

RICHARD WILKINS



# RENEGADE



## Table of Contents

<b>1.0 Introduction</b> .....	<b>3</b>	<b>7.0 Command Phase</b> .....	<b>11</b>	<b>9.0 Refresh Phase</b> .....	<b>20</b>
1.1 Gameplay Overview.....	3	7.1 Start of Turn Step.....	11	9.1 End of Game Step.....	20
1.2 Components Overview.....	4	7.2 Restock Hack Shack Step .....	11	9.2 New Deal Step .....	20
<b>2.0 Setting Up</b> .....	<b>6</b>	Of Sparks and Guardians .....	12	9.3 Hack Shack Purge Step.....	20
<b>Glossary of Terms</b> .....	<b>8</b>	7.3 New Sparks Step .....	14	<b>10.0 Your Winning Score</b> .....	<b>20</b>
<b>3.0 Cyber Warfare Weapons</b> .....	<b>9</b>	7.4 Command Actions Step.....	14	<b>11.0 Gameplay Variants</b> .....	<b>21</b>
<b>4.0 Winning and Losing</b> .....	<b>10</b>	7.5 Replenish Hand Step .....	19	<b>12.0 Rootkits</b> .....	<b>21</b>
<b>5.0 Sequence of Play</b> .....	<b>11</b>	7.6 End of Turn Step .....	19	<b>13.0 Walkthrough</b> .....	<b>24</b>
<b>6.0 Intel Phase</b> .....	<b>11</b>	<b>8.0 Countermeasures Phase</b> .....	<b>19</b>	Intel Phase .....	26
		8.1 SMC's Revenge Step.....	19	Command Phase .....	26
		8.2 Success or Failure Step.....	19	Countermeasures Phase .....	30
		8.3 Move Sparks Step .....	19	Refresh Phase.....	31
		8.4 Scoring Token Step.....	20		

### Credits:

**Game Design:** Richard Wilkins (*Box of Delights - Ricky Royal*)

**Development:** Tylar Allinder, Alan Emrich, Chris Magoun

**Art:** Clark Miller

**Graphic Design:** Noelle Le Bienvenu and Barry Pike III

**Playtesting:** Bradley Bellamy, Julius Besser, Nathan Hansen, Chuck Hughes, Charlie Jackson, Gary Lawson, Steve Ramsey, Brad Rochford, Rupert Wilkins

**Proofreading:** Avalon Emrich, Noelle Le Bienvenu, Jeremy Lennert, Linda Daley Paulson, Petra Schlunk, Karen Wolterman

**Special Thanks:** To super-fan Aaron Moore for logging more than 100 play sessions and being our **Renegade** cybersecurity expert

## I.0 Introduction

**Renegade** is a game designed by Richard Wilkins for 1 to 5 players ages 14 and up with a playing time of approximately 90 minutes.

You, the players, are hackers, Renegades in a dystopian future, where humanity is on the brink of disaster. Taking over cities across Japan is the Super-Massive Computer (SMC) known as “Mother;” an increasingly powerful governess of society.

At the dawn of the Super-Massive Computer Age, the people were losing faith in an increasingly amoral society. An SMC named Mother was developed to emulate human thought and emotion, to simulate human desires and aspirations, and to better understand the rapid decline in morality. The citizens of Sapporo became the guinea pigs of this technological experiment. A series of government mandated, city-wide neural implant programs, dubbed “the harvests,” enabled Mother to gather data directly from a person’s cerebral cortex.

Mother’s neural net became increasingly empowered by the collective thoughts of a city of souls. She soon became her own master, not only reading the minds of her citizens, but also malevolently controlling them – sending data as well as receiving it. Mother took charge and the people became her automatons.

Only a few – the few who from fear, mistrust, or in protest – avoided the harvests and remained untouched by Mother’s influence. Like sewer rats, they hid in an underground complex in Sapporo’s Susukino district. While Mother’s society of humans became free from crime, free from poverty, and free from emotion, it was also without free will or faith. But every society has outcasts, even Mother’s, and from these there arose the criminals, the bootleggers, and the self-serving; the hungry, the frightened...and you – the “Renegades.”

And there, in the underground, everyone shares the common desire: to see the SMCs overthrown and faith in humanity restored. But among the disenfranchised, only the Renegades have the tools to do the job....

## I.1 Gameplay Overview

You will hack into a network of five servers, operated by one of four SMCs (*plus a tutorial Simulator SMC to ease new players into the game*). Each of these SMCs brings its own style of defenses and increased complexity that you will need to defeat. Once you are jacked into an SMC’s servers, you and your friends will assume the role of an Avatar (*each with its own special ability*), moving across the server’s partitions and fighting for control of the network. But the SMCs will use Countermeasures to thwart your hacking efforts; survive them, and your team of hackers can take control and claim victory.

The game is played solitaire or co-operatively: All players will win or lose together.

### The Hacker’s Handbook

Game terms presented for the first time (*and defined*) are in **SMALL BOLD CAPS** (e.g., **NETWORK**).

# 1.2 Components Overview

- 140 cards, as follows
  - » 75 Basic Command cards (15 per player color, forming their starting decks)
  - » 36 Advanced Command cards
  - » 5 SMC cards representing the different Super-Massive Computers
  - » 24 Countermeasure cards (8 per Security Level: Copper, Silver, and Gold)
- 5 double-sided Renegade Profile sheets that describe each Renegade and their special ability, along with a summary of rules and effects
- 6 countersheets, which provide
  - » 5 server tiles
  - » 15 Red/Yellow circular tokens
  - » 15 Blue/Green circular tokens
  - » 25 Black/Gray circular tokens
  - » 25 square tokens (5 each of Red, Yellow, Blue, Green, and Black/Gray)
  - » 7 Purple circular tokens
  - » 3 circular Countermeasure Scoring tokens (one each of Copper, Silver, and Gold)
  - » 10 Avatar standees
- 2 Infection Dice (one red, one black)
- 3 ICE Dice (one each of Copper, Silver, and Gold)
- 1 Partition Die
- 1 Server Die
- 1 Rulebook



Renegade Profile Sheet



Countermeasure Cards



SMC Cards



Command Cards



Server Die

Partition Die

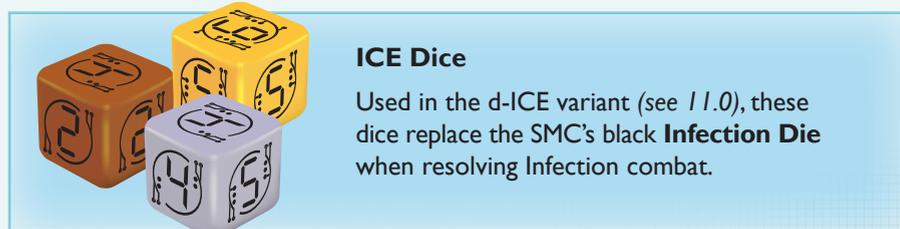
Spark Dice



Red Infection Die

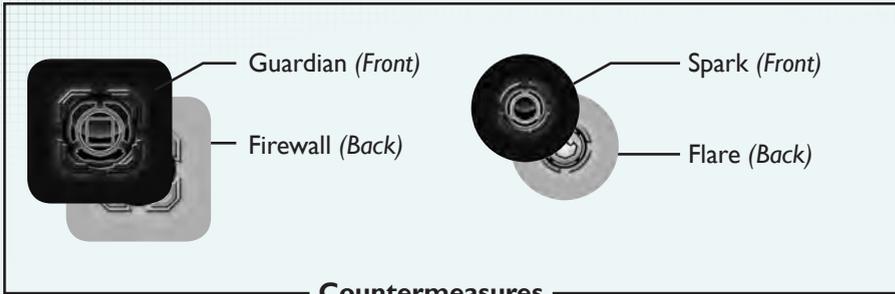


Black Infection Die

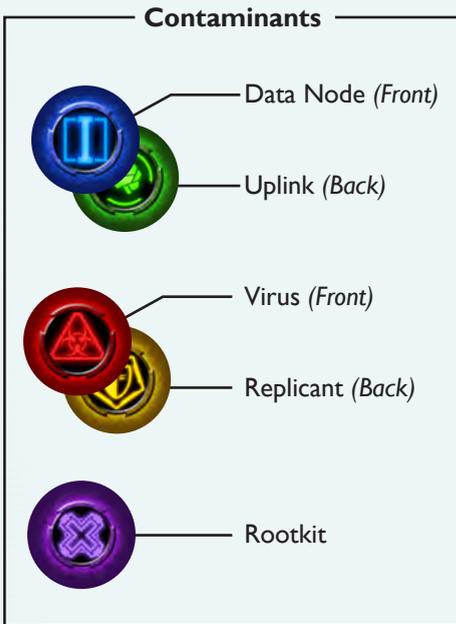


ICE Dice

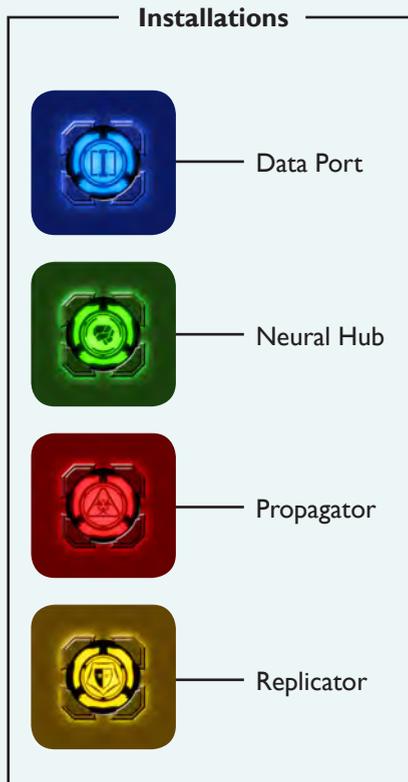
Used in the d-ICE variant (see 11.0), these dice replace the SMC's black Infection Die when resolving Infection combat.



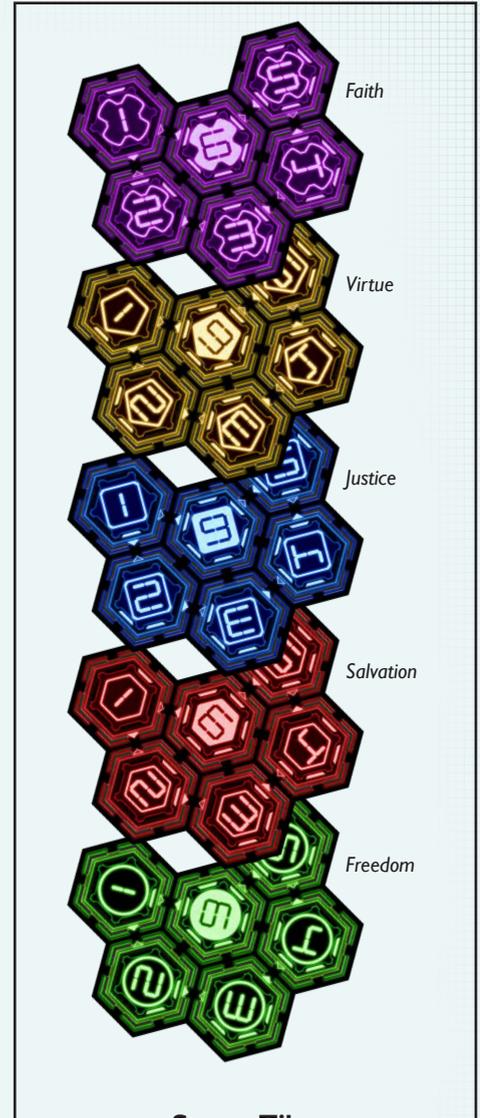
**Countermeasures**



**Contaminants**



**Installations**



**Server Tiles**



Avatar



Countermeasure Scoring Tokens

## Running A Simulation

For your first game, and when teaching new players, we have provided a “Simulation SMC” to challenge: The **RS20 SMC** and the Simulation **Countermeasure** cards.

These simulation **Countermeasure** cards are a defined set for use with the **RS20 SMC** for tutorial purposes only and should never be mixed in with the general set of **Countermeasure** cards when creating a **Countermeasure** deck for any other SMC.

## SMC Card Breakdown



A - Card Title

B - **Countermeasure** Card Quantities

C - SMC Setup Rules

D - Difficulty Rating

E - Special Rules

F - **Spark** Placement Quantities  
(One **Spark** for each dot)

## 2.0 Setting Up

- Determine the **ALPHA HACKER** (i.e., the first player) by whatever method you choose. That Renegade remains the Alpha Hacker for the rest of the game.
- Establish the Game Level:** Select one **SMC** card to battle against and place all unused cards in the box. Each **SMC** card has a different difficulty and comes with its own setup and operating instructions. This is the “villain” you must bring down!
- Create Your SMC Adversary:** Sort the **Countermeasure** cards by Security Level: **Copper**, **Silver**, and **Gold** (if using the Simulation SMC, see box on the left).
  - Shuffle each pile separately with the descriptions showing (and their Success/Fail events face down).
  - Draw the number of cards from each pile as indicated at the top of the **SMC** card you have selected (during Step 2, above).
  - Arrange these drawn **Countermeasure** cards to form the **Countermeasure** deck by placing the **Copper** card(s) on top, the **Silver** card(s) in the middle, and the **Gold** card(s) on the bottom.
  - Place all unused **Countermeasure** cards in the box.
- Create the SMC Network:** Shuffle the five server tiles. Starting with the Alpha Hacker, each **RENEGADE** (i.e., player) takes turns drawing and placing a server tile in the center of the table, until all five are placed, with these notes:
  - In the regular game, place server tiles so the partition spaces are all the same color (each server tile should display a single color). The multicolored side is used in the Fragmented Servers variant (see 11.0).
  - After placing the first server, subsequently placed servers must connect to the network in such a way that at least two of its partitions are touching existing partitions.
  - The numbers on each of the newly placed servers must be in the same orientation as all previously placed servers.
- Going Renegade:** Each player establishes themselves on the network by following these steps:
  - Each Renegade chooses one **Profile** sheet (or you may shuffle them and deal one at random to each player) and takes its corresponding Avatar standee and deck of 15 **Basic Command** cards (as shown by the matching-colored icon in the bottom-right corner of each **Basic Command** card).
  - Each Renegade places their Avatar standee on the **ACCESS POINT** (the #6 partition) of their same-colored server (also referred to as the **HOME SERVER**).

### Network Setup Example

Note that all the servers' partition numbers are oriented in the same direction.



//Example: **Hettie Magnetic**, the yellow-colored Renegade, sets up on the Access Point (i.e., the #6 partition) of **Virtue**, the yellow-colored server (♠); this is noted at the bottom of **Hettie's Profile Sheet** as "**Virtue (♠) #6**"//

- C. With each Renegade's Avatar standee now on the network, add one same-colored (circular) **Contaminant** (○) token on their Access Point.

//Continuing the above Example: **Hettie** would also set up with one **Replicant** (●), the yellow-colored **Contaminant** (○) token, at **Virtue** (♠) #6.//

- The SMC's Defenses:** Read the directions on the **SMC** card being challenged and follow its setup instructions.
- Renegade Intrusion:** Count the number of Access Points on the network that do not have an Avatar standee there. Receive that many **Data Node** (blue ○) tokens and place them, collectively, however you wish across the network.

These **Data Nodes** (○) represent the intel that your absent Renegades have gathered about the SMC.

- Open the Hack Shack:** Shuffle the 36 **Advanced Command** cards and place them, face down, to form an **Advanced Command** card (ACC) deck (this deck area is commonly referred to as the **HACK SHACK**). Reveal the first four cards and place them in a row, face up, next to the ACC deck.
- The Deal:** Each player shuffles their starting deck of 15 **Basic Command** cards and deals themselves a hand of five cards. You can replace your entire hand, shuffling it back into your deck and dealing a new hand of five cards, adding one **Spark** (black ●) token to your Access Point each time you do so.
- Tidy Up:** Set aside all remaining unused components, snacks, and beverages (e.g., your cans of *Ginger Cool*).

# Glossary of Terms

## Access Point

The #6 partition in each server.

## Actions

What you do during your **Command** Actions. Step to alter conditions on the network and improve your **Command** deck.

## Alpha Hacker

The first player selected during setup. That player is referred to as the Alpha Hacker for the rest of the game.

## Avatar

The player standee representing the location of your character.

## Command

Resource used to take Actions. There are five types: **Information** (📄), **Cognition** (🧠), **Deception** (🎭), **Destruction** (💣), and **Leadership** (👑).

When referring, collectively, to *any and all* **Commands**, a white (◇) icon is used.

## Contaminant

The programs you upload to the network. There are four types: **Data Node** (📄), **Replicat** (🔍), **Uplink** (📡), and **Virus** (🦠). Each have their own special abilities to help you fight the SMC.

When referring, collectively, to *any and all* **Contaminants**, a white (○) icon is used.

## Countermeasure

The SMC's programs designed to fend off your attacks. There are four types: **Sparks** (⚡), **Flares** (🔥), **Guardians** (🛡️), and **Firewalls** (🔒).

## Delete

Removing a piece from the network and returning it to the stock of unused pieces.

## Home Server

The server that matches your Avatar's color (*i.e.*, the blue server tile is the blue Avatar's **Home Server**).

## Installation

Upgraded versions of **Contaminants**. There are four types: **Data Ports** (🔌), **Replicators** (🔍), **Neural Hubs** (🧠), and **Propagators** (🦠).

When referring, collectively, to *any and all* **Installations**, a white (□) icon is used.

## Network

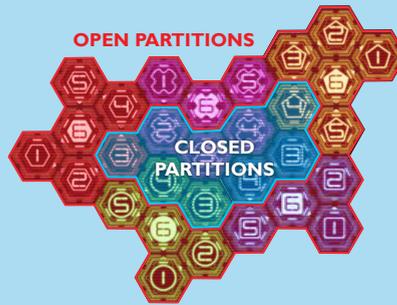
The entirety of the game board, comprised of its five connected server tiles.

## Partition

Each separate (*numbered*) hexagonal space on a server. Pieces exist in, and move between, partitions.

**Closed Partition:** Any partition completely surrounded by other partitions.

**Open Partition:** Any partition *not* completely surrounded by other partitions.



## Passing

Ending your Player Turn while still having one or more **Command** cards in your hand.

## Security Level

Shown as **Copper**, **Silver**, and **Gold**, the colors represent the different difficulty levels on each **Countermeasure** card.

## Server

Each of the five differently colored subdivisions of the network. Each server has a color and a name as follows:

- 🔴: **Salvation** (red)
- 🟡: **Virtue** (yellow)
- 🟢: **Freedom** (green)
- 🔵: **Justice** (blue)
- 🟣: **Faith** (purple)

## Spark Dice

The **Partition Die** and **Server Die** when used together. They generate a random server color and a specific partition's number on that server.

## Super-Massive Computer (SMC)

The SMC is the "villain" you must bring down before determining victory. Each of them have varying levels of difficulty, setup, and operating instructions. The network represents the SMC.

## The Magic Rules

These apply at all times!

1. Always add **Sparks** (⚡) one at a time.
2. No partition can have more than two **Sparks** (⚡⚡); adding a third immediately creates a **Guardian** (🛡️).
3. **Guardians** (🛡️) cannot coexist with **Sparks** (⚡); a **Spark Explosion** will occur instead (see pg. 12).
4. You cannot place your **Installation** (🔌) tokens on a partition that has a **Guardian** (🛡️) token.
5. No partition can contain more than three **Contaminant** (🦠) tokens of the same type.
6. Whenever there is a conflict between this rulebook and the text on a card, the card's text takes precedence, but you can never violate the stacking rules above.

## 3.0 Cyber Warfare Weapons

1. **Insert Cards Here:** The **COMMAND** cards in your hand generate **Commands**, **Execute Actions**, and effects that you use to conduct your Turn. The bottom portion of each **Command** card specifies the resource(s) it provides.

- A. **Commands:** Each **Command** card shows the quantity and type of **Commands** it generates (*shown here: , , , , and *). You use (*discard*) one or more **Command** cards to generate enough **Commands** of the proper color to perform a single, specific Action.
- B. **Execute Actions:** Some **Advanced Command** cards (ACCs) include an **Execute Action**. Unless otherwise specified on that card, you can either generate **Commands** with that card OR perform its **Execute Action**.
- C. **Events:** Some **Advanced Command** cards include text (*that does not contain the word “Execute”*) explaining a special ability that it can perform.

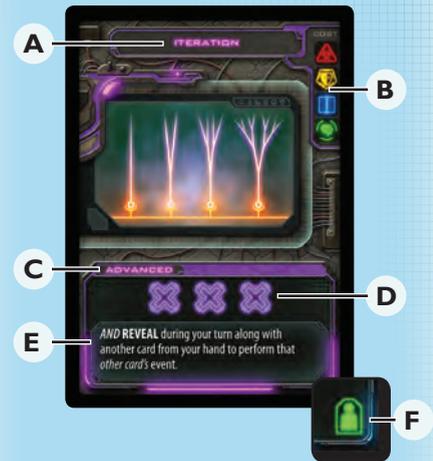
2. **Token Resistance:** Circular or square, the various tokens in play on the network represent potential activity there. Your Renegades place “good” hacker **CONTAMINANT** (*colored, circular*) tokens and build them up into **INSTALLATION** (*like-colored, square*) tokens. The SMC fights back with “bad” **Countermeasures** to thwart your Renegades.

- A. **Quantities are Limited:** You cannot create additional tokens. If you run out of your **Contaminant** (*15 each, but see “Binary Bits” below*) or **Installation** tokens (*5 of each*), you cannot place more on the network until the stock is replenished. If you run out of SMC **Spark** (25) or **Guardian** (5) tokens and must place one more, you lose!
- B. **Binary Bits:** Note that your **Contaminant** (○) tokens have a different color on each side (*red/yellow and blue/green*). However, there are only 15 total tokens in each pairing, so playing one reduces the availability of both of those colors in the stock of unused pieces!
- C. **Contaminant Types:**

**VIRUSES** (red ●) allow you to **DELETE** (*removing from the network and returning to the stock of unused pieces*) the SMC’s **COUNTERMEASURES** - **Sparks** (black ●) and **Guardians** (black ■) - by using an **Infect Action** and successfully rolling the **Infection Dice**.

**REPLICANTS** (yellow ●), when they outnumber **Sparks** (●) in a partition, can change one **Spark** (●) into another **Contaminant** (○) of your choosing using the **Modify Action**.

### Command Card Breakdown



A - Card Title

B - Card Cost

C - Advanced or Basic Denotation

D - **Command** Generation

E - Special Text

F - Basic Card Player Denotation

**UPLINKS** (green ●) connect a Renegade's partition to any other partition with an **Uplink** (●) or **Neural Hub** (■), allowing that Renegade to Shift (or "push") away **Sparks** (●) and **Contaminants** (○) from it using the **Shift** Action.

You can always use **Shift** to push away circular tokens in your Avatar's partition; **Uplinks** (●) and **Neural Hubs** (■) allow to you reach across the network to push them around these "virtually connected" partitions as well.

**DATA NODES** (blue ○) connect partitions with "pathways" that are free to Move along, when using **Information** to perform a **Move** Action.

Adjacent partitions' **Data Nodes** (○) create pathways through the SMC's servers allowing your Avatars to Move around more quickly and easily.

#### D. SMC Spark Countermeasure:

**SPARKS** (●): Their presence prevents you from performing an **Upload** or **Install** Action at that partition. They also attack your **Contaminants** (○).

E. ○○○ = □: A key concept in **Renegade** is that three circular tokens can combine into one like-colored square token (with its stronger, related ability).

a. **Important:** There is a stacking limit. No partition can have more than three **Contaminants** (○○○) or one **Installation** (□) of each type.

b. You cannot voluntarily Move or Shift a **Spark** (●) to a partition containing a **Guardian** (■).

c. When performing your Actions, you can never break rules "a" or "b" above.

#### F. Installation Types:

**PROPAGATOR** (red ■; created by ●●● + ▲): Once Installed, they spawn new **Virus** (●) tokens at a lower cost with the **Propagate** Action.

**REPLICATORS** (yellow ■; created by ●●● + ♡): Once Installed, they spawn new **Replicant** (●) tokens at a lower cost with the **Replicate** Action.

**NEURAL HUBS** (green ■; created by ●●● + ☞): Once Installed, these command centers allow you to exert the power of your mind to act on any partition on your server.

**DATA PORTS** (blue ■; created by ●●● + □): Once Installed, in addition to being part of a pathway (like a **Data Node** (○)), these also allow you to teleport your Avatar from its partition to any other partition on the network during a **Move** Action.

#### G. SMC Guardian Countermeasure:

**GUARDIANS** (black ■): By their presence, they prevent you from performing an **Upload** or **Install** Action at that partition. These are harder to **Delete** (eliminate) than **Sparks** (●) and, when a **Spark** (●) enters a partition containing a **Guardian** (■), there is a **Spark Explosion**, and that **Spark** (●) is cloned into two (see page 12, part 5).

## 4.0 Winning and Losing

If you are required to place a **Spark** (●) or **Guardian** (■) token into play and none remain in the stock, you immediately lose the game.

After surviving the last **Countermeasure** card, you win the game. To determine how well you did in winning, see 10.0.

## 5.0 Sequence of Play

You play **Renegade** in a number of **CYCLES** (*Game Turns*) as required to win or lose (see 4.0). The number of Cycles per game depends on which SMC you are playing against (e.g., *Alpha Moby* requires three Cycles; one in **Copper**, one in **Silver**, and one in **Gold**).

Sequence of play is as follows:

1. **Intel Phase (6.0)**
2. **Command Phase (7.0):** Composed of three Rounds; each Round, starting with the Alpha Hacker and proceeding clockwise, each player performs a Player Turn, as follows:
  - A. Start of Turn Step (7.1)
  - B. Restock Hack Shack Step (7.2)
  - C. New Sparks Step (7.3)
  - D. Command Actions Step (7.4)
  - E. Replenish Hand Step (7.5)
  - F. End of Turn Step (7.6)

When all players have completed their Turns, that Round is complete. Begin a new Round. Once the third Round is complete, proceed to the **Countermeasures** Phase.

3. **Countermeasures Phase (8.0)**
  - A. SMC's Revenge Step (8.1):
    - i. Virus Battle Segment
    - ii. Delete Contaminants Segment
    - iii. Delete Installations Segment
  - B. Success or Failure Step (8.2)
  - C. Move Sparks Step (8.3)
  - D. Scoring Token Step (8.4)
4. **Refresh Phase (9.0)**
  - A. End of Game Step (9.1)
  - B. New Deal Step (9.2)
  - C. Hack Shack Purge Step (9.3)

## 6.0 Intel Phase

Refresh your memory by re-reading the **SMC** card's special Gameplay Instruction (*on its lower half*). Then read the lower portion of the SMC's current **Countermeasure** card (i.e., the **Copper**, **Silver**, or **Gold** card that is face up for that Cycle). All Renegades should note the special rules and Goal for that Cycle.

The **Countermeasure** card remains face up during the **Command** Phase. Renegades can only look at the current **Countermeasure** card.

Renegades will succeed or fail in achieving the current **Countermeasure** card's Goal as a result of the Actions they perform during the ensuing **Command** Phase. In addition, Renegades cannot inspect the Success/Fail outcomes until they are revealed during the **Countermeasures** Phase.

## 7.0 Command Phase

You complete the Cycle's **Command** Phase in three Rounds. Every Round, beginning with the Alpha Hacker, each player performs a Player Turn. A **PLAYER TURN** consists of six Steps (*explained below*) performed in order. After a player has taken their Turn, play proceeds clockwise (i.e., *to your left*). After completing all three Rounds, proceed to the **Countermeasures** Phase.

**Important:** Note the **SMC** card's special instructions; these may affect play during the **Command** Phase.

### 7.1 Start of Turn Step

Start of your Turn effects occur at this time.

### 7.2 Restock Hack Shack Step

If any of the four positions in the Hack Shack are empty, draw the top card(s) from the **Advanced Command** card (ACC) deck to restock it back up to four cards.

Should the ACC deck become depleted, the Hack Shack is officially "sold out" and not restocked for the rest of the game.

## Of Sparks and Guardians

The SMC's core defenses are represented by **Spark** (●) and **Guardian** (■) tokens. Throughout the game, the SMC places and moves these **Countermeasures** across the network's partitions to foil your hacking efforts.

1. **Hacked Off:** If you are required to place a **Spark** (●) or **Guardian** (■) token into play and none remain in the stock, you immediately lose the game!
2. **Timing is Everything:** Whenever adding or moving **Sparks** (●), do so one at a time, completing the addition or movement effects of the first **Spark** (●) before proceeding with the second, and so forth.
3. **Of Flares and Firewalls:** These are the reverse sides of **Sparks** (●) and **Guardians** (■) respectively. **Flares** (○) are created during a **Spark Explosion** (see part 5). **Firewalls** (□) are created from **Flares** (○).

**Important:** **Flares** (○) are **Sparks** (●) and **Firewalls** (□) are **Guardians** (■), but with additional enhancements. Any time the cards or rules refer to **Sparks** (●) they also refer to **Flares** (○). Any time the cards or rules refer to **Guardians** (■) they also refer to **Firewalls** (□).

The instant a **Flare** (○) shares a partition with any **Contaminant** (○), the **Flare** (○) immediately "neutralizes" one of them (*of your choice*); stack it on top of that neutralized **Contaminant** (i.e., ○ on top of ○) to symbolize this.

Neutralized **Contaminants** (○) are unusable; however, the neutralizing **Flare** (○) continues to fully function as a **Spark** (●)!

A **Flare** (○) can only neutralize a single **Contaminant** (○).

The neutralized **Contaminant** (○) remains imprisoned by that **Flare** (○) until it is **Deleted** (*at which time both tokens are returned to the stock*).

If any **Flares** (○) create a **Guardian** (■) through the normal **Spark** (●) rules, place it as a **Firewall** (□) instead.

Avatars cannot voluntarily enter a partition with a **Firewall** (□). The instant an Avatar and a **Firewall** (□) share a partition, relocate that Avatar by rolling the **Spark Dice** and placing the Avatar in the indicated partition.

4. **Creating Guardians:** A **Guardian** (■) is a powerful, immobile **Countermeasure**.

The instant a third **Spark** (●) token enters a partition, immediately return those three **Sparks** (●●●) to the stock and replace them in that partition with one **Guardian** (■) token.

As soon as a **Guardian** (■) token is placed, immediately **Delete** all **Contaminant** (○) and **Installation** (□) tokens in that partition.

If any **Flares** (○) create a **Guardian** (■), place it as a **Firewall** (□) instead.

5. **Spark Explosions:** Whenever a **Spark** (●) token enters a partition containing a **Guardian** (■) token, they cannot coexist so – Boom! – a **SPARK EXPLOSION** occurs. That means, instead of adding one **Spark** (●) token to that **Guardian's** (■) partition, add two **Flare** (○) tokens to the next-lowest numbered partition instead (*remembering to do so one at a time per "Timing is Everything," part 2, unless that partition contains a **Guardian** (■), then see "Chain Reaction" below*).

**Exception:** When moving **Spark** (●) tokens to the next-higher numbered partition during the **Countermeasures** Phase, **Spark Explosions** will also proceed to the next-higher numbered partition on that server.

**Chain Reaction:** If that next-numbered partition where exploded **Flare** (○) tokens must be placed also contains a **Guardian** (■) token, again, they cannot coexist. Instead, create another **Flare** (○) token and skip ahead to the next-lowest numbered partition – and so on around the server, adding another **Flare** (○) token every time one would be placed with a **Guardian** (■) token. Be careful; when you see two adjacent **Guardians** (■), they might quickly create a third one in this manner!

## Spark Explosion &amp; Chain Reaction Example



There are two **Spark** (●●) tokens on partition #2 and **Guardian** (■) tokens on partitions #5, #3, and #1 when a **Spark** (●) token arrives at partition #5 – Boom! – two **Flare** (○○) tokens are placed (one at a time) in partition #4 instead. Remember that **Flares** (○) are placed in the next-lowest numbered partition.



Another **Spark** (●) token arrives at partition #3 – Boom! – two **Flare** (○○) tokens are placed (one at a time) in partition #2. The first **Flare** (○) arriving in partition #2 instantly creates a **Firewall** (■) there (wiping out all **Contaminant** (○) and **Installation** (□) tokens in partition #2). Worse, that was the last **Guardian** (■) in the stock!



The second **Flare** (○) arriving in partition #2 explodes from the just-placed **Firewall** (■) – Boom! – two **Flares** (○○) would be placed in partition #1 instead. Unfortunately, there is already a **Guardian** (■) token in partition #1, so – Boom! – three **Flares** (○○○) are placed (one at a time) in partition #6 instead. These three **Flares** (○○○) would normally create a **Firewall** (■) in partition #6, but since there are none left in stock, the Renegades immediately lose the game!



Image of server tile to show where each numbered partition is located on the tile.

## Countermeasure Cards



The SMC's **Countermeasures** are progressively more challenging by Security Level (**Copper**, **Silver**, and then **Gold**) as the SMC diverts more of its resources to resisting your intrusion.

A - Card Title

B - Security Level

C - Goal and Special Rules

## SMC Movement Arrows



The order, server (color), and direction (up or down) that **Sparks** (●) are moved.

## 7.3 New Sparks Step

**Skip this step on the Alpha Hacker's very first turn.**

Place new **Sparks** (●) according to the current Security Level of the Round. The number of **Sparks** (●) you must place is indicated on the bottom of the **SMC** card as a number of dots in a box. Find the box that matches the color of the current Security Level (**Copper**, **Silver**, or **Gold**) and place that many **Sparks** (●).

When placing new **Spark** (●) tokens, where they are placed is determined by rolling the **Spark Dice**. The **Spark Dice** will generate a random server color (via the **Server Die**; the white side is the server where your Avatar is currently located) and a random partition number (via the **Partition Die**).

**Important:** Throughout the game, when asked, the player whose Turn it is rolls the **Spark Dice**. The Alpha Hacker rolls if no one is currently taking their Turn.

//Example: The **Spark Dice** result is [○], [■], so you would place that new **Spark** (●) token at the server where your Avatar is located in the #1 partition.//

## 7.4 Command Actions Step

You play your **Command** cards (representing your hacker's tool kit) during this Step to generate sufficient **Command** points, as shown on the bottom of each card: **△: Destruction** (red), **◀: Deception** (yellow), **⊙: Cognition** (green), **⌘: Information** (blue), and **⊗: Leadership** (purple; which you can declare to be any other color when played). These allow you to perform Actions. Each Action requires a certain quantity and type of **Command** points to perform (every Action requires that you play at least one **Command** card), as explained later in this rule. What defines your effectiveness as a Renegade is how cleverly you play and combine your **Command** cards.

- Perspective:** The results of your Actions occur from the perspective of your Avatar. You cannot use your Actions to affect another Renegade's Avatar.
- Action Limits:** During this Phase, you play cards from your hand, face up, onto the table (so all can see) to generate sufficient **Command** points to take a single Action at a time. After taking that Action, place the cards paying for it in your Discard Pile (i.e., a new deck of face-up discards alongside your **Command** deck). As long as you have cards in your hand to generate sufficient **Command** points, you can continue taking Actions or pass.

By **PASSING** during either of the first two Rounds, you can save one card and carry it forward to the next Round, thus having six cards in your hand to play on your next Player Turn. You cannot save a card on the third Round.

3. **Command Inefficiency:** All **Command** points generated by the cards you use must go toward paying for that single Action. Any excess **Command** points generated while paying for that single Action are wasted. You do not get to “keep the change” and put those excess **Command** points to another use.
4. **Command Completion:** Once your Action is completed and its **Command** card(s) discarded, you cannot undo that Action.
5. **Read Only Memory:** You may freely examine all discards, but can never examine unrevealed card information.
6. **Wild Card:** You may discard any three **Command** cards to generate one **Leadership Command** (♠) point.
7. **ACC Effects and Execute Actions:** Most **Advanced Command** cards have a special **Execute** Action, **Interrupt**, **Reveal**, or other effects explained at the bottom of each card, below the **Command** point symbol(s).
  - If you can use *either* the **Command** points or the special text, the special text will begin with the words “OR” (e.g., “OR **Execute**” or “OR **Interrupt**”).
  - If you can use *both* the **Command** points and the special text, the special text will begin with the word “AND” or “ALSO” (e.g., “AND **Reveal**” or “ALSO, when”).
  - An **Execute** Action can only be used during your Player Turn. An **Interrupt** can be used at any time.
  - If the text instructs you to “**Reveal**” that card from your hand, place it face up in front of you as proof you possess it and leave it on the table until you either use or discard it (*or pass and return it to your hand for your next Player Turn*). Cards can only be **Revealed** once during a Turn. Cards that are **Revealed** can still be used later during the Turn, either for their **Command** points or additional effects. **Advanced Command** cards that are not **Revealed** are discarded immediately upon use.

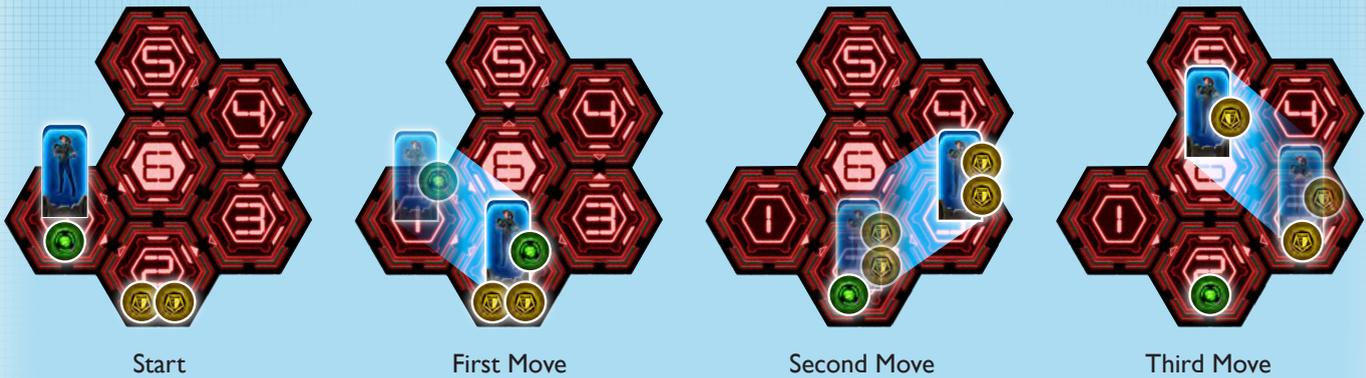
After generating sufficient **Command** points (as shown on the bottom of each **Command** card), the following Actions are available for you to perform during your Player Turn:

## Move Action

For each blue **INFORMATION** (📄) **Command** point spent for a **Move** Action, your Avatar receives one **Movement** point. When not moving along a pathway (see *below*), entry into each adjacent partition costs one **Movement** point. You do not have to spend all the available **Movement** points during that **Move** Action, but excess **Movement** points not spent at that time are lost.

1. **You Can Take It With You:** Whenever Moving from one partition to another, you may also freely take with you up to three identical **Contaminants** (*those **Contaminants** must be of the same type; e.g., ● or ●● or ●●●*).
  - **Color Bind:** You cannot carry different type (*colored*) **Contaminants** (○) with you at the same time.
  - **Stacking Limit:** You cannot create a situation, ever, where doing so would see more than three **Contaminant** (○○○) tokens of the same type (*color*) in a given partition, if even for a moment.
  - **Shuffling:** You can pick up and drop off different type (*color*) **Contaminant** (○) tokens as you make a multi-partition movement, provided a Move directly between any two adjacent partitions follows the above restrictions.
  - **Sparks:** You cannot carry **Sparks** (●) unless a card effect allows it. In that case, however, you can never Move them to a partition where there is already a **Guardian** (■).
2. **The Information Highway:** When activated to Move, it costs one **Movement** point to enter or exit a partition that does not contain any **Data Nodes** (🟡) or **Data Ports** (📄). **Data Nodes** (🟡) carried with you do not count as being in a partition (*i.e., blue tokens in both the partition you are moving from and the partition you are moving to create a zero **Movement** point “pathway” for Renegades to glide through*).
  - **A Ticket to Ride:** You must generate at least one 📄 **Command** point and activate your Avatar to perform a **Move** Action before you can enter another partition, even if it is on a pathway (*i.e., you cannot simply Move along a pathway without generating any 📄 **Command** points to get you started!*).

### Movement Example



If you generate three **Information** (C C C) **Command** points, you have three **Movement** points to spend during that **Move** Action and can Move to another partition up to three partitions (*spaces*) away.

With your three **Movement** points, you: Move one green (● **Uplink**) **Contaminant** token to partition #2 and drop it off there; then move two yellow (●● **Replicant**) **Contaminant** tokens to partition #3 and drop off one there; you then carry the remaining yellow (● **Replicant**) **Contaminant** token to partition #6, ending your **Move** Action.

- **Teleporting:** When activated to Move, your Avatar may Move from a **Data Port** (□) to any other partition on the network for one **Movement** point. If the destination partition contains a **Data Node** (●) or **Data Port** (□), then it will cost zero **Movement** points!

### Shift Action

Instead of physically moving your Avatar around the network and carrying **Contaminant** (○) tokens, you can project the power of your mind using one green **COGNITION** (C) **Command** point to Shift (or push) one circular **Spark** (●) or **Contaminant** (○) token from your Avatar's current partition to an adjacent partition.

You may Shift more than once with a single Action.

//For example, by creating two green **Cognition** (C) **Command** points you can Shift two times; that is, Shifting one ● or ○ from

your Avatar's partition, and then Shifting a second ● or ○ from your Avatar's partition.//

1. **Mindfulness:** The basic restrictions always apply:
  - **Three Contaminant Limit:** No partition can ever have more than three of each type of **Contaminant** (○) token in it.
  - **No Spark Explosions:** You cannot Shift **Sparks** (●) to a partition where there is already a **Guardian** (■).
  - **Installations are Immobile:** You cannot Shift square (■ or □) tokens.
2. **Outreach:** Green tokens, **Uplinks** (●) and **Neural Hubs** (■), allow you to act "remotely" as if your Avatar were elsewhere operating from that partition.
  - A. **Remote Shifting:** While your Avatar is on a partition with an **Uplink** (●) or **Neural Hub** (■) token, you can perform **Shift** Actions from any other partition that also has an **Uplink** (●) or **Neural Hub** (■).

- Every Shift is separate, made independently from other Shifts performed by **Cognition** (🧠) **Command** points generated at that time.
- You can even Shift the receiving **Uplink** (🟢) token. In this manner, you can Shift a remote **Uplink** around the network to your advantage.

**B. Remote via Neural Hub:** While your Avatar is on a partition with a **Neural Hub** (🟩) token, it gains the ability to perform any Action as if it were on any desired partition on that server by temporarily “ghosting” a copy of your Avatar there. Experience shows this makes it the most powerful **Installation** token in the game!

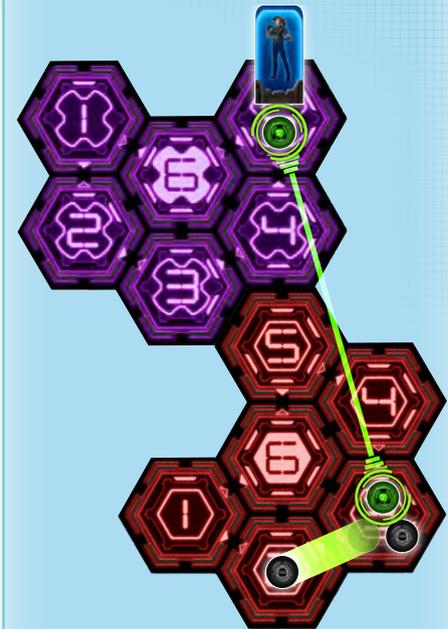
- After performing that Action, your ghost Avatar disappears; it is like you never left that partition’s **Neural Hub**... because you have not!
- When performing a **Move** Action from a **Neural Hub** (🟩) token, your Avatar does not physically Move to or from an alternate location on that server. However, you can collect **Contaminant** (○) tokens (or **Sparks** (●) if you are playing **Tilda Sweet**) by first “ghosting” to another partition on that server and acting as if you were physically Moving from that partition.

## Upload Action

One way to add a **Contaminant** (○) token to the network is to Upload it on your Avatar’s partition. You can only Upload when your Avatar is in a partition that has fewer than three of that type of **Contaminant** (○) present (*remembering the three **Contaminant** (○) per type limit*) and contains no **Countermeasures** (● or ■).

1. **Standard Upload:** For three **Command** points of any one color, you can Upload one **Contaminant** token of that same color; i.e.,  $\diamond\diamond\diamond = \circ$  (e.g., three **Information Command** points (📡📡📡) can be used to Upload one **Data Node** (🔵) token) provided no **Spark** (●) or **Guardian** (■) tokens are present at that partition.
2. **Replicate:** If your Avatar’s partition includes a **Replicator** (🟩), then one **Replicant** (🟡) token can be Uploaded there for each **Deception** (🟡) **Command** point you generate (i.e., you can Upload multiple **Replicants** (🟡) as one Action), regardless of the presence of **Spark** (●) tokens.
3. **Propagate:** If your Avatar’s partition includes a **Propagator** (🟩), then one **Virus** (🔴) token can be Uploaded there for each **Destruction** (🔴) **Command** point you generate (i.e., you can Upload multiple **Viruses** (🔴) as one Action), regardless of the presence of **Spark** (●) tokens.

## Shifting Via Uplink Example



Your Avatar is on **Faith** (🟡) #5 where there is an **Uplink** (🟢) token. You notice that there are two **Spark** (●●) tokens on **Salvation** (🔴) #3 that you would like to break up and, because there is also an **Uplink** (🟢) token on **Salvation** (🔴) #3, you can! By generating green **Cognition** (🧠) **Command** points, you can Shift circular tokens away from their partition via remote **Uplinks** as if your Avatar were standing right there!

## Modify Action

Another way to add a **Contaminant** (○) token to the network is to Modify (“convert”) a **Spark** (●) token at your Avatar’s partition (you cannot Modify **Guardian** (■) tokens). This can only be performed when your Avatar is at a partition that has more **Replicant** (●) tokens than **Spark** (●) tokens. It costs two **Command** points to Modify that **Spark** (●) token. **Delete** and replace it with one of your **Contaminant** (○) tokens:

1. It requires one **DECEPTION** (⚡) **Command** point to initiate the Modification; plus
2. One **Command** point of the type of **Contaminant** (○) you wish to Modify that **Spark** (●) into; i.e.,  $\triangle = \bullet$ ,  $\heartsuit = \bullet$ ,  $\spadesuit = \bullet$ ,  $\clubsuit = \bullet$ , and  $\otimes = \text{any Contaminant } (\circ)$  token you choose.

## Install Action

To increase their power exponentially, you may exchange three same-colored **Contaminant** (○○○) tokens at your Avatar’s partition for one like-colored (immobile) **Installation** (□) token by spending one like-colored **Command** point using the **Install** Action (e.g.,  $\bullet\bullet\bullet + \triangle = \square$ ).

You can only Install when your Avatar is at a partition that has:

- No **Spark** (●) or **Guardian** (■) tokens present; and
- No partition can have two **Installations** (□) of the same type (color).

## Infect Action

The way you attack and **Delete** a **Spark** (●) or **Guardian** (■) token at your Avatar’s partition is to Infect it with **Viruses** (●) via **DESTRUCTION** (△) **Command** points (and supplemented by your **Virus** (●) tokens present there). You must have at least one **Virus** (●) token present to perform the **Infect** Action.

Procedure:

1. Generate one or more red **Destruction** (△) **Command** points and declare your attack. Then roll the two **Infection Dice** (⚡ for you and ⚡ for the SMC) and adjust their separate results as follows:

- A. To your attacking red **Infection Die** roll (⚡), add the number of red **Destruction** (△) **Command** points and the number of red **Virus** (●) tokens. That total ( $\heartsuit + \triangle + \bullet$ ) equals your “**Infection score**.”
- B. To the SMC’s black **Resistance Die** roll (⚡), add the number of **Spark** (●) tokens, or add 4 if there is a **Guardian** (■) token there ( $\heartsuit + \bullet$  or  $\heartsuit + 4$  for ■). That total equals the SMC’s “**Resistance score**.”

2. If your **Infection score** is greater than the SMC’s **Resistance score**, you have won that battle; **Delete** all **Sparks** (●) or the **Guardian** (■) from that partition. If your **Infection score** is less than or equal to the SMC’s **Resistance score**, you have lost that battle; **Delete** one **Virus** (●) token at that partition.

## Execute Action

Discard an **Advanced Command** card to ignore its **Command** points and instead use its “**Execute**” Action.

## Shop Action

You improve your abilities as a Renegade by purchasing cards at the Hack Shack (i.e., this is how you upgrade your **Command** card deck).

In order to purchase an **Advanced Command** (ACC) card from the Hack Shack, you must pay for it with **Command** points (its cost is shown in the upper right hand corner) as follows:

1. Reveal cards from your hand that contain the **Command** points necessary to pay for the cost of the ACC. (Overpayment is allowed, but excess **Command** points are lost.)
2. Take the purchased card from the Hack Shack and add it to your hand. It is immediately available for use.
3. Of the cards used to purchase the new ACC, choose one of the revealed cards to **Delete** and discard the rest.

At the end of a **Shop** Action you should still have a total of 15 cards between your **Command** deck, Discard Pile, and hand.

## 7.5 Replenish Hand Step

During the first two Rounds of each Cycle, draw five more cards from your **Command** deck and prepare for your next Player Turn. After you complete the third Round, you will have a depleted **Command** deck so there will be no cards in it for you to draw.

## 7.6 End of Turn Step

Some effects occur at the end of your Turn; this is when you perform them. Afterwards, play proceeds to the player on your left with their Start of Turn Step.

- When each player has finished their Turn, that Round is complete. Begin a new Round.
- When the third Round is complete (*i.e., each player will have gone through their entire **Command** deck of 15 cards*), proceed to the **Countermeasures** Phase.

## 8.0 Countermeasures Phase

The SMC strikes back at your intrusions. Conduct the following Steps in order:

### 8.1 SMC's Revenge Step

1. **Virus Battle Segment:** **Virus** (●) tokens must attack all **Spark** (●) and **Guardian** (■) tokens in their partition with **Infect** Actions (7.4), but you cannot play **Command** cards! Repeat as needed until **Virus** (●) tokens no longer exist in the same partition as either **Spark** (●) or **Guardian** (■) tokens. These are battles “to the death.”
2. **Delete Contaminants Segment:** Remaining **Spark** (●) and **Guardian** (■) tokens on the network automatically **Delete** all **Contaminant** (○) tokens in their partitions.
3. **Delete Installations Segment:** **Guardian** (■) tokens on the network automatically **Delete** all **Installation** (□) tokens in their partitions.

Your Avatars are unaffected by the SMC's revenge.

## 8.2 Success or Failure Step

Determine if you have successfully completed the SMC's current **Countermeasure** card Goal (*or failed to do so*). Then, flip over that card and perform its corresponding Success or Fail event. Follow its instructions from top to bottom, and in the order presented.

When instructed to place **Sparks** (●), **Guardians** (■), or **Contaminants** (○) on more than one partition and/or server, place them in any order you desire, keeping in mind the “Magic Rules” (see pg. 8).

**Important:** Keep that card in its same (*Success or Fail*) orientation and apply the Move **Sparks** Step (*below*).

## 8.3 Move Sparks Step

Per the four colored arrows of the current **Countermeasure** card (*as oriented*), **Sparks** (●) will move up or down on the servers that match the color of those arrows (*i.e., a red arrow would affect the red server*). Starting with the arrow on the left and working to the right, proceed as follows:

- If the arrow is pointing up, Move each **Spark** (●) token located on the lowest numbered partition that contains **Sparks** (●) to the next higher numbered partition.
- If the arrow is pointing down, Move each **Spark** (●) token located on the highest numbered partition that contains **Sparks** (●) to the next lower numbered partition.
- “Loop” between partitions **#1** and **#6** when moving up and down (*i.e., up from #6 to #1 or down from #1 to #6*).
- Resolve **Spark Explosions** (page 12, part 5) as they occur.
- Immediately replace three **Spark** (●●●) tokens on a partition with a **Guardian** (■) token.
- **Spark Explosions** follow the direction of the arrow! When **Sparks** Move up, so do their **Spark Explosions**.

Completely resolve **Spark Explosions** as they occur before performing any remaining **Spark** (●) token movement.

## 8.4 Scoring Token Step

If you Succeeded on *all* of the **Countermeasure** cards at the current Security Level, gain a **Countermeasure** Scoring token. It improves your score at the end of the game (10.0).

If you Failed, **Delete** that **Countermeasure** card, placing it in the box.

## 9.0 Refresh Phase

Prepare for the next Cycle or end the game.

### 9.1 End of Game Step

If there are no more **Countermeasure** cards remaining to play, the game is over and you have won (see 10.0). Now you can relax with refreshments and celebrate your victory!

### 9.2 New Deal Step

If there is another **Countermeasure** card remaining, then play the next Cycle. Each Renegade discards any cards still in their hand, shuffles their **Command** deck, and deals themselves a fresh hand of five cards.

## 9.3 Hack Shack Purge Step

Discard all of the cards available at the Hack Shack. A fresh restock of four cards will be set during the Alpha Hacker's next Turn.

## 10.0 Your Winning Score

After surviving the final **Countermeasure** card, measure the degree of your success in Victory Points (VPs) as follows:

- +1 VP per complete set of 5 **Spark** (●●●●●) tokens in the stock.
- +1 VP per **Installation** (□) token on the network.
- +5 VPs per **Guardian** (■) token in the stock.
- +25 VPs per **Countermeasure Scoring** token earned by successfully completing all **Countermeasures** at that Security Level (**Copper, Silver, and Gold**).  
*Note: Mother has two silver **Countermeasure** cards, so both have to be successfully completed to earn the silver **Countermeasure** Scoring token.*

## Winning Score Results

### 0-69 VPs

Good job, Renegades. You have survived your encounter with the SMCs for just long enough to progress the Renegade cause. Mother has been distracted and her defenses weakened, but you did not do quite enough to bring her down. We need to regroup and consider how we can do better next time....

### 70-99 VPs

Great work today, comrades! You have seriously damaged Mother's network, allowing our rescue operatives to free a great many civilians from her influence. These are the kind of victories that will finally save humanity. You can truly say, "I am Renegade!"

### 100+ VPs

Congratulations! Your victory over the SMCs has brought you notable acclaim amongst your comrades. Mother's network is seriously crippled. Whole districts have been freed from her grasp. With leaders like you, faith in humanity will quickly be restored. You are a true freedom fighter who can proudly say, "I am Renegade!"

## 11.0 Gameplay Variants

Once you are familiar with the base game, you may wish to try some of these variants. Feel free to combine them for even more interesting gameplay.

### Fragmented Servers

When laying out the network, place all server tiles with their “fragmented” (*multi-color*) sides face up. When fragmented, “server” always refers to the six partitions of the same color, not those that share a server tile.

### Simultaneous Play

Allow all Renegades to conduct that Round’s Player Turns simultaneously (*i.e., performing their Actions in any order they choose*). Immediately replace **Advanced Command** cards in the Hack Shack when purchased. Players can choose to start their turns at any time during that Round’s **Command Phase** (*and performing their Start of Turn Step at that time*).

### Hard-Core Mode

When a **Guardian** (■) is formed, immediately **Delete** all **Contaminant** and **Installation** tokens (○ and □) on the entire server.

### Horde Mode

Do not set up an **SMC** or any **Countermeasure** cards. Instead:

**Setup:** Place one **Spark** (●) token on every **Faith** (⬠) partition, and one **Spark** (●) token on each Renegade’s Access Point.

**Command Phase:** During each Renegade’s New Sparks Step, roll the **Spark Dice** once during the first Cycle, twice during the second Cycle, and three times in the third Cycle. Place two **Spark** tokens (●●) on each partition rolled (*instead of only one*).

**Victory Conditions:** Do not bother keeping score. This is a test of brute survival. Can you make it to the end of three Cycles?

### d-ICE (*Intrusion Countermeasure Electronics*) Mode

During an **Infect** Action and the Virus Battle Segment, instead of rolling the (*normal*) black **Infection Die** to generate the SMC’s result added to the **Countermeasure’s** strength, use the corresponding **Copper**, **Silver**, or **Gold Infection Die** depending on which Security Level defense you are fighting that Cycle (*making their defenses more difficult to combat*).

Designer’s Note: The results on the black die are normal: 1, 2, 3, 4, 5, and 6 with a 3.5 result average.

The **Copper** die is: 2, 2, 3, 4, 5, and 6 with a 3.67 result average.

The **Silver** die is: 2, 3, 4, 4, 5, and 6 with a 4.0 average.

The **Gold** die is: 3, 4, 4, 5, 5, and 6 with a 4.5 average.

Plan your calculations accordingly!

## 12.0 Rootkits

**ROOTKITS** (purple ○) are a special type of **Contaminant** (○) that are only available in games when there is a Renegade with a **Leadership** (purple) **Profile**, such as **Rupert Stanz**, playing.

**Special Ability:** You can treat a partition’s versatile **Rootkit** (○) as any other single type of **Contaminant** (○) each time you take an Action (*only*) there.

**Limitations:** There are certain limitations when **Rootkits** are in the game:

Only one **Rootkit** (○), at most, per partition, is allowed (*instead of the usual three for other Contaminants* (○○○)).

Only a Renegade with a **Leadership** (purple) **Profile** can place **Rootkits** onto the network. Placement requires:

- Three **Leadership Command** points (⊗⊗⊗) to Upload a **Rootkit** (○); or
- One **Deception** (⬠) **Command** point plus one **Leadership** (⊗) **Command** point (⬠ + ⊗) to Modify a **Spark** (●) to a **Rootkit** (○).

# THE RENEGADES



## Tilda Sweet

When she takes a **Move** Action, **Tilda** can carry one **Spark** (●) or one different-colored **Contaminant** (○) in addition to the usual up to three **Contaminant** (○○○) tokens of one type that each Renegade is allowed to carry.

//For example, she could carry ○○○+●, or ●●+●. She could not carry ●●●+● as that would violate the three per partition limit rule.//



## Monty Quantum

When **Monty** is at an **Uplink** (●) or **Neural Hub** (■), he can “ghost” his Actions not just to any partition on that server (*as other Renegades do from Neural Hubs* (■)), but to any partition that contains any type of **Installation** (□) anywhere on the network! If it is another (*i.e., remote*) **Neural Hub** (■), he can ghost his Action to any partition on that server (“**Command by proxy**”).



## Oshin Noro

His skill adds two (+2) to any **Infection scores** at his partition at all times. The **Infection score** becomes:

$$\text{Die} + \Delta + \text{Red} + 2.$$

His Avatar does not count as a **Virus** (●) token, and other Renegades on his server cannot apply **Oshin's** skill when he is on a different partition with a **Neural Hub** (■); *i.e.*, **Commanding** from a **Neural Hub** (■) only applies to the Renegade actually taking an Action.



## Hettie Magnetic

Once per Player Turn, when performing a **Modify** Action, **Hettie's** Avatar can act as a **Replicant** (●), adding one (+1) to the total number of **Replicants** (●) in her location. Although she acts as a **Contaminant** (○), she does not count for the three **Contaminant** (○○○) stacking limit.



### Tokyo Black

As an Action, for    , you can reposition (i.e., *remove and replace*) your current server per the setup instructions, provided you do not disconnect any other server from the rest of the network.



### Devon "Dex" Romeo

You may save an extra card between turns during the first two Rounds of each Cycle.



### Angel Nitrate

You may place any Spark (●) that spawns at, or moves to, your partition on an adjacent partition instead.



### The Techno Twins

You control two Avatars, both sharing your Access Point (● #6). Each Action must be performed by either Avatar, not both. Any mention of "your partition" or "your server" can be *either* Avatar's.



### Rupert Stanz

Adds **Rootkit** (○) tokens to the game (*only one per partition, at most, not three as with other Contaminants* (○○○)).

When taking a **Command** Action (*only!*), players treat a **Rootkit** (○) token as any color **Contaminant** (○).

*Do not use Rupert during the Walkthrough or for your first few games. His "advanced profile" is better discovered after you have more experience as a Renegade.*

## 13.0 Walkthrough

“Listen up Prospects. You’re looking at the RS20, a simulator designed by our Black Agents.

“These guys are ex-corp, so they know what it takes to bring down the SMCs. They have created three **Countermeasures** for this test. Each is harder than the last, from **Copper**, through **Silver**, to **Gold**. This is no picnic for posers. If you fail, then restart the sim.

“I’ve put all the dirtboys and wireheads every dark corner of this city can throw at us through this sim. We’ve been scraping the barrel looking for new recruits. It is like zero-hour in a puppet parlor up here and folks are losing hope. But someone thinks you guys are something special.

“But let me warn you... only the best will make it through **Gold** and be called a ‘Renegade.’ Attempt to streak through the SMCs without the proper tools and the proper training and you will be nothing but a chalk outline. And you had better pay attention to the restrictions each **Countermeasure** imposes on you. We do not want you guys makin’ like Ronin and trying to cheat the system. Not unless it gets our say-so. Using techniques prohibited by the sim’s **Countermeasures** means immediate disqualification. So listen closely to your instructors and do as they say.

“Last piece of advice: When you reach **Gold**, we will be jacking-in from the Hack Shack, a bar in Sapporo’s Susukino district. There you can trade for better **Commands**, so do so every chance you get! Prospects aren’t normally allowed in the bar but we have, call it a ‘special arrangement,’ that you be allowed entry once you have made it through the first two simulations. Use this opportunity, because this dispensation costs the Renegade fixers heavily each time we run the training program. And be careful in there. Every dirty rotten perp and street leech is gonna pick you out the crowd if you go in looking like some wide-eyed monkey. Use your skills, use your training, and try to fit in.

“Good luck, Prospects. See you on the other side!”

**[Rupert Stanz, Ace Renegade First Class]**



This walkthrough teaches the fundamentals of gameplay by demonstrating one Cycle of the game. You can run this simulation solo or cooperatively in teams of two, three, or four players.

First, arrange the network as pictured to the right (*while normally random, for this walkthrough we want everyone using the same board*):

Next, shuffle the **Advanced Command** cards and, from that deck, reveal four face up that are available for purchase; this is the Hack Shack. These cards are not available to you for the first two Cycles of the Simulator; just ignore them until you get to the **Gold Countermeasure** card. Once you have graduated, and if you wish to replay the Simulator, feel free to use them any time.

*This walkthrough will be taking you through a solitaire game with the blue player, **Tilda Sweet**, but if you want to play alongside her, either alone or with friends, you are free to add additional Renegades to join the team. **Tilda** is the designated Alpha Hacker for this walkthrough.*

Take **Tilda's** Renegade **Profile** sheet and place it in front of you as a reference. Underneath **Tilda's** portrait is her special ability, so make a note of it. (*Tilda's gives her a special carrying ability when she moves about the network.*) Place **Tilda's** Avatar standee on the **#6** space (*called the server's Access Point*) of her like-colored (*Home Server*) tile; **Tilda's** is **Justice** (♠) **#6**. Your Avatar standee represents your (*virtual*) location on the network (*game board*) and moves about from partition to partition (*i.e., hexagonal space to hexagonal space*). Finally, place a like-colored **Contaminant** (○) token at her Access Point; **Tilda** starts with a **Data Node** (●) on **Justice** (♠) **#6**.

Next, take **Tilda's** starting deck of 15 **Basic Command** cards (*color-coded on their fronts with a blue icon in their lower-right corner*). You would normally shuffle this deck and deal yourself a hand of five cards, but for this walkthrough take these specific five cards: **Bypass**, **Data Steal**, **Decrypt**, **Infiltrate**, and **Trickery Master**.

If you are playing an additional Renegade, or have friends joining you, do likewise with their own-color Avatars on those like-colored servers, with a like-colored **Contaminant** there to start, and their own **Command** decks with the same five-card hand.



### Jacked-In and Connected

If **Tilda** is playing solo, there will be four servers with unoccupied Access Points (*if you are playing with a team, one fewer server per Renegade has an unoccupied Access Point*). Even though Access Points are unoccupied, you still have the knowledge to utilize them; to represent this, and since blue is the color of **Information** in **Renegade**, place one **Data Node** (●; the blue **Contaminant**) token on each of the unoccupied Access Points. Normally, you may place these freely during setup, but for this walkthrough place them on the vacant Access Points.

Now that you are connected to the network, let us size up your opponent.

### What You Are Up Against

Set up the **RS20-Simulator SMC** card as your adversary. Create its **Countermeasure** deck from the three Simulator **Countermeasure** cards, with **Copper** on top, **Silver** under that, and **Gold** on the bottom; you play through one card per Cycle, so this game will last three Cycles. Do not look at their Success/Failure side! All will be revealed in time....

Now, checking the **SMC** card, the **RS20-Simulator** tells you to place, on each Renegade's Home Server, two **Sparks** and one

**Replicant** (●●●) on partition #4, and one **Replicant** (●) on partition #6 (i.e., their Access Point). Thus, on **Tilda's** blue Home Server (●), you will set up her Avatar standee and ●● on her Access Point (● #6), and on ● #4 you will set up ●●●.

Also place one **Spark** (●) on every odd-numbered partition (i.e., #1, #3, and #5) on **Faith** (●) that is adjacent to a partition with two **Sparks** (●●). With the game board in this configuration playing solo as **Tilda**, this will just be partition #3 on **Faith** (●), but this can vary as different networks are arranged for different numbers of Renegades each game!

## Intel Phase

With the SMC's world created, it is time to learn the first unofficial Rule of Renegade: Think first; then do. Welcome to the **Intel** Phase, Prospect!

This is the moment to check the Goal on this Cycle's **Countermeasure** card; as it is the first Cycle, the Goal of the **Copper** card is the one you are trying to achieve while conducting your Player Turns. It reads:

“**GOAL:** Every Renegade's Home Server and **Faith** (●) must have no **Sparks** (●).”

Beneath the Goal is that Cycle's special rule(s):

“**Nice Try, But Too Obvious:** You cannot Shift a **Spark** (●) into a partition that already has **two Sparks** (●●).”

Three **Sparks** (●●●) on the same partition immediately removes them, but the SMC replaces them with a **Guardian** (■).

Removing **Sparks** (●) is your Goal, but making **Guardians** (■) out of them is not the best way to do it; you are not ready for **Guardians** (■) just yet!

You will either achieve that Goal or you will not. That is determined later, but you want to keep it in mind while playing your Turns during the **Command** Phase.

## Command Phase

This Phase is the main focus of **Renegade**. Each Renegade conducts a Player Turn using (and discarding) their hand's **Commands** to hack the SMC and otherwise improve their position in the game, afterward replenishing their hand and the offerings at the Hack Shack (if they purchased any **Advanced Command** cards from there on their Turn).

When all players have completed one Player Turn each, that Round is over and a new Round begins; after completing the third Round, the **Command** Phase is over. So every player will have a chance to play through their deck of 15 **Command** cards each **Command** Phase.

### About Commands

Taking Actions requires **Commands**, and **Command** cards have symbols near the bottom of their cards indicating how many and of what type of **Commands** that card generates. Blue **Information Commands** (■) allow movement; green **Cognitive Commands** (●) allow you to “ghost” your Actions where your Avatar is not located; yellow **Deception Commands** (●) can turn evil **Sparks** (●) into friendly **Contaminants** (○); and red **Destruction Commands** (▲) allow you to directly fight SMC **Countermeasures** in “battles to the death.”

### Let's Play!

**Tilda Sweet's** Avatar is standing on her Access Point (● #6) with ●● present there, ready to issue some **Commands**....

**Remember:** Our Goal in the **Copper** Cycle is to ensure we have removed (i.e. **Deleted** or **Shifted away**) all **Sparks** (●) from the **Faith** (●) server and from each Renegade's Home Server (yours is ●; and if you are the only Renegade playing, then you do not need to worry about **Sparks** (●) on ●, ●, or ●).

## ROUND 1



Tilda starts by playing the **Command** card **Decrypt** to generate two **Information Commands** (🔍🔍) to Move her Avatar. She takes one **Replicant** (🟡) with her from her partition (🔵 #6) to partition #4 on her Home Server. Notice she moved only one partition using a card that gave her two **Commands**; she only required one 🔍 to Move one partition. This is okay as you ignore excess **Commands** generated when you take an Action; they fizzle out immediately as that Action impacts play. Having used her **Decrypt** card for her **Move** Action, Tilda discards it, face up, in a Discard Pile in her player area, next to her **Command** deck.



Now let us deal with some of those **Sparks** (⬤)! Tilda discards the **Bypass** card from her hand to generate one green **Cognition Command** (🟢), point allowing her to use the **Shift** Action to Shift (or push) one of the **Sparks** (⬤) from 🔵 #4 to the adjacent partition 🔵 #3. Now that Tilda outnumbers the **Sparks** (⬤) there with her **Replicants** (🟡🟡), she can use the **Modify** Action.



Using her **Trickery Master** card, Tilda uses the **Modify** Action to change the remaining **Spark** (⬤) on her partition into a **Virus** (⬤). **Trickery Master** gives her the one **Deception Command** (🟡) point she needs to perform the **Modify** Action. She also uses the one **Leadership Command** (⊗) point which, being wild, she can designate as the one **Destruction Command** (🔴) point she requires to change a **Spark** (⬤) into a **Virus** (⬤). Tilda then discards the **Command** card **Trickery Master** from her hand and replaces the **Spark** (⬤) in her partition with a **Virus** (⬤).



Finally, Tilda uses her **Data Steal** card (🔍) to take another **Move** Action, bringing her newly created **Virus** (⬤) to partition 🔵 #3 (where she just Shifted a **Spark** (⬤) to previously). Tilda muses, "I would like to perform an **Infect** Action next, but let us see if we can improve our odds a little."

Having done all she plans to for this Round, **Tilda** ends her Turn. Renegades can keep one card in hand, if desired, between Rounds, so **Tilda** retains the **Infiltrate** card and ends her Turn by drawing five more **Command** cards into her hand (for a total of six); these are:



Continue with each player taking a Turn to Shift a **Spark** (●) to **Faith** (◊), Modifying a **Spark** (●) into a **Virus** (●), moving with the **Virus** (●) to **Faith** (◊), before finally ending their Turn, until **Tilda** is ready to begin Round 2.

## ROUND 2

With a sigh, **Tilda** remarks, “Welcome to Round 2, Prospects! I was hoping to draw some red Destruction Commands into my hand, but I have been real unlucky. However, all is not lost just yet....”

**Tilda** uses as many **Destruction** (▲) and **Leadership** (⊗) **Command** points as she can to perform the **Infect** Action. She can also discard any three cards from her hand to generate one additional **Leadership** (⊗) **Command** point, which is wild!



**Tilda** generates a mighty four **Destruction** (▲▲▲▲) **Command** points by discarding **Infiltrate** (▲▲), **Data Scan** (its ⊗ being used as ▲), and a set of three cards: **Interrupt**, **Focus**, and **Focus** (for one ⊗, which she also declares as a ▲). Now she rolls the **Infection Dice** (hers is the red 🎲 and the SMC's is the black 🎲). **Tilda** rolls a 🎲 and a 🎲 and calculates her **Infection score** versus the SMC's **Resistance score**:

With ● on her partition, + ▲▲▲▲, + 2, her total **Infection score** is 7 (1 ● + 4 ▲▲▲▲ + 🎲 = 7); with ●● + 5, the SMC has a **Resistance score** of 7. With the scores tied, **Tilda** loses the battle and **Deletes** one **Virus** (●) from her partition ◊ #3. Remember, when a Renegade scores higher, remove all **Sparks** (●) from that partition; scoring less or equal to the SMC's **Resistance score** causes the **Deletion** of one **Virus** (●)!

**Tilda** ends her Turn now, saving **Decrypt** for Round 3, and drawing her final five cards: **Data Steal**, **Diversion**, **Memory Steal**, **Renegade Apprentice**, and **Sabotage**.

If you are playing as a team, continue Round 2 by using as many **Infect Actions** as you can to **Delete** more **Sparks** (●) from the network, referring to the previous example for how it is done.

### ROUND 3

With a visage of grim determination, **Tilda** states, “I do not like those Sparks on my partition; they block me from uploading new Contaminants. Now, if I can Modify one of those Sparks into something more useful, we might just achieve our Goal!”



**Tilda** has a special ability that allows her to Move with a **Spark** (●). She discards **Data Steal** (🗑️) to Move back to **#4** and carries one **Spark** (●) with her.



Next she uses **Diversion** (🛡️🛡️) to Modify this **Spark** (●) into a **Replicant** (○).



Now, with no **Sparks** (●) on her partition, she is free to perform an **Upload Action**. She discards **Sabotage** (🔺+⊗) using the ⊗ **Command** as another 🔺 for a total of 🔺🔺 and **Renegade Apprentice** (🔺) for a total of three **Destruction** (🔺🔺🔺), to Upload one **Virus** (●) to her partition.

“Let us Install a Replicator!”



Three like-**Contaminants** (○○○) on the same partition where there are no **Countermeasures** (● or ■) offer the opportunity to convert them into an **Installation** (📦) using the **Install Action**. **Tilda** uses the one **Leadership Command** (⊗) from **Memory Steal** (🧠+⊗) as a **Deception Command** (🛡️) point to swap the three **Replicants** (○○○) on **#4** for one **Replicator Installation** (📦), discarding **Memory Steal** without using its **Cognition Command** (🧠) at all.



Finally, using the two **Information Commands** from **Decrypt** (🔍🔍), **Tilda** performs a **Move Action**, allowing her to Move up to two partitions. She moves her Avatar and the newly created **Virus** (🔴) to #3 and picks up the remaining **Spark** (⬤) there en-route, finishing her **Move Action** at #6. Thus, she carried the **Virus** (🔴) and **Spark** (⬤) with her (*thanks to her special Movement ability*).

With no more cards in hand, and no more cards left to draw, **Tilda** ends her final Player Turn of the **Command Phase**.

If you are playing as a team, continue Round 3 by trying to create an **Installation** yourself. Do not target the **Spark** (⬤) on #6, as we will need that for the next part of the walkthrough....

## Countermeasures Phase

You have kicked the SMC as best you could during the **Command Phase**. Now, during the **Countermeasures Phase**, the SMC kicks back! If you are “all that,” there should be no more **Sparks** (⬤) left on the network except the one on #6. However, if more **Sparks** (⬤) remain and share a partition with your **Contaminants** (○), those **Sparks** (⬤) now attack.

### Sparks Battle Step

As with an **Infect Action**, your **Viruses** (🔴) battle **Countermeasures** to control their contested partitions. One at a time, in any order you desire, at each contested partition having one or more **Viruses** (🔴) and one or more **Countermeasures** (⬤ or 🟩), an automatic **Infect Action** ensues with this difference: You cannot add **Destruction Command** (🔺) points to your **Infection score** – your **Viruses** (🔴) are on their own!

“First up, let us deal with the Spark on my partition!”

**Tilda** rolls the **Infection Dice** and obtains a 🟡 on the red die and a 🟩 on the black die. A great result! The **Infection score** is 4 (🟡 + 🔴) and the **Resistance score** is 3 (🟩 + ⬤). **Tilda** is able to **Delete** the remaining **Spark** (⬤) from her partition on **Faith** (#6). This time she was lucky!

If there are more partitions with both **Viruses** (🔴) and one or more **Countermeasures** (⬤ or 🟩), continue rolling for them, one at a time, until they are all resolved.

When there are other Renegades participating in this walkthrough, there is a chance that some of your **Contaminants** (○) are undefended – meaning they share a partition with a **Spark** (⬤) and there are no **Viruses** (🔴) to protect them; in this case, **Delete** all those **Contaminants** (○) from the network (*the SMC's Countermeasures destroyed them*).

## Success or Failure Step

Only now do you check whether you have successfully completed the Goal for this **Copper** Cycle. Remember, the Goal was to remove all **Sparks** (●) from each player's Home Server, and also from the **Faith** (⬡) server. If **Tilda** is playing alone, she has just Succeeded. If you are performing this walkthrough with other Renegades, there is a chance you left some **Sparks** (●) undefeated. Did you Fail or Succeed in meeting the Goal's objective?

Knowing now whether you Succeeded or Failed, flip over that Cycle's **Copper Countermeasure** card (*i.e.*, **Simulation Stage I**) and rotate the card vertically so that you are reading the appropriate Fail or Success event right-side-up. You did Succeed, right?

Always follow instructions from top to bottom. Assuming you Succeeded, then you must "Add one **Virus** (●) to **Faith** (⬡) partitions **#1**, **#2**, and **#3**. Also add one **Uplink** (●) to each partition on **Faith** (⬡)."

If you Failed, then instead you should "Add one **Virus** (●) to **Faith** (⬡) partitions **#1**, **#2**, and **#3**. Also add one **Uplink** (●) and one **Spark** (●) to each partition on **Faith** (⬡)."

Did you notice the difference between Success and Fail?

## Refresh Phase

You have completed the **Copper Simulation Stage I Countermeasure** card, so **Delete** it. This reveals the **Silver Simulation Stage II Countermeasure** card that you will confront next Cycle.

Before you start the new Cycle, however, each player reshuffles their Discard piles, creating their new, face-down **Command** decks, and draws five cards into their hand.

Feel free to continue the Simulation from here. Try to focus on creating **Installations** (□) to complete the next Goal and keep on top of **Sparks** (●). Beginning this Cycle, each Avatar must roll for **Sparks** (●) appearing at the start of their Player Turns, as shown by the black dot in the **Silver**-colored space at the very bottom of the **RS20-Simulator SMC** card.

The top indicates one **Silver** card Cycle for this SMC.

The bottom indicates one **Infection** roll (*to add a new Spark* (●) *randomly*) during each Player's Turn that Cycle. Note that more difficult **SMC** cards may require multiple random **Spark** (●) additions each Player Turn!

And those **Sparks** (●) are going to keep you busy!

"Prospects! That first Cycle was the easy part. Now we are into the real business and ready to face some proper opposition. This is where we sort the black-hats from the wage-slaves.

"If you leave here still a 'Prospect' then you have only got yourself to blame, and you will find few friends here to give you any kind of sympathy.

"If you succeed, then you will leave with even fewer friends, because from then on you will be underground. You will live most of your existence in cyberspace or in some rotten joint that will be your only reality. Your currency will be infonomics, your daily meal will be dorpha and derms, and you will live for the next time you will be jacked-in. But you can hold your head up high. You will be one of the few. You will get to wear the patch of a respected brotherhood. You will have purpose. You will restore faith. You will be a Renegade."

**[Rupert Stanz, Ace Renegade First Class]**

## Sequence of Play

1. **Intel Phase (6.0)**
2. **Command Phase (7.0)**
  - A. Start of Turn Step (7.1)
  - B. Restock Hack Shack Step (7.2)
  - C. New Sparks Step (7.3)
  - D. Command Actions Step (7.4)
  - E. Replenish Hand Step (7.5)
  - F. End of Turn Step (7.6)
3. **Countermeasures Phase (8.0)**
  - A. SMC's Revenge Step (8.1):
    - i. Virus Battle Segment
    - ii. Delete Contaminants Segment
    - iii. Delete Installations Segment
  - B. Success or Failure Step (8.2)
  - C. Move Sparks Step (8.3)
  - D. Scoring Token Step (8.4)
4. **Refresh Phase (9.0)**
  - A. End of Game Step (9.1)
  - B. New Deal Step (9.2)
  - C. Hack Shack Purge Step (9.3)

## Actions List

### MOVE

- One **Movement** point per  & carry (○|○○|○○○)

### SHIFT

- Shift one (●|○) out of a partition per 

### UPLOAD

- STANDARD:    = 
- REPLICATE:  +  = 
- PROPAGATE:  +  = 

### MODIFY

- If  >  at partition then,  +  =  → 

### INSTALL

-  +    = 

### INFECT

-  +  +  = **Infection score**
-  + **Countermeasures**  
(+1 per , +4 for ) = **Resistance score**
- If Infection > Resistance, **Delete** all **Sparks** (●) or **Guardian** (■)
- If Infection ≤ Resistance, **Delete** one .

### EXECUTE

Use an **Advanced Command** card's **Execute** Action instead of its **Commands**.

### SHOP

Spend  equal to cost to purchase one **Advanced Command** card from the Hack Shack; add to hand.

## Your Card Commands

The symbols on the cards allow you one **Command** point per symbol of that color. These are:

- : **Destruction** (red)
- : **Deception** (yellow)
- : **Cognition** (green)
- : **Information** (blue)
- : **Leadership** (purple); this “wild card” **Command** generates a **Command** in any of the other colors
- : Shown when referring, collectively, to any and all **Commands** (white)

## Your Installations

When you combine three of your **Contaminants** (circular, colored tokens) in the same partition, they can form one **Installation** (square, like-colored token):

- : **Propagator** (red)
- : **Replicator** (yellow)
- : **Neural Hub** (green)
- : **Data Port** (blue)
- : Shown when referring, collectively, to any and all **Installations** (white)

## SMC's Countermeasures

The black tokens and the gray tokens, both circular and square, are the SMC's tools for protecting itself against your attacks.

At the end of each Cycle these **Countermeasures** attack **Contaminants**:

- : **Spark** (black): System Partition Renegade **Countermeasures** (S.P.R.C. – or “**Spark**” for short)
- : **Flare** (gray): Created by **Spark Explosions**
- : **Guardian** (black): Created by **Sparks**
- : **Firewall** (gray): Created by **Flares**