated large underground bases all over the planet. Some were extremely remote, but others were positioned surprisingly close to major Labyrinths. Whenever the Martian Government caught wind of one of these bases, they did their best to mobilize and shut it down immediately.

37. Bipartisan Resolution (0) D M C R

Extremism hurts us all: Remove 6 Rebels total from any spaces. An equal number of RD and CR Rebels must be removed if possible.

A common cause: Move up to 3 CR Rebels from one space to an adjacent space with RD forces in it. Then RD or CR may either free Ambush there, or replace the moved CR Rebels with RD Rebels.

Tips: None.

Background: The Church of the Reclaimer, despite the excesses of its paramilitary arm, presents itself as a normal religion in public. Moderate Reclaimers believe that humanity should adapt to Martian conditions and not terraform the planet to be another earth. The core of their belief is that a creator God created the universe as it is, and that we must find our place within it, without undoing the creator's work. In the representative bodies of the Martian Government, moderates aligned with Free Mars, Red Dust, and the Church of the Reclaimer worked together to push the independence movement. They would also come out against the excesses of the insurgents at times, as they had little patience for civilian casualties.

38. The Arteries of Mars (1) D C M R

You can rely on us: Increase Profits by 3, then place 2 Security in each of up to 3 spaces adjacent to Maglev lines.

Cut the lines: Place 1 Damage and 1 Rebel in each of 2 Labyrinths connected by a single Maglev line, then increase RD Resources by 3.

Tips: All spaces touching a Maglev line are adjacent to it.

Background: Scarcity is a real killer on Mars. The breakdown of an important machine, the lack of spare parts, or simply food and water that needs to be moved around, can cause untold problems. The maglevs are the arteries of Mars, moving people and products around the planet. In order to keep the planet working, those supply lines had to be kept secure. Of course, they were also prime pickings for anyone looking to redirect those scarce resources to further their own ambitions.

39. Hammer the Machines (1) D C M R

Dissidents hit en masse: CORP may Activate all Rebels in one Labyrinth, then Assault there. Increase Profits by 4 if any Rebel Bases are removed by this Assault.

Robots smashed: Reduce Profits by 3. Shift any 3 Labyrinths 1 level each towards Active Opposition, then place 1 Damage in each selected Labyrinth.

Tips: None.

Background: One of the many iconic images of the Rebellion is of a Red Dust rebel holding a hammer, standing on top of the smashed remains of the robot who replaced her. In order to keep people employed, and to develop Mars as a functional colony for humans, the Government has limited the amount of robotic tasks. The purpose of Martian colonization was never just to have an unmanned planet mining resources to return to Earth, so much of the work must be done by humans.

40. Spaceport Strikes (2) D C M R

[EG+] Contracts enforced: Place 4 Supply markers on Earth, then perform an Aldrin Cycler phase (as during a Flashpoint Round). Increase Profits by 2.

[EG−] The long lockout: Reduce Profits by 3 and MG Resources by 9.

Tips: The Earth Government Controller determines which pieces are sent from Earth to Transit during an Aldrin Cycler phase caused by the unshaded effect, and no pieces will be sent if there is no Earth Government Controller.

Background: Mars is still very dependent on the import of goods. While basic needs such as food and water are supplied locally, and 3D printing and manufacturing can produce other essentials, luxury goods and rare commodities must still be imported from Earth at a premium cost. The major import though, is labor. The primary spaceport is on Phobos, where goods and migrants are moved from shuttles to reusable rockets headed to the surface of Mars.

41. Gandhi-Sharma (2) D C M R

Collusion exposed: Shift Sharma and Gandhi 1 level each towards Active Support. RD is Ineligible through next Event Round.

A free, tolerant Mars: Shift Gandhi and Sharma 1 level each towards Active Opposition. Replace all MG forces in Sharma with RD forces (replace Troops with Rebels and Bases with Bases).

Tips: The eligibility cylinder of a Faction that is made Ineligible through the next Event Round should immediately be moved to the Ineligible Factions box, and is not moved to Eligible Factions at the end of the current Event Round.

Background: Founded by the Indian government, Gandhi-Sharma is named after the founder of the modern Indian state and the first Indian in Space. As one of Earth's most powerful nations, and the center of global democracy, Indian principles of democracy and self-determination have led this Labyrinth to generally be sympathetic to the Rebellion. The universities of Gandhi Labyrinth are second to none, and the students and faculty contain many of the most fervent and committed believers in Martian independence.

42. The Martians (2) D C M R

[EG+] Earth is still home: Shift 2 spaces with EG Troops 1 level each towards Active Support.

[EG−] Self determination: Shift 2 spaces with EG Troops 1 level each towards Active Opposition.

Tips: None.

Background: With all the corporate bosses and security, Martian Government police forces, Red Dust rebels and Reclaimer fanatics, it's easy to forget the average people of Mars. Like most armed conflicts, the majority of people just want to make it through, to live a good life, and to look after their families. They want a peaceful resolution to the conflict, and in between the violence and bloodshed of the Rebellion, numerous peaceful protests were held.

43. The Tubes (2) D C M R

Sudden redeployment: MG or CORP may move any COIN forces from a Desert to an adjacent Desert, then may free Recon or free Assault in the destination Desert.

It's safer underground: RD or CR may move up to 3 Rebel Bases from any spaces to any adjacent Deserts.

Tips: None.

Background: Lava tubes dot the Martian underground, natural tunnels created by volcanic activity. Most early settlements on Mars used these tubes as their foundation, and the amount of work required to make a Lava tube safe for humans is a lot less than digging a completely new underground base. Some of the nastiest fighting of the Rebellion occurred far away from the Labyrinths, inside these lava tubes.

44. New Córdoba (2) D M C R

Tolerance maintained: Remove up to 6 Rebel forces from New Córdoba (Bases last).

False imprisonments: Shift New Córdoba 1 level towards Active Opposition, then place 2 Rebels in each of New Córdoba and both adjacent Deserts.

Tips: The unshaded effect may only remove a Base belonging to a Rebel Faction once none of that Faction's Rebels remain in the selected space.

Background: Sultan bin Salman Al Saud was the first Saudi in space, and when the push to colonize Mars was at its peak, Saudi Hegemony over the Middle East was also at its zenith. The name "Salman" was chosen for a new Labyrinth as a statement to the rest of the Arab world of the primacy of Saudi Arabia.

Since the collapse of the House of Saud, and the democratic revolutions across the Middle East, the name has fallen out of favor. So this Labyrinth is now known by its informal nickname, New Córdoba. The reason for this was a new Labyrinth charter in the mid-22nd century, dedicating the Labyrinth to the expression of all faiths of humanity. Today, mosques, temples, churches, shrines, and other sites of worship sit side by side. This tolerance of all faiths has given the Reclaimers a safe space to operate from, and their presence in New Córdoba is exceedingly respectable.

45. The Red Desert (3) D M C R

Search and destroy: MG or CORP may move any number of COIN units from adjacent spaces to 1 Desert, then Activate all Rebels in that Desert and free Assault there.

Surgical strike: RD or CR may free March or Travel to 1 Desert, then free Ambush there (even if all Rebels are Active).

Tips: The shaded effect may be used to Ambush even if all friendly Rebels are Active, but must still Activate a Hidden Rebel if possible.

Background: With all the human presence on Mars, and all the Labyrinths, maglevs, stations and outposts, people sometimes forget that 99.99% of Mars is still a barren inhospitable wasteland. Entire columns of troops and machinery can move about unseen and unobserved, and attack can come from any direction.

46. The Mystery of Outpost 27 (3) D M C R

Massive explosion: Remove a CORP Base and all units from 1 Unpopulated Desert. Increase Profits by 6 and CORP remains Eligible.

Data stolen, servers trashed: Reduce Profits by 1 for each CORP Base in a space with Rebel forces.

Tips: All CORP forces removed by the unshaded effect are placed in Casualties. If the unshaded effect is executed CORP will remain Eligible for the next Event Round, regardless of whether or not they acted in the current Event Round.

Background: One of many ideas proposed for accelerated terraforming are controlled nuclear explosions in and around the Martian polar caps. There are many issues with this idea, but it is considered a potential quick fix for terraforming. Outpost 27 was the location of a secret Corporate site conducting illegal experimental work into this concept.

47. Sudden Storm (3) C D M R

All is dust: Place all available Storm markers on their Raging Storm side in any spaces (maximum 1 Storm per space). Executing Faction remains Eligible.

Tips: The eligibility cylinder of a Faction that remains Eligible should be returned to Eligible Factions at the end of the current Event Round, regardless of its current location.

Background: Dust storms on Mars are terrifying events, and while the winds never get as fast as a hurricane on earth, the sheer volume of fine dust particles in the air plays havoc with machinery and navigation. Storms can appear at short notice and cause havoc with communications and movement.

48. Europa (4) M D C R

[EG+] Rockstar economy: Shift Europa 2 levels towards Active Support, then place 3 Supply markers on Earth.

[EG−] Middle class activism: Shift Europa 2 levels towards Active Opposition, then RD draws 4 Campaign cards and plays 1 (shuffle the rest back into the deck).

Tips: None.

Background: Unlike many of the other Labyrinths on Mars, Europa was a joint effort by multiple nations of the European Union, principally Germany, France, and Italy. Europa also has a different culture to most of the other Labyrinths. There are less extreme class gaps here than elsewhere, which isn't to say that there's no poverty. But overall, Europa is a more stable place than the other Labyrinths, with reduced levels of Corporate interference.

49/50/51. Dust Storm! (0)

If Dust Storm card showing: Haboob. No Recon or March Operations (CR Rebels may still Travel).

Tips: When a Dust Storm is the Next Event, a Haboob is in effect and no Recon or March Operations may be executed (CR may still Travel and COIN Factions may still Secure). When a Dust Storm becomes the Current Event, pause to perform a Dust Storm Round before revealing the Next Event.

Background: Major dust storms periodically sweep across Mars, forcing everyone to stop what they are doing and take shelter. These naturally enforced ceasefires give an opportunity for rest, repairs, and redeployment. 'Haboob' is the Arabic word for an intense dust storm on Earth, reminiscent of the even larger and more powerful Martian dust storms.

ASSET CARDS

The Resource value of each Asset card is indicated in parentheses after the title.

> **NOTE:** *Underlined titles indicate that these Events are Critical for Non-Player Reclaimers [8.5.5].*

CR1. Subdermal Weaponry (2) • CAPABILITY

Hit and fade: CR Attack removes an additional enemy piece for each successful die roll. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: Friendly units must still be removed before Bases, but otherwise any additional enemy piece can be removed, even an EarthGov Troop.

CR2. Dust Adaptation (2) • CAPABILITY

The wastes will hide us: CR may select spaces with Raging Storms for any Operations, Special Activities, or Events. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: The Capability effectively allows CR to ignore all negative effects of Raging Storms.

CR3. Enhanced Metabolism (2) • CAPABILITY

The new Martians: After each Assault that removes any CR forces, CR may place a Rebel into 1 space where CR forces were removed. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: This Capability takes effect after the Assault Operation is completed in all selected spaces.

CR4. The Mind Twister (2) • CAPABILITY

Hear us now, we are of Mars: Purify replaces an additional enemy piece in each selected space. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: Bases may still only be replaced after all friendly units have been removed, but with this Capability in effect Purify could replace a Faction's last unit in a space and then replace their Base there.

CR5. Neural Conditioning (2) • CAPABILITY

Be at peace, we mean you no harm, obey: CR Rally in spaces without a CR Base may place Rebels up to Population or flip all CR Rebels to Hidden. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: None.

CR6. Deep Tunneling (2) • CAPABILITY

Mars will shelter his chosen: CR forces cannot be removed by Bombard. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: None.

CR7. Children of the Desert (3) • EVENT

Mastery of the land: Free Travel to one Desert and any adjacent Deserts, then free Attack in each destination space.

Tips: All moving forces must end up in the selected Deserts, and Reclaimers must Attack in each destination Desert where they have any Rebels. The Wilderness is a Desert that is adjacent to all Deserts at the edge of each Sector.

CR8. Weaponized Asteroid (3) • EVENT

Catastrophic impact: Place 2 Damage in a Labyrinth, then remove half the units there (rounded up).

Tips: Reclaimers may choose which units to remove, but must remove the full amount.

CR9. The Reclaimer Faith (3) • EVENT

We are everywhere: Place 1 CR Base into each of 3 spaces with no other Faction's forces.

Tips: Satellites are not forces.

CR10. Converts (3) • EVENT

Become a real child of Mars: Replace up to 4 RD Rebels with CR Rebels.

Tips: None.

CR11. Church Assets (3) • EVENT

A legitimate faith: Draw 1 Asset card for each Labyrinth with CR forces, then place 1 CR Base in each of 2 Labyrinths.

Tips: None.

CR12. The Lost Patrol (3) • EVENT

Swallowed without a trace: Remove all COIN units from 1 Desert, then place 1 Damage on an adjacent Labyrinth.

Tips: Any CORP units removed are placed in Casualties.

CR13. The Ma'adim (3) • EVENT

Church luminary martyred: Flip all CR Rebels to Hidden and move up to 6 CR Rebels to any 1 Desert.

Tips: None.

CR14. The Trackless Wastes (4) • RESOURCE

5 Resources for Travel.

CR15. Water Reserves (4) • RESOURCE

5 Resources for Rally.

CR16. Hidden Forces (4) • RESOURCE

5 Resources for Rally.

CR17. Storm Riders (4) • RESOURCE

5 Resources for Travel.

CR18. Tipoff (4) • RESOURCE

5 Resources for Attack.

CR19. Re-engineering (4) • RESOURCE

If discarded to claim First Eligible, draw 1 Asset card.

CR20. Ideologues (4) • RESOURCE

5 Resources for Preach.

CR21. Sympathizers (4) • RESOURCE

5 Resources for Preach.

CR22. Secret Donors (4) • RESOURCE

If discarded to claim First Eligible, draw 1 Asset card.

CR23. MPS Uplink Hacked (2) • CAPABILITY

Uplinks hacked: Treat spaces with Satellites as if they contained an additional CR Base for the purpose of all Operations. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: This Capability enhances Reclaimer Rally and Travel Operations, as well as inhibiting the ability of other Factions to place Bases (due to stacking rules).

CR24. AI Unleashed (2) • CAPABILITY

A ghost in the machine: Ransack additionally reduces MG Resources by 3 or Profits by 1. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: The additional effect from this Capability is applied once per Ransack Special Activity, not once per space selected.

CR25. Genetic Masking (2) • CAPABILITY

Forensics baffled: Spaces with a CR Base count as having 2 fewer COIN units for Secure and Recon. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: This Capability typically means that two fewer Rebels will be Activated by Secure and Recon in spaces with CR Bases.

CR26. Ares Rockets (2) • CAPABILITY

Clear the skies of Mars: CR Attack may remove Satellites from anywhere on Mars. *Perform a free Operation in up to 2 spaces after playing this Capability Event, then draw an Asset Card.*

Tips: This Capability allows Reclaimers to use successful Attack results to remove Satellites from any space on Mars, not just the space selected for Attack.

CR27. Loyalty (3) • EVENT

Desertion: Remove up to 2 Security or MG Troops each from 4 spaces on Mars without Support.

Tips: Any Security removed are placed in Casualties.

CR28. Remote Base (3) • EVENT

Unknown armies: Place a CR Base and 2 CR Rebels in an Unpopulated Desert. Flip that Base to its Conversion Center side and draw 1 Asset card.

Tips: None.

CR29. Pilgrimage (3) • EVENT

When the walls fell: Move up to 4 CR Rebels to one Labyrinth no more than 2 spaces away from any of them. Place 1 Damage in that Labyrinth, then remove up to 3 Population markers from Displaced Population.

Tips: Any Population markers removed from Displaced Population should be returned to the general supply.

CR30. Weapons Cache (4) • RESOURCE

5 Resources for Attack.

CAMPAIGN CARDS

Campaign cards remain in play until the next Dust Storm Round, then are removed from play.

RD1. Construction Workers Guild

Workers down tools on Corp projects, help build barricades instead: Place all new RD Bases on their Dug-In side.

Tips: Red Dust Bases may only be Dug-In in Deserts, so this card only affects Bases placed in Deserts.

RD2. Prison Labor Revolt

Penal labor forces strike back: Reduce Profits by 1 whenever a CORP Base is placed.

Tips: This card does not prevent the Corporations from placing Bases if Profits are zero.

RD3. Dock Workers Lockout

Dock workers locked out after demanding better conditions: Discard half (rounded up) of all Supply markers that reach Phobos, before they are converted to MG Resources.

Tips: None.

RD4. Transport Workers

Maglevs shut down over work conditions: Secure may not use Maglev lines.

Tips: This card affects both MarsGov and Corporations Secure Operations.

RD5. Water Reclamation Workers

Water rationing hits Government strongholds hard: Labyrinths may not be shifted to Active Support.

Tips: This card has no effect on Labyrinths that are already at Active Support.

RD6. Mothers of Mars

Martian mothers protest the loss of innocent lives: Each Labyrinth selected for Assault also shifts 1 level towards Active Opposition.

Tips: This card has no effect on Labyrinths that are already at Active Opposition.

RD7. Torture Video Leaks

Outrage as CORP black site torture video is leaked on internet: CORP units do not contribute towards Control in Labyrinths.

Tips: EarthGov Troops count as Corporations units while Corporations are EarthGov Controller.

RD8. Earth-Based Endorsements

Earthers for Martian rights!: Each Supply marker arriving on Phobos instead increases MG Resources by 2 and RD Resources by 1.

Tips: If DOCK WORKERS LOCKOUT (RD3) is also in effect then half Supply markers should be discarded before increasing MarsGov and Red Dust Resources.

RD9. Legal Injunctions

Friendly judge prevents action: Each space with Opposition that is selected for MG Secure costs 6 MG Resources.

Tips: The additional cost is applied to any space with Opposition that is selected for Secure, even if no Troops are moved there. If GENERAL STRIKE (RD10) is in effect then each Secure space with Opposition would cost MarsGov seven Resources in total.

RD10. General Strike

Workers all over Mars down tools: All MG Operations in spaces without Support cost 1 additional MG Resource.

Tips: The card does not affect Corporations Operations.

RD11. Comms Cutoff

Communications with Earth cut: Logistics cannot select Transit and CORP Pass does not activate the Aldrin Cycler.

Tips: The card does not affect the Flashpoint Round Aldrin Cycler Phase. Corporations may still Pass to remain eligible, but do not receive any additional bonus for doing so.

RD12. Red Wave Elections

Local elections sweep in Red Dust friendly candidates: When any space shifts from Passive Support to Neutral, instead set it to Passive Opposition.

Tips: A space at Active Support that shifts to Neutral would also be affected by this card.
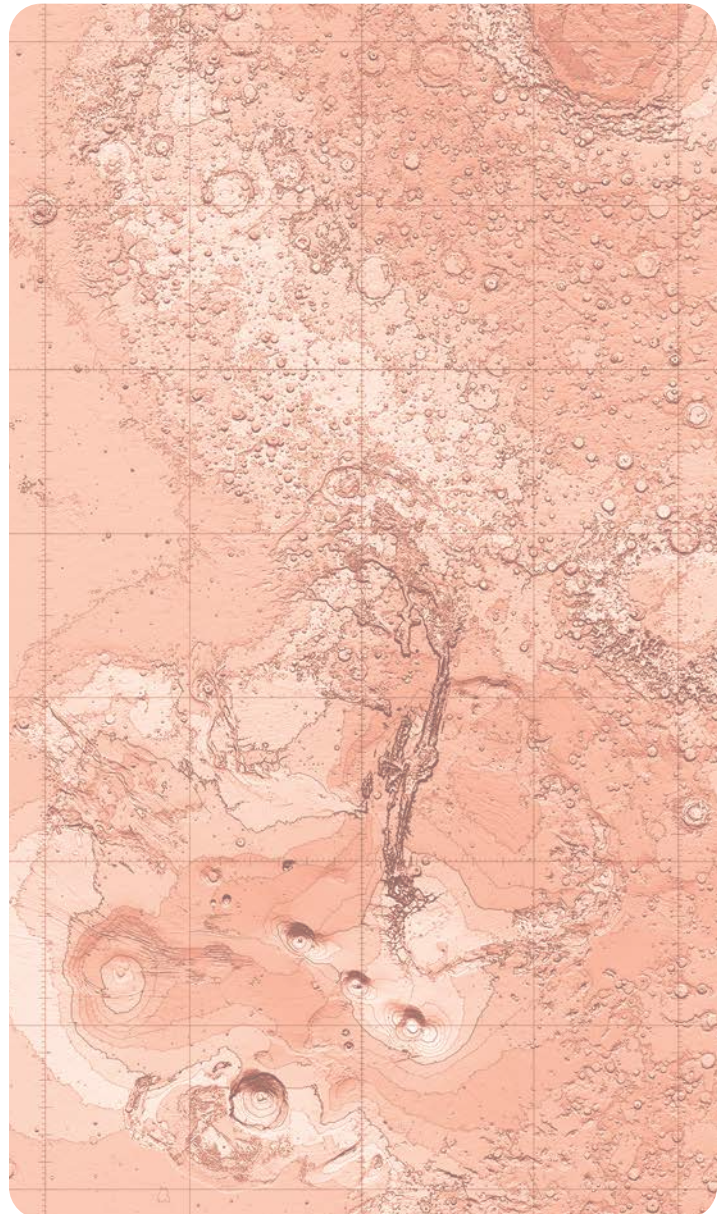
DESIGNER NOTES

By Jarrod Carmichael

WHY MARS?

"Mars... I can't believe I'm back on Mars. Three times before, this place almost killed me. I swore I'd never give it another chance to finish the job. Humans got no business being here. No business at all."

Michael Garibaldi, *Babylon 5*

The **COIN** franchise is something special, the first board game system that really captured what counterinsurgencies were about. These are not traditional war games where the perfect victory is a breakthrough to cut off supply lines, a double envelopment, or catching your enemy in a vicious enfilade. Counterinsurgencies are nasty, political and emotional affairs, made up of factions with competing and murky interests, forces that hit and fade into the civilian populace, and frequently, colonial powers in over their heads.

It's a topic that has interested me for the longest time, as a child who read way too many military history books, and later as a Masters student at the Waikato University school of Defence and Strategic Studies, where I tutored a course on the morality of violence under the watchful eye of Dr Ron Smith. War crimes, torture, terrorism, just war convention and civil disobedience was just some of the ground we covered in that course.

As much of a military history geek as I am, I'm a bigger science fiction geek. My earliest childhood memory is of seeing **Star Wars** for the first time. And what is the Rebel Alliance other than a group of insurgents? From there I watched virtually every sci-fi movie or TV show I could find. However, I was never a big reader of fiction (I almost entirely read non-fiction) and I still haven't read Kim Stanley Robinson's **Red Mars** books, which everyone who I've talked to about this game assumes I have. I've probably absorbed most of it through contact with people who are fans of those works though, and of course, through all the other shows and works that have referenced it. So there is no denying its influence on **Red Dust Rebellion**.

Over the years and in various media, such as **Babylon 5**, **Red Faction**, **Total Recall**, and others, including the **Expanse** (which I watched while Red Dust was being designed), Mars has almost always been a hotbed of rebellion and separatism, and this idea is a compelling one. The

reason is that it's a way to tell a story of independence, of anti-colonialism, without involving race or actual real world colonial horror. We can explore the concepts and ideas, without the baggage of the real world and historic concerns.

There is also my personal story woven into this concept. I was born in Aotearoa/New Zealand and am of Scottish and Irish descent, with a few other bits mixed in. My parents were born here in the 1940's, however, and some of their parents before that. No one in my family line was born in the British Isles after about 1860. So the idea of the Mars-born, looking at Earth as a mythical homeland, yet with no real connection to it strikes a chord with me. My ancestry is linked to a land on the opposite side of the globe, and while we are only a few generations removed, I don't talk or think like someone from Britain.

This sense of not really belonging in either world is the core of the Martian identity, as well as the Pakeha identity here. We are still building our unique identity, apart and distinct from our colonial power and incorporating the unique aspects of this land. I say kia ora instead of good morning, thank people for their mahi, and enjoy a good bit of kai. The culture and characteristics of this land have helped define me. And it is that lens I put across the idea of Martian identity, which is at the very core of the game.

Choosing a fictional setting allows me to explore the themes and concepts I want without having to overcome that inertia. And the themes in this game are not subtle. **Red Dust Rebellion** unashamedly looks at the ideas of the information state, corporate excess, colonialism, the climate crisis, self-determination of indigenous people, and the alienation of workers from the means of production. Because it is science fiction, everything is dialed up a notch. The battleground is an entire planet, asteroids are used as terror weapons and the stakes are the future of humanity.

So strap in for a different sort of **COIN** game. With the same core gameplay you love, but a new world to discover, with new factions, new characters, and a new history that you will write.

Enjoy.

BUILDING THE FACTIONS

The core idea behind the world of **Red Dust Rebellion** was to make a counterinsurgency game that worked with the world first and foremost. I needed to create areas of tension, natural alliances, and a reason for the conflict.

The obvious cause of the conflict was independence. Self-determination is a powerful motivator for an insurgency, so that meant we needed a class of colonizers and a subjugated people. Earth vs Mars would be the core point of contention.

The next step was determining a second axis of revolt, and that naturally led me down the cyberpunk route, to extreme capitalism vs alienated workers. Self-determination and solidarity, those became the cornerstones of what the insurgents were fighting for. And those core ideas proliferated across the entire design.

The first faction built was the Martian Government, a legit and legal government, mostly concerned with the well-being of its citizens, but believing that Martian independence is a practical impossibility and that Mars needs Earth a lot more than Earth needs Mars. This provided the "pro-Earth" axis in the conflict.

The next faction were the Corporations, concerned with little more than keeping the status quo so they can be profitable. The Corporations in this game are mercenary, manipulative, brutal, and self-serving. They represent an extreme take on corporate culture, and are a strong homage to settings like Cyberpunk and Shadowrun. Extraterritoriality, private armies and secret black sites are the norm here.

But Corporations are ultimately answerable to profit and their shareholders. One could argue that in a capitalist dominated world, like that of the 23rd century in this world, the Corporations are simply doing what the law and authorities have empowered them to do. After all, without Corporate investment and involvement, there would likely be no human presence on Mars.

This left me needing to make two types of insurgent, with different motivations and agendas. So, I looked at my design thoughts and I selected a workers-based organization in Red Dust, and an extreme pseudo-religious group in the Church of the Reclaimer.

Red Dust was a remarkably easy group to construct, with the Corporations having extraterritoriality and a sweeping hand to do what they want, it's logical that the workers would eventually have enough and unite to take down their oppressors. And the imagery of Mars as a red planet, combined with the workers motif, give Red Dust a feeling that wouldn't be out of place in late Tsarist Russia. The Reds are just that, a socialist workers rebellion aimed at seizing the means of production, which, of course, comes with its own set of issues, much like those that plagued Russia after the fall of the Tsars.

The Church of the Reclaimer was something else. I wanted a group that was so utterly different to the relatively normal insurrection goals of Red Dust. They had to be extreme and with objectives slightly alien and frightful. So I thought about how extreme I could make a group. The Reclaimers believe that a creator God made the universe and put humans on Earth for a reason. The Earth was made for us, Mars was not. Mars should remain as it is, and humans must adapt to it or leave.

This religious dogma is combined with a veneration of technology. The Reclaimers are a technologically capable religious order, and one whose moderates believe that we shouldn't mess Mars up like we messed up Earth.

I also blurred the religious goals with ecological goals as well to give them a wider scope. Reclaimers come from all walks of life and are not all extremists. Moderate Reclaimers focus on returning Earth to a less polluted state and want Earth to focus on that over Mars. But in modeling the conflict, the extreme parts of the movement are in sharper focus. The Reclaimers are not a contemporary or historic faith. They are entirely a construct of fiction, and that is on purpose. I didn't want any contemporary faith to be the target of this game.

And finally, Earth itself is a fifth faction, who are controlled by either the Corporations or the Martian Government. If Earth has faith in the Martian Government, they will listen to what they say. But if that trust is broken, they will seek to protect their assets via the Corporations.

THE SCIENTIFIC ASSUMPTIONS OF RDR

We have not been to Mars, well at least not in person, and as much is unknown about the red planet as is known, especially when it comes to habitability, terraforming and life on the planet.

In making **Red Dust Rebellion** I had to make some assumptions, based on a lot of different scientific theories, as well as picking what would make a game work. I am also not a scientist, so I was evaluating these theories for how well they fit with the game I wanted to make, more than their scientific viability. Mars needs a certain population base to make the game feel epic enough and livability needs to be practical. So the assumptions we picked were as follows:

A lack of a magnetic field on Mars makes terraforming difficult. Without a magnetic field, like the one Earth has, it is difficult to terraform Mars. The reason for this is greenhouse gasses introduced to Mars will bleed off into space.

But there is a solution to this issue. I found this theory that a magnetic shield located at the L1 point between the Sun and Mars would create a dipole that shields Mars from the worst of solar particles coming from the sun. This would not be an easy fix, but our assumption is that this shield has been deployed immediately before the game begins and works. Once in place, plants that create GHG will work to produce an atmosphere, although this will take a long long time, far longer than the scope of the game.

Water is available in a usable source beneath the surface of Mars. There are many questions about the availability of water on Mars, and this is one of the big questions about colonization. Our assumption is that the amount of water available beneath the surface is abundant enough that it can be harvested and processed, and while scarcity is a concern, there is enough available to make full time colonization by thousands of people possible.

Lava tunnels were easy to occupy and make safe. Our first colonization site, that of the Tenzing warren, is located on the slope of Olympus Mons. I chose this site for its lava tunnels which allow for easy occupation away from the harsh radiation on the surface.

Most settlements on Mars are subterranean. With the combination of intense solar radiation hitting the surface constantly, and several hundred asteroid impacts a year, living on the surface of Mars in big open glass domes is pointlessly dangerous. While many sites will have surface facilities and airlocks/docks that open onto the surface, most of Martian life is spent under the ground.

We find a solution to the problem of "fines". Fines are one of the big problems we will face with Martian colonization. They are very small dust particles that will get everywhere. They will mess up machines and are very unfriendly to human lungs.

Living long term in 38% Earth gravity is viable. There's a good chance that this will turn out not to be true in a real-life colonization scenario. Long-term low-gravity exposure could have incredibly serious effects on the human body. There are plenty of theories about this, but no one will really know until we try it. I have made the assumption that a combination of exercise and medical treatments will make this a manageable issue.

Aircraft are not viable. There is no atmosphere to help winged flight on Mars, so helicopters and aircraft are not viable. Travel is accomplished by maglev, rovers, or rockets, with reusable suborbital rockets being the equivalent of airliners. Thankfully, with the low gravity of Mars this is much more practicable than on Earth.

Earth has a space elevator. This is needed to sustain the level of imports Mars needs in the setting. There are no details provided about the Earth space elevator and how it works. I have deliberately left this vague as I wanted to focus on Mars and not Earth.

Aldrin cyclers are in use. Cyclers are a spaceship that uses a small amount of fuel and slingshot effects from Earth and Mars to make continual journeys back and forth. The cyclers are the main, cost effective, way to transport people and resources from Earth to Mars and back.

Robotic/drone tunneling and dirt moving is exceptionally fast and safe. There are great distances between the warrens and outlying stations on Mars. Yet we have maglevs connecting many of them. The assumption is that advanced fabrication and tunneling technologies make this practicable.

3D fabrication technology has advanced incredibly in 200 years. A cornerstone of successful Martian colonization in my mind is advanced fabricators that can churn out well machined parts and devices.

Recycling technology is exceptionally advanced. Waste would be a huge problem on Mars in terms of sustaining a large population. The assumption has been made that recycling technologies would allow for near 100% water reclamation, air purification, and recycling and reuse of plastics

Short term housing and disaster relief is a finely honed skill. Refugees and moving populations might seem like an odd concept at first glance. But the rationale behind this is in the technologies listed above, as well as preparation for disasters in the form of stockpiled, short-term use temporary accommodation. Pre-sealed lava tunnels can be made into emergency housing at short notice, and with advanced fabrication, accommodation can be set up reasonably speedily. It is also assumed that most sides in the conflict will ceasefire for humanitarian purposes.

Landing sites started off as national endeavors, but that has evolved over time. This is less a scientific point than a world building explanation. Our major sites are Tenzing, which was a UN combined operation. From there, Shepard (US), Tereshkova (Russia), Gandhi-Sharma (India), Shenzhou (China), New Córdoba (Pan Arab) and Europa (EU) are the main settlement sites. Other nations may have smaller sites in the populated regions on the map, as do corporations. But over time, travel and migration between them have opened up.

There is a widely held belief that billionaires will take us to Mars and control it because of the perception that companies like SpaceX are leading the charge with exploration. SpaceX are doing that with public money, and colonization of another world is not something that can be done without public money. A public construction company does not end up owning the river a public dam is built on, and SpaceX and its ilk will not end up owning Mars. While corporations will have considerable influence on Mars, it does not mean the planet will be a corporatocracy.

The face on Mars is just a rock, and there are no aliens living below. RDR is designed as a hard sci-fi setting, about people living in terribly challenging conditions. It's not about laser swords, alien artifacts or little green men. As much as I love Captain Scarlet, the Mysterons aren't a part of this game.

LIFE ON MARS

Living on Mars is different in many ways to living on Earth. Here are some of the societal differences:

Scarcity. The first major difference is scarcity, as nothing on Mars can really be wasted. This bleeds through into all facets of life in the colony. Water is reclaimed, food waste composted, and consumer goods recycled. Scarcity is also a factor in living space, with many working poor on Mars living in nothing more than coffin sleeping capsules recessed into the walls of a communal living space. A middle class family might have a three room apartment, but may still eat in a communal canteen. Only the very wealthy would have a dining room and a view of an internal park.

Collectivism. All this close quarters living means people on Mars have a stronger sense of community than many on Earth. You have to get along with people in your bunk room or life will be a living hell for everyone there. Martian children are raised with people around them at all times, so this close proximity to people and a lack of privacy and individual space is normal for them. But it can be a real shock to Earthers who come to Mars to adjust to sharing such close quarters with many people. In a way, it is a comparable experience to living on a large military ship on Earth, with no shore leave.

Tribalism. This close sense of community comes with a side effect. Martians are notoriously tribal about their loyalties and associations. Your bunk, its neighborhood, your district in the Labyrinth, your Labyrinth, and finally Mars vs Earth are the levels of distinction Martians make. Two neighborhoods may have an intense rivalry centered around an annual basketball game, but they will put that aside when another district causes problems.

Public spaces. Little space is wasted under the surface of Mars, and while individual space is at a premium there are numerous public spaces. The most noteworthy of these are the public canteens for the working classes, where members of an entire neighborhood will congregate for meals. There are also public green spaces with high ceilings in most neighborhoods. "The park" is often a social hub and a popular place for families to relax, but they also serve a purpose as part of the warren's oxygen processing system. Plus, early colonization demonstrated the psychological benefits of green spaces.

THE MARTIAN GOVERNMENT

Mars is ruled by a representative democracy, elected through general plebiscite of all citizens of Mars over the age of 16. Mars has a unicameral system, which means it only has one house of government. Half the membership of this house is made up of directly elected local members of parliament. The exact distribution of seats is redrawn every 12 years based on geography and population. Currently around 70% of seats cover the main six Labyrinths on Mars, with the other 30% covering the smaller installations. The other half of the seats are determined by a party vote that represents the actual distribution of these seats in the parliament. As long as a party gains 3% of the party vote, it will gain seats. This parliament serves

for four year terms, and is both executive and legislature, with a coalition government and an opposition. The Head of State is a figurehead appointed by the United Nations in a mostly ceremonial role. This individual is referred to as the Governor of Mars.

Current Parties

There are multiple parties within parliament, the current parties are as follows.

The Government

The Martian Democratic Party—A right-of-center, Earth-supporting moderate party, the Democrats are the establishment and have been the largest party on Mars for over 50 years. In those 50 years they have been in opposition for only 16.

The Green Party—The Greens campaign on a platform of advancing terraforming and making Mars into a new Earth. Exceptionally pro-corporate and pro-Earth.

The Opposition

The Progressives—A left-of-center party focused on ensuring Martian sovereignty as well as protecting workers rights. The traditional opposition to the Martian Democrats, but in recent years they have been losing popularity.

Free Mars—The politically moderate wing of the Red Dust movement. Free Mars is a party with one main goal, self-rule. They are now the largest party in opposition and the second biggest overall.

The Conservation Party—A party supported and backed by the Reclaimers as well as others. The Conservation party seeks to keep Mars non-terraformed and to minimize the impact humans have on the planet.

THE TIMELINE OF MARTIAN COLONIZATION

It is worth noting that, as of 2022, the setting of *Red Dust Rebellion* is as far into the future as George Washington's presidency is in our past. Any attempt to provide a full and detailed chronicle of all of the history of Mars in this time would fail, let alone addressing Earth history. Therefore, this abbreviated history of key incidents that shaped the Mars of 2250 is provided.

2020-2039

Early attempts to create a Martian colonization program by disparate national interests and dilettante billionaires flounder and fail. The climate crisis on earth continues to worsen.

2040

A program to colonize Mars as a collective international action is formed. 27 nations sign up to the initiative, but China, India, the EU, Russia, and the USA shoulder most of the costs. This subcommittee is the foundation of the future EarthGov.

2050

The first crewed expedition to Mars lands. It consists of a select team of 12 people, one each from the USA, Russia, India, China, France, Germany, Australia, Japan, Saudi Arabia, Pakistan, Brazil, and Nigeria.

2060

The Tenzing base is now home to 120 colonists, dug into the lava tubes on Olympus Mons. Despite some initial problems, the colony survives. This year, some of the first colonists return home to earth.

2065-75

Using the facilities at Tenzing, national interests "jump off" and start to form their own bases. The Shenzhou, Europa, Akiyama, Tereshkova, and Shepard sites are created.

2079

The Akiyama Labyrinth disaster, caused by a cascading series of failures in the life-supporting infrastructure, results in the death of thousands. Japan abandons plans for a long-term national site.

2081

The Martian Disaster Accord is put in place by agreement of all settlements. This requires all settlements on Mars to provide disaster support for each other.

2088

Salman-al-Saud Labyrinth is founded by the Saudi led pan-Arab space program.

2091

Sharma Labyrinth is established by the Indian state.

2095-2120

Other smaller national sites are constructed by Australia, Nigeria, Brazil, Pakistan and several other nations. Many still exist in 2250 but are smaller than the major Labyrinths.

2110

The collapse of the Saudi regime leads to rapid democratization across the Arab World. The Salman-al-Saud labyrinth is renamed "New Córdoba".

2113

First deployment of Aldrin cyclers to keep Mars supplied.

2118

The Cold War between India and China reaches its zenith. The Doomsday Clock reaches two seconds to midnight as China's anti-ballistic missile system comes online.

2124

A pair of dedicated orbital communications satellites are deployed in both Earth and Mars orbit, greatly increasing quality of transmission.

2128

The corporate-led government takeover in China finally removes all traces of its communist roots. Taiwan is admitted to the United Nations. Lasting peace with India secured.

2130

Gandhi Labyrinth is initially established as a secondary site for Sharma. It eventually proves more popular as it incorporates more modern design ideas.

2134

The great internet crash causes widespread chaos in the world and plunges the global economy into depression.

2140

Antarctic ice shelf collapse causes catastrophic damage to coastal areas, many millions on Earth are left homeless.

2141

A climate crisis summit introduces draconian emission measures, sanctions, and threats of military action to put climate change in check.

2143

The Reclaimer faith is founded; it grows rapidly and becomes a global movement on Earth by the end of the decade.

2144

The UN convention for the Terraforming of Mars is established.

2147

Phobos is selected as the site for a new space port, allowing for reusable rockets to do much of the heavy lifting of cargo to the planet.

2149

"The near miss". A sizable meteorite hits Mars near Europa. Hundreds die in outlying outposts and because of damage from the impact. The Martian Disaster Accord is enacted, and relief is provided.

2152

The maglev line between Shepard and Tereshkova Labyrinths is established. While this is far shorter than the other maglev lines built later on Mars, it shows the idea works in practice.

2153

Gagarin Spaceport, on the side of Olympus Mons, opens. Most new arrivals to Mars pass from Phobos to Gagarin before traveling onwards.

2156

Corporate extraterritoriality laws are tested on Mars in a landmark murder prosecution. Corporations proven in court not to have power over life and death on Mars.

2160

Mt Kilimanjaro site selected and approved for space elevator construction on Earth.

2161

Reclaimers win seats in the European parliament for the first time.

2162

Central Water Authority established on Mars to ensure water supply remains constant.

2170

CO_2 emission levels on Earth finally peak. Increased sea levels and forest fires still plague the planet.

2181

The Great Storm. A global dust storm that lasts for three full years envelops Mars.

2187

Membership of the Reclaimer faith on Earth tops 100 million people globally.

2188

Earth completes construction of its space elevator. This dramatically increases the amount of resources that can be taken to orbit.

2189

The Aldrin cyclers, in their current operating model, begin shipping supplies and people to Mars on a regular basis.

2190

Mars begins a period of unprecedented growth and expansion. Over the next 20 years the population of Mars goes from a few hundred thousand to over a million.

2192

The Martian Provisional Government Charter is established. The government will operate under UN appointment until elections can be held.

2194

Restrictions on who can build facilities on Mars are dramatically relaxed. The doors are open to homesteading operations and other small stations.

2199

First elections on Mars held. The Progressives win the first election with the Democrats in opposition.

2203

The Democrats win power and well retain it for four terms in a row.

2208

Ares Shipyards open in Mars orbit. This dramatically increases the ease of repairing and refitting ships in Mars orbit.

2218

A corruption scandal rocks Mars, with several members of the ruling Democratic party connected to bribery charges.

2219

The Martian Governor dissolves parliament and calls a snap election. The Progressives return to power on the back of the corruption scandal.

2221

Ground is broken on the first greenhouse gas production plant on Mars. Work will soon begin on many other plants.

2222

A tunnel collapse near Sharma traps 212 mine workers. Despite desperate rescue efforts, there are no survivors.

2224

Free Mars political party established.

2229

Construction of the Mars dipole shield begins.

2238

Construction of the Rodgers line between Europa and Tereshkova begins.

2242

Planning begins in earnest for a space elevator on Mars.

2243

Direct neural interface technology patented, allowing for brain-to-computer enhancements. The cyber age begins.

2245

Nigeria announces plans for a major site expansion on Mars.

2248

The most recent Martian election narrowly returns the Democrats to power, but Free Mars makes major gains and becomes the leading opposition party.

2249

The dipole shield is completed at the Mars L1 point. This makes the reality of terraforming Mars possible.

2250

The bicentenary of Martian colonization, and the current day.

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