

تاسیسات

36

SHADOW

GAME DESIGN
J. CARMICHAEL

MOON

SYNDICATES

پیش از آنکه بتوانید
بازی را شروع کنید
باید ابتدا قوانین
بازی را بخوانید
و سپس بازی را
شروع کنید.



APPENDIX

ARKUS

ADD : Place up to X of your Influence in specified Sector.

Smuggling and Petty Crime Operation Tokens: Place 1 Influence in any 1 Sector.

BEGUILE : Take the top Card of any Agent Stack and move it to any other Agent Stack. Can neither take from nor move a Card to an Opponent Agent Stack where the top Card is facedown.

Heist Operation Token: As above.

BURN : Move the top Card of any Agent Stack to the Burn Pile. The Card that gets moved to the Burn Pile is now the Burned Card. Cannot Burn an Opponent's facedown Card. If you Burn your own facedown Card, flip it faceup.

DISPLACE : ADD 1. Must remove Status Token OR place Displace Token in targeted Sector. If you have a Status Token already in this Sector, if you want to Add 1 you must remove your own Status Token.

ELIMINATE : Remove up to X Opponent Influence from targeted Sector.

Violence Operation Token: Remove 1 Opponent Influence from any 1 Sector.

INTERFERE : Draw X Cards then place X Cards from your hand on any Agent Stacks. Cannot place Cards onto any Opponent Agent Stack where the top Card is facedown.

Illicit Operation Token: Draw 1 Card and place 1 Card faceup on any Agent Stack.

LOCKDOWN : ADD 1. Must remove Status Token OR place Lockdown Token in targeted Sector. If you have a Status Token already in this Sector, if you want to Add 1 you must remove your own Status Token.

PULL : Move up to X Influence into Targeted Sector from Adjacent Sectors.

PUSH: Move up to X Influence out of Targeted Sector into Adjacent Sectors.

REANIMATE : ADD 1 to any Sector on the Burned Card. Draw the Burned Card and place any 1 Card faceup on any Agent Stack. Cannot place Cards onto any Opponent Agent Stack where the top Card is facedown.

REDEPLOY : Remove X of your Influence to ADD 2X across adjacent Sectors. If X is greater than 1 you cannot choose to only remove 1. If X is 2 then 2X = 4 etc.

REPLACE : ELIMINATE X to ADD X in targeted Sector. You cannot choose to Eliminate fewer than what you Add.

SACRIFICE : Draw a Card and place any Card from hand on the Burn Pile. ADD 1 to any Sector on the Burned Card. The Card you place on the Burn Pile may be any Card from hand, not just the one you drew.

SHIP : Move up to X Influence from specified Sector to any 1 Sector. If X is greater than 1 you may move different colors of Influence but you still must move all to the same Sector.

STRENGTHEN : Must have Control to ADD X in that Sector. If you do not have Control, you cannot perform this effect.

TRANSFER : Move up to X Influence across any adjacent borders. If X is greater than 1, this may be used on the same Influence twice, to essentially move over 2 borders.

Fraud Operation Token: Move 1 Influence across any adjacent border.

USURP : If you do not have Control, PULL X and ADD X to the targeted Sector.

Espionage Operation Token: In any 1 Sector you do not have Control, PULL 1 and ADD 1.

OTHER EFFECTS

ACTIVATE BURNED CARD ABOVE THE LINE:

Resolve the Above the Line effect/s of the Burned Card as if you had played it. If there are 2 effects, you must do them in order as usual. If the Burned Card also interacts with the Burned Card then it may interact with itself but cannot be resolved more than once.

ACTIVATE BURNED CARD ABOVE THE LINE:

Resolve the Below the Line effect of the Burned Card. If the Burned Card also interacts with the Burned Card then it may interact with itself but cannot be resolved more than once.

DRAW AND PLAY TOP CARD OF DECK:

Draw 1 Card from the top of the Deck and stack it on top of your Focus Pile (on top of the Card that gained this effect before it

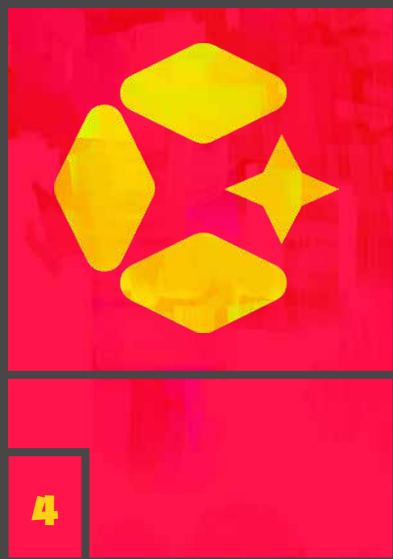
slides to your Agent Stack). Follow all the 'Play a Card faceup' steps for the Card from the top of the Deck first, and then any remaining Cards on your Focus Pile (see pages 13-15 of the rulebook). It is possible to get multiple of these effects on one turn. With this effect the first Card played to your Focus Pile will be the last Card that slides over to your Agent Stack that turn.

...TO ALL SECTORS OF BURNED CARD:

Perform the relevant effect in any or all of the legally targetable Sectors that are specified both Above and Below the line of the Burned Card. There are a few exceptions/clarifications: 'Anywhere' is only 1 Sector. 'Adjacent to X' is only '1 Sector Adjacent to X'. Cannot be used to target the same sector twice. If there is no Burned Card, this has no effect.

... TO A SECTOR OF BURNED CARD:

Perform the relevant effect in any 1 of the legally targetable Sectors that are specified either Above or Below the line of the Burned Card. There are a few exceptions/clarifications: If a single effect on the Burned Card targets multiple Sectors, this effect still can only be used to target 1 of them. If there is no Burned Card, this has no effect.



BELT CORP

BELT CORP SEEKS TO ACQUIRE CONTROL OF THE MOST CONTESTED SECTORS.



> SECTOR - CORP SEC

AGGRESSION
◇

COMPLEXITY
◇◇◇

Company "Lifer" is taken to the extreme for these corporate agents. Literally company made assets upon acquisition, these orphans are bought, raised and indoctrinated on Belt Corp campuses before being genetically imprinted with a unique company logo.

For loyal, successful agents a high reward lifestyle awaits. But for those who fail to deliver, their logo can bring excruciating pain at best; at worst, the ultimate termination of contract and life.

BELT CORP 001

- A1) USURP 1 IN ANY 1 SECTOR.
- B) LOCKDOWN OR DISPLACE IN CORP SEC.

BELT CORP 002

- A1) USURP 1 IN ANY 1 SECTOR.
- A2) STRENGTHEN 1 IN THE SAME SECTOR AS A1. Cannot perform this effect if you do not have Control or if you skipped A1.
- B) SHIP 2 FROM CORP SEC. May SHIP fewer than 2. If you SHIP 2, both Influence must go to the same Sector. The Influence can belong to different players.

BELT CORP 003

- A1) PUSH 1 FROM CORP SEC.
- A2) STRENGTHEN 2 IN THE SECTOR WHERE INFLUENCE WAS PUSHED TO IN A1. Cannot perform this effect if you do not have Control of this Sector or if you skipped A1.
- B) ADD 1 CORP SEC.

BELT CORP 004

- A1) STRENGTHEN 2 THE SPIRE.
- B) USURP 1 IN 1 SECTOR ADJACENT TO THE SPIRE.

BELT CORP 005

- A1) ADD 1 IN 1 SECTOR ADJACENT TO CORP SEC.

- A2) PUSH 1 FROM ARCANO COMPLEX.
- B) STRENGTHEN 2 ARCANO COMPLEX.

BELT CORP 006

- A1) ADD 1 IN 1 SECTOR ADJACENT TO CORP SEC.
- A2) PUSH 1 FROM AVANTE.
- B) STRENGTHEN 2 NEURAL NETWORK.

BELT CORP 007

- A1) TRANSFER 1.
- A2) STRENGTHEN 2 BIO DIVISION.
- B) TRANSFER 2.

BELT CORP 008

- A1) ADD 1 CORP SEC.
- A2) TRANSFER 2.
- B) STRENGTHEN 2 SUPPLY DEPOT.

BELT CORP 009

- A1) USURP 1 IN ANY 1 REGION.
- A2) TRANSFER 1.
- B) STRENGTHEN 1 IN ANY 1 REGION.

BELT CORP 010

- A1) ADD 1 CORP SEC.
- A2) ADD 1 ADJACENT TO CORP SEC.
- B) STRENGTHEN 1 IN CORP SEC OR IN 1 SECTOR ADJACENT TO CORP SEC.



BIO FED

BIO FED CAREFULLY MANAGE THEIR HAND OF AGENTS, AND GET AHEAD BY SENDING CARDS TO AND FROM THE BURN PILE.



> SECTOR - BIO DIVISION

AGGRESSION



COMPLEXITY



Outwardly, Bio Fed both provide and dispose of the masses. Neither of these services are kept strictly separate as bodies are rendered down to core organic compounds and recycled along with all other organic matter and waste, to provide nutritious vat grown

feed. Secretly, Bio Fed has been conducting unsanctioned experiments using Alien DNA and bio-engineering upon the human dead. The resulting biotech breakthroughs are both awe-inspiring, as they are monstrous.

BIO FED 001

- A1) ADD 1 ARCANO COMPLEX.
- A2) REANIMATE.
- B) STRENGTHEN 1 IN ANY 1 SECTOR.

BIO FED 002

- A1) ADD 1 THE SPIRE.
- A2) ADD 1 IN 1 SECTOR ADJACENT TO THE SPIRE.
- B) REANIMATE

BIO FED 003

- A1) TRANSFER 1.
- A2) REANIMATE.
- B) ADD 1 CORP SEC.

BIO FED 004

- A1) ADD 1 SUPPLY DEPOT.
- A2) ADD 1 BIO DIVISION.
- B) REANIMATE.

BIO FED 005

- A1) ADD 1 BIO DIVISION.
- A2) PUSH 2 FROM BIO DIVISION.
- B) SACRIFICE.

BIO FED 006

- A1) ADD 1 THE MAZE.
- A2) ADD 1 IN 1 SECTOR ADJACENT TO THE MAZE.
- B) SACRIFICE.

BIO FED 007

- A1) ADD 2 BIO DIVISION.
- B) PULL 1 BIO DIVISION.

BIO FED 008

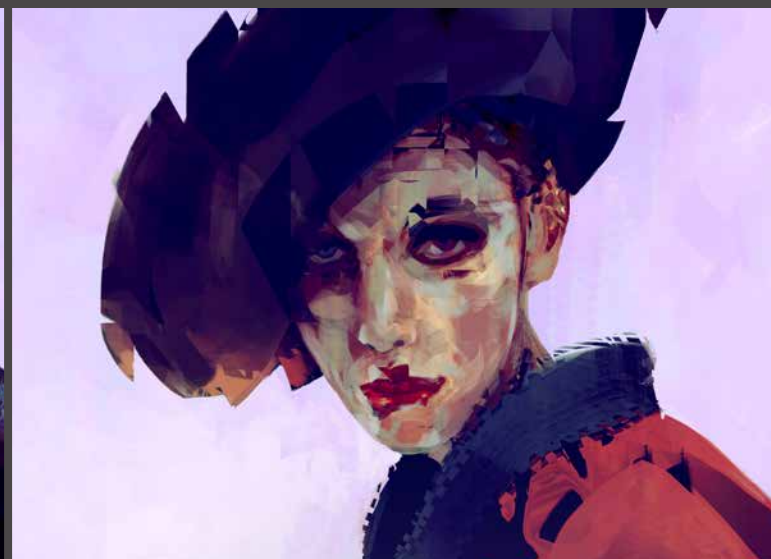
- A1) ADD 2 THE SPIRE.
- B) PULL 1 THE SPIRE.

BIO FED 009

- A1) ADD 1 BIO DIVISION
- A2) SACRIFICE.
- B) LOCKDOWN OR DISPLACE IN BIO DIVISION.

BIO FED 010

- A1) ADD 1 BIO DIVISION.
- A2) SACRIFICE.
- B) ADD 1 IN 1 SECTOR ADJACENT TO BIO DIVISION.



COURT OF SAFFRON



> SECTOR - AVANTE

COURT OF SAFFRON EXCEL AT THE SUBTLE THINGS, LIKE MOVING INFLUENCE, AND STEALING OPPONENTS' PLAYED CARDS.

AGGRESSION



COMPLEXITY



Secretive and artfully exclusive, the members of the Court of Saffron live a lifestyle of privilege and means, lacking nothing but a purpose to define their luxurious lifestyle. Connoisseurs of the arts, they seek to liberate great works from unworthy owners, with

glory earned from the act and audacity of the theft, rather than the stolen bounty itself. Anonymity is paramount, with each thief cloaking their identity behind an ever shifting fractal matrix which transforms them into living forms of art.

COURT OF SAFFRON 001

- A1) ADD 2 AVANTE.
- A2) PUSH 1 FROM AVANTE.
- B) ADD 1 IN 1 SECTOR ADJACENT TO AVANTE.

COURT OF SAFFRON 002

- A1) ADD 1 NEURAL NETWORK.
- A2) PUSH 2 FROM NEURAL NETWORK.
- B) BEGUILE.

COURT OF SAFFRON 003

- A1) ADD 1 BAZAAR
- A2) PUSH 2 FROM BAZAAR.
- B) BEGUILE.

COURT OF SAFFRON 004

- A1) ADD 1 CORP SEC.
- A2) BEGUILE.
- B) REPLACE 1 CORP SEC.

COURT OF SAFFRON 005

- A1) ADD 1 CASINO.
- A2) BEGUILE.
- B) REPLACE 1 CASINO.

COURT OF SAFFRON 006

- A1) ADD 1 THE SPIRE.
- A2) PULL 2 THE SPIRE.
- B) BEGUILE.

COURT OF SAFFRON 007

- A1) ADD 2 AVANTE.
- A2) SHIP 2 FROM AVANTE.
- B) DISPLACE OR LOCKDOWN AVANTE.

COURT OF SAFFRON 008

- A1) ADD 1 BAZAAR.
- A2) ADD 1 THE SPIRE.
- B) TRANSFER 2.

COURT OF SAFFRON 009

- A1) ADD 2 NEURAL NETWORK.
- A2) PULL 1 NEURAL NETWORK.
- B) TRANSFER 2.

COURT OF SAFFRON 010

- A1) ADD 2 THE SPIRE.
- A2) PULL 1 THE SPIRE.
- B) TRANSFER 2.



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FERAL

FERAL'S STRENGTH DWELLS IN THEIR ABILITY TO REMOVE OPPONENT INFLUENCE.



> SECTOR - UNDERHIVE

AGGRESSION



COMPLEXITY



Feral by name; feral by nature, this gang recruits from the down and desperate underclasses who carve out a living amidst the noise and pollution of the Shadow Moon's gigantic infrastructure. Promising wealth and security in exchange for loyalty, Feral

run extortion rackets, prostitution and drug rings. The most feared gangsters are marked by violet stained skin - a colourful side effect from their addiction to rage-inducing, euphoric drug VIOLENT.

FERAL 001

A1) ADD 2 UNDERHIVE.

A2) PUSH 1 FROM UNDERHIVE.

B) ELIMINATE 1 IN 1 SECTOR WHERE YOUR INFLUENCE IS PRESENT.

FERAL 002

A1) ADD 1 UNDERHIVE.

A2) BURN 1.

B) ELIMINATE 1 IN ALL SECTORS OF BURNED CARD. Anywhere is only 1 Sector, not every Sector.

FERAL 003

A1) ADD 2 THE MAZE.

A2) PUSH 1 FROM THE MAZE.

B) ELIMINATE 1 IN 1 SECTOR WHERE YOUR INFLUENCE IS PRESENT.

FERAL 004

A1) ADD 1 SPACE DOCKS.

A2) ADD 1 IN 1 SECTOR ADJACENT TO SPACE DOCKS.

B) ELIMINATE 1 IN 1 SECTOR WHERE YOUR INFLUENCE IS PRESENT.

FERAL 005

A1) ADD 1 UNDERHIVE.

A2) ADD 1 PRESIDIO.

B) ELIMINATE 1 IN A SECTOR OF BURNED CARD. If there is no Burned Card, skip this effect.

FERAL 006

A1) ADD 1 UNDERHIVE.

A2) ADD 1 SUPPLY DEPOT.

B) ELIMINATE 1 IN 1 SECTOR WHERE YOUR INFLUENCE IS PRESENT.

FERAL 007

A1) ADD 2 PRESIDIO.

B) BURN 1. May be used to Burn itself.

FERAL 008

A1) ADD 1 THE MAZE.

A2) ADD 1 UNDERHIVE.

B) BURN 1. May be used to Burn itself.

FERAL 009

A1) ELIMINATE 1 IN A SECTOR OF BURNED CARD. If there is no Burned Card, skip this effect.

A2) ADD 1 IN 1 SECTOR ADJACENT TO THE SECTOR OF A1. Cannot perform this effect if you skipped A1.

B) ADD 1 UNDERHIVE.

FERAL 010

A1) ELIMINATE 1 IN ANY 1 SECTOR.

A2) ADD 1 IN 1 SECTOR ADJACENT TO THE SECTOR OF A1. Cannot perform this effect if you skipped A1.

B) ADD 1 PRESIDIO.



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FOUNDERS

**FOUNDERS CONSISTENTLY DO ONE THING WELL:
PLACING INFLUENCE ON THE MOON.**



> SECTOR - THE SPIRE

AGGRESSION



COMPLEXITY



The Founders, comprise of the first five colonist families that established Shadow Moon. Now centuries old, the secretive first generation Founders continue to rule over the moon they founded, their lives artificially extended by Arcanotech and Bio

Fed technology. Refusing to accede control to their hedonistic and indolent progeny, for the first time their near-eternal influence finally faces true challenge by Syndicates every bit as ruthless as themselves.

FOUNDERS 001

A1) ADD 2 THE SPIRE.

B) ADD 1 IN 1 SECTOR ADJACENT TO THE SPIRE.

FOUNDERS 002

A1) ADD 2 AVANTE.

B) ADD 1 IN 1 SECTOR ADJACENT TO AVANTE.

FOUNDERS 003

A1) ADD 2 CORP SEC.

B) ADD 1 IN 1 SECTOR ADJACENT TO CORP SEC.

FOUNDERS 004

A1) ADD 2 BIO DIVISION.

B) ADD 1 IN 1 SECTOR ADJACENT TO BIO DIVISION.

FOUNDERS 005

A1) ADD 2 EMBASSY.

B) ADD 1 IN 1 SECTOR ADJACENT TO EMBASSY.

FOUNDERS 006

A1) ADD 2 BAZAAR.

B) ADD 1 IN 1 SECTOR ADJACENT TO BAZAAR.

FOUNDERS 007

A1) ADD 2 CASINO.

B) ADD 1 IN 1 SECTOR ADJACENT TO CASINO.

FOUNDERS 008

A1) ADD 2 PRESIDIO.

B) ADD 1 IN 1 SECTOR ADJACENT TO PRESIDIO.

FOUNDERS 009

A1) ADD 2 NEURAL NETWORK.

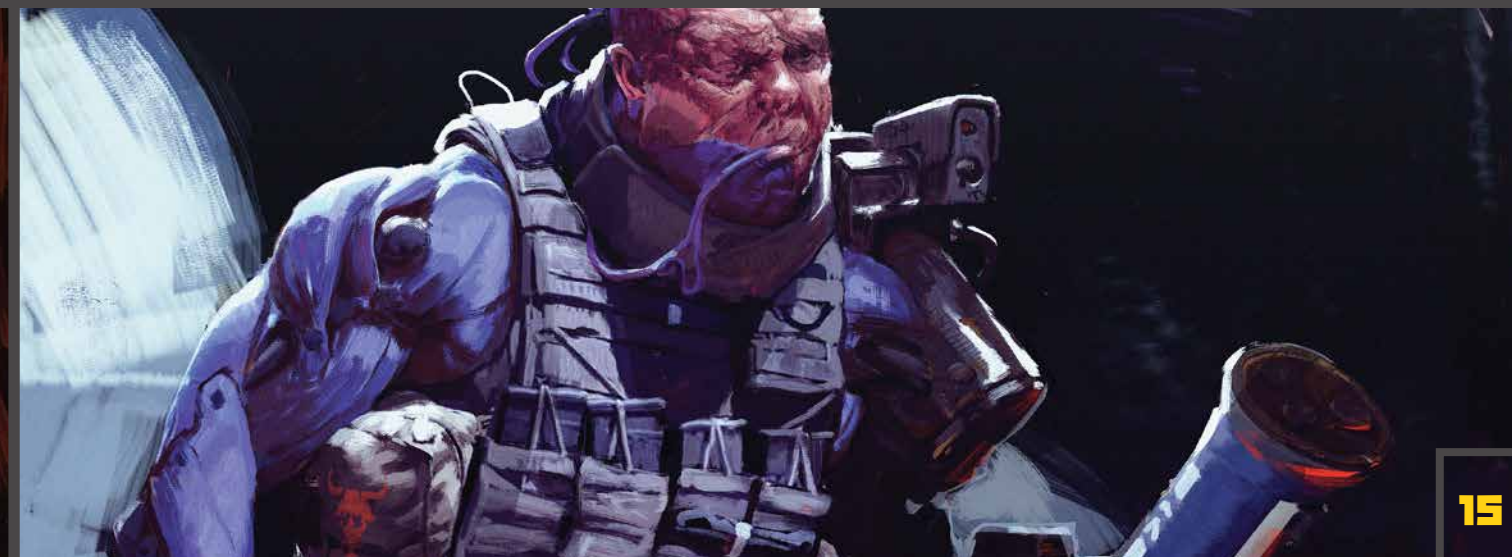
B) ADD 1 IN 1 SECTOR ADJACENT TO NEURAL NETWORK.

FOUNDERS 010

A1) ADD 1 THE SPIRE.

A2) ADD 1 IN 1 SECTOR ADJACENT TO THE SPIRE.

B) ADD 1 IN 1 SECTOR ADJACENT TO THE SPIRE.



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LEGION

LEGION SPECIALIZE IN BURNING PLAYED CARDS, THEN REACTIVATING BURNED CARDS FOR CLEVER COMBOS.



> SECTOR - EMBASSY

AGGRESSION



COMPLEXITY



Legion are professional assassins created from the resurrected remains of fallen soldiers.

Through an unholy alliance of Arcano technology and Bio Fed bio-engineering,

each of these killing machines contain multiple implanted personalities, allowing the combat expertise of many to be housed within a single cyborg assassin.

LEGION 001

A1) PERFORM ALL OF THE ABOVE THE LINE EFFECTS ON THE BURNED CARD. MUST PERFORM IN ORDER. EFFECTS ARE OPTIONAL.

A2) BURN 1.

B) PERFORM THE BELOW THE LINE EFFECT OF THE BURNED CARD.

LEGION 002

A1) ADD 1 PRESIDIO.

A2) BURN 1.

B) PULL 2 TO A SECTOR OF BURNED CARD.

LEGION 003

A1) ADD 1 THE SPIRE.

A2) BURN 1.

B) ELIMINATE 1 IN A SECTOR OF BURNED CARD.

LEGION 004

A1) ADD 1 SPACE DOCKS.

A2) BURN 1.

B) REPLACE 1 FROM A SECTOR OF BURNED CARD.

LEGION 005

A1) ADD 1 TO ALL SECTORS OF BURNED CARD.

A2) BURN 1.

B) LOCKDOWN OR DISPLACE EMBASSY.

LEGION 006

A1) ADD 1 UNDERHIVE.

A2) BURN 1.

B) PUSH 2 FROM A SECTOR OF BURNED CARD.

LEGION 007

A1) ADD 2 EMBASSY.

A2) PUSH 1 FROM EMBASSY.

B) BURN 1. MAY BE USED TO BURN ITSELF.

LEGION 008

A1) ADD 1 ADJACENT TO EMBASSY.

A2) PERFORM THE BELOW THE LINE EFFECT OF THE BURNED CARD.

B) BURN 1. MAY BE USED TO BURN ITSELF.

LEGION 009

A1) ADD 2 EMBASSY.

A2) PULL 1 EMBASSY.

B) PERFORM THE BELOW THE LINE EFFECT OF THE BURNED CARD.

LEGION 010

A1) ADD 1 EMBASSY.

A2) ADD 1 IN 1 SECTOR ADJACENT TO EMBASSY.

B) PERFORM ALL OF THE ABOVE THE LINE EFFECTS ON THE BURNED CARD. MUST PERFORM IN ORDER. EFFECTS ARE OPTIONAL.



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LUCKY KITTIE

LUCKY KITTIE LEAN INTO THE LUCK OF THE DRAW. THEY CYCLE PLENTY OF CARDS, AND OFTEN PLAY THEM BLIND FROM THE DECK.



> SECTOR - CASINO

AGGRESSION



COMPLEXITY



Games of chance, luck, and speculation are the cornerstone of this loosely affiliated syndicate. From the gaming halls of the Casino Sector they roll the dice that can throw the rest of Shadow Moon into a chaotic spin. Born grifters, con artists and masters of

misdirection, they ensure the odds are always in their favour. Solitary souls by nature, they will unite if the job is right, before partying away the proceeds of their high stakes caper.

LUCKY KITTIE 001

A1) DRAW AND PLAY THE TOP CARD OF THE DECK. PLAY THIS CARD TO YOUR FOCUS PILE AND FULLY RESOLVE IT LIKE NORMAL, INCLUDING SLIDE TO AGENT STACK AND BELOW THE LINE, BEFORE MOVING TO B.

B) ADD 2 TO ANY 1 SECTOR.

LUCKY KITTIE 002

A1) ADD 1 CASINO.

A2) DRAW AND PLAY THE TOP CARD OF THE DECK. PLAY THIS CARD TO YOUR FOCUS PILE AND FULLY RESOLVE IT LIKE NORMAL, INCLUDING SLIDE TO AGENT STACK AND BELOW THE LINE, BEFORE MOVING TO B.

B) ADD 1 CASINO.

LUCKY KITTIE 003

A1) ADD 1 THE SPIRE.

A2) INTERFERE 2.

B) ADD 1 IN 1 SECTOR ADJACENT TO THE SPIRE.

LUCKY KITTIE 004

A1) ADD 1 SPACE DOCKS.

A2) INTERFERE 2.

B) ADD 1 IN 1 SECTOR ADJACENT TO SPACE DOCKS.

LUCKY KITTIE 005

A1) ADD 1 CASINO.

A2) ADD 1 IN 1 SECTOR ADJACENT TO CASINO.

B) INTERFERE 2.

LUCKY KITTIE 006

A1) ADD 1 BAZAAR.

A2) ADD 1 IN 1 SECTOR ADJACENT TO BAZAAR.

B) INTERFERE 2.

LUCKY KITTIE 007

A1) ADD 1 CASINO.

A2) ADD 1 IN 1 SECTOR ADJACENT TO CASINO.

B) LOCKDOWN OR DISPLACE CASINO.

LUCKY KITTIE 008

A1) DRAW AND PLAY THE TOP CARD OF THE DECK. PLAY THIS CARD TO YOUR FOCUS PILE AND FULLY RESOLVE IT LIKE NORMAL, INCLUDING SLIDE TO AGENT STACK AND BELOW THE LINE, BEFORE MOVING TO B.

B) REPLACE 1 IN ANY 1 SECTOR.

LUCKY KITTIE 009

A1) ADD 1 IN ANY 1 SECTOR.

A2) ADD 1 IN ANY 1 SECTOR THAT IS DIFFERENT FROM A1.

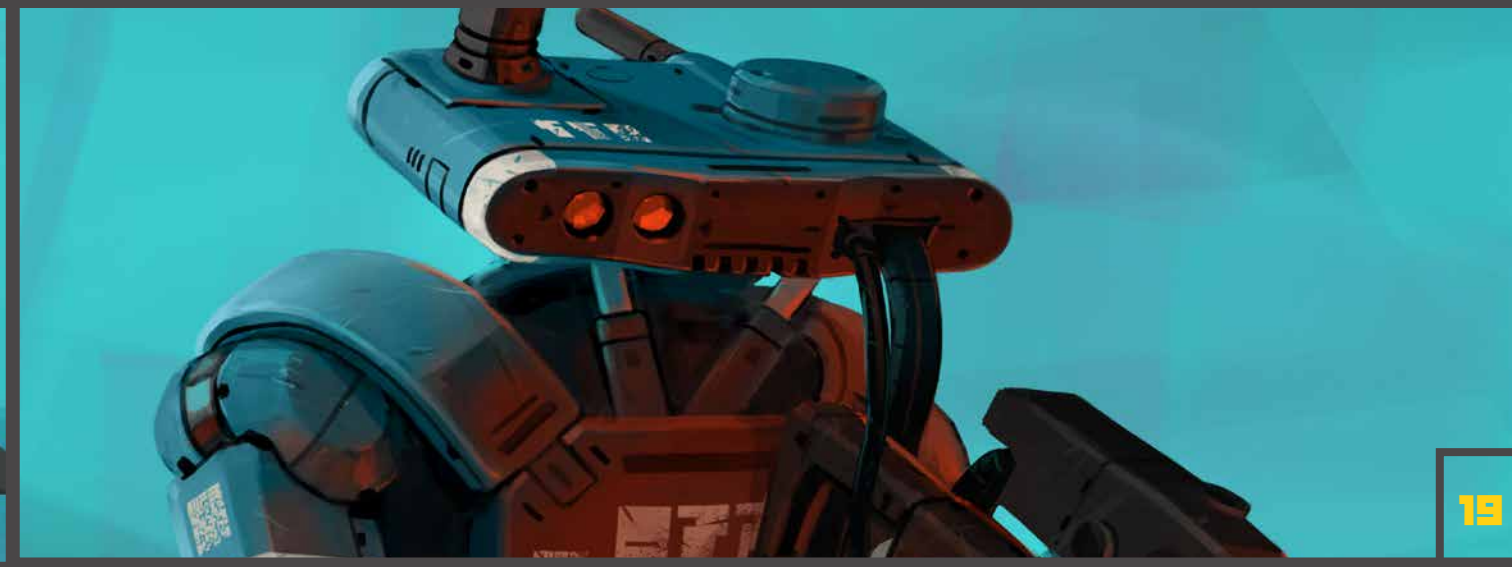
B) TRANSFER 2.

LUCKY KITTIE 010

A1) ADD 1 IN ANY 1 SECTOR.

A2) ADD 1 IN ANY 1 SECTOR THAT IS DIFFERENT FROM A1.

B) ADD 1 IN ANY 1 SECTOR THAT YOU DID NOT TARGET WITH AN ADD EFFECT THIS TURN. TYPICALLY THIS ALLOWS THE PLAYER TO ADD 1 TO A 3RD UNIQUE SECTOR.



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MFB

MFB UTILIZE LOCKDOWNS TO AMASS INFLUENCE IN THEIR SECURED SECTORS.



> SECTOR - PRESIDIO

AGGRESSION



COMPLEXITY



Marshals of the Federal Belt (MFB) are the closest thing Shadow Moon has to law enforcement. An elite squad assembled from stolen military robots, their operational control comes directly from Shadow Moon's

central AI (O.R.E). With an all access security clearance and formidable firepower, MFB quickly became the preeminent bounty hunters across all Sectors.

MFB 001

- A1) ADD 1 PRESIDIO.
- A2) ADD 1 IN 1A SECTOR ADJACENT TO PRESIDIO.
- B) REMOVE ONE OF YOUR LOCKDOWN TOKENS TO ADD 2 AND PUSH 2 FROM THAT SAME SECTOR. YOU MUST BE THE OWNER OF THE STATUS TOKEN. THE ADD AND/OR PUSH ARE BOTH OPTIONAL.

MFB 002

- A1) ADD 1 EMBASSY.
- A2) PUSH 1 FROM EMBASSY.
- B) LOCKDOWN EMBASSY OR ADJACENT.

MFB 003

- A1) ADD 1 SPACE DOCKS.
- A2) PUSH 1 FROM SPACE DOCKS.
- B) LOCKDOWN SPACE DOCKS OR ADJACENT.

MFB 004

- A1) ADD 1 THE SPIRE.
- A2) PUSH 1 FROM THE SPIRE.
- B) ADD 1 TO EACH SECTOR WITH LOCKDOWN. IT DOES NOT MATTER WHO IS THE OWNER OF THE LOCKDOWN TOKEN.

MFB 005

- A1) ADD 1 TO EACH SECTOR WITH LOCKDOWN. IT DOES NOT MATTER WHO IS THE OWNER OF THE LOCKDOWN TOKEN.
- B) BURN 1. MAY BE USED TO BURN ITSELF.

MFB 006

- A1) LOCKDOWN UNDERHIVE OR ADJACENT.
- A2) PUSH 1 FROM UNDERHIVE.
- B) ADD 1 UNDERHIVE.

MFB 007

- A1) ADD 1 THE MAZE.
- A2) ADD 1 IN 1 SECTOR ADJACENT TO THE MAZE.
- B) BURN 1. MAY BE USED TO BURN ITSELF.

MFB 008

- A1) ADD 1 PRESIDIO.
- B) LOCKDOWN ANY 1 SECTOR UP TO 2 TIMES. IF THERE IS A STATUS TOKEN THERE, YOU REMOVE IT AND THEN PLACE YOUR OWN LOCKDOWN THERE, ADDING 2 IN THE

PROCESS. IF THERE IS NO STATUS TOKEN THERE, YOU FIRSTLY ADD 1 AND THE LOCKDOWN TOKEN, THEN CHOOSE IF YOU WANT TO ADD 1 MORE (WHICH WOULD REMOVE THE LOCKDOWN).

MFB 009

- A1) ADD 1 TO ALL SECTORS OF BURNED CARD.
- B) LOCKDOWN PRESIDIO OR ADJACENT.

MFB 010

- A1) ADD 1 IN ANY 1 SECTOR.
- A2) PUSH 1 FROM THE SAME SECTOR AS A1.
- B) LOCKDOWN UP TO 2 SECTORS OF BURNED CARD. CANNOT BE DONE ON THE SAME SECTOR TWICE. IF ONLY 1 SECTOR THEN YOU CAN ONLY DO THIS ONCE.



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MMU

MMU'S ABILITY TO INFLUENCE IN AND AROUND THE THE WORKS IS UNMATCHED.



> SECTOR - THE WORKS

AGGRESSION



COMPLEXITY



Outwardly, the Unionists just want a better life for their families and co-workers - so long as their first loyalty is to the Cause and its manifesto. Advocating for workers rights and equity are not a welcome part of the political landscape of Shadow Moon, which has led a small number of activists to turn to more

extreme measures to achieve social change. Funding the Cause through organised crime and protection rackets, these extremists dream of overthrowing the Founders and installing their own political entity and will resort to acts of terrorism to achieve this.

MMU 001

- A1) ADD 1 SPACE DOCKS.
- A2) ADD 1 IN 1 SECTOR ADJACENT TO SPACE DOCKS.
- B) REDEPLOY 1 FROM THE WORKS.

MMU 002

- A1) ADD 1 CASINO.
- A2) ADD 1 IN 1 SECTOR ADJACENT TO CASINO.
- B) REDEPLOY 1 FROM THE WORKS.

MMU 003

- A1) ADD 1 BAZAAR.
- A2) ADD 1 IN 1 SECTOR ADJACENT TO BAZAAR.
- B) REDEPLOY 1 FROM THE WORKS.

MMU 004

- A1) ADD 1 TO ALL SECTORS OF BURNED CARD.
- B) ADD 1 THE WORKS.

MMU 005

- A1) USURP 1 THE WORKS.
- B) STRENGTHEN 2 THE WORKS.

MMU 006

- A1) ADD 1 THE WORKS.
- A2) ADD 1 CASINO.
- B) REDEPLOY 1 FROM THE WORKS.

MMU 007

- A1) REDEPLOY 1 FROM THE WORKS.
- A2) ADD 1 SPACE DOCKS.
- B) ADD 1 THE WORKS.

MMU 008

- A1) ADD 1 THE WORKS.
- A2) ADD 1 BAZAAR.
- B) REDEPLOY 1 FROM THE WORKS.

MMU 009

- A1) STRENGTHEN 1 THE WORKS.
- B) REDEPLOY 2 FROM THE WORKS. YOU CANNOT CHOOSE TO REDEPLOY 1. YOU MUST REMOVE 2 INFLUENCE TO BE ABLE TO ADD 4 TO SECTORS ADJACENT TO THE WORKS.

MMU 010

- A1) ADD 1 THE WORKS.
- A2) ADD 1 THE SPIRE.
- B) BURN 1.



REVENANTS

REVENANTS CREATE CHAOS THROUGH DISPLACE EFFECTS, AND BY SPREADING INFLUENCE OUT OF NEURAL NETWORK.



> SECTOR -NEURAL NETWORK

AGGRESSION



COMPLEXITY



Revenants are the true ghosts in the machine. Using the Neural Network they live a virtual existence, adeptly mining the moon's data for their own criminal gain while at the same time staying one step ahead of the Shadow Moon's command AI. The Revenants use this

information to distract, redirect and confuse rival syndicates, with their ultimate goal to destroy the current order and replace it with unbridled anarchy.

REVENANTS 001

- A1) ADD 1 NEURAL NETWORK.
- A2) PULL 1 NEURAL NETWORK.
- B) DISPLACE NEURAL NETWORK OR ADJACENT.

REVENANTS 002

- A1) ADD 1 AVANTE.
- A2) PULL 1 AVANTE.
- B) DISPLACE AVANTE OR ADJACENT.

REVENANTS 003

- A1) ADD 1 THE SPIRE.
- A2) PULL 2 THE SPIRE.
- B) SHIP 2 FROM THE SPIRE.

REVENANTS 004

- A1) ADD 1 CORP SEC.
- A2) PULL 1 CORP SEC.
- B) DISPLACE CORP SEC OR ADJACENT.

REVENANTS 005

- A1) ADD 1 BAZAAR.
- A2) PULL 1 BAZAAR.
- B) DISPLACE BAZAAR OR ADJACENT.

REVENANTS 006

- A1) ADD 1 CASINO.
- A2) PULL 1 CASINO.
- B) DISPLACE CASINO OR ADJACENT.

REVENANTS 007

- A1) ADD 1 NEURAL NETWORK.
- A2) ADD 1 IN 1 SECTOR ADJACENT TO NEURAL NETWORK.
- B) SHIP 2 FROM NEURAL NETWORK.

REVENANTS 008

- A1) ADD 2 NEURAL NETWORK.
- B) SHIP 2 FROM NEURAL NETWORK.

REVENANTS 009

- A1) ADD 1 IN ANY 1 SECTOR.
- A2) DISPLACE THE SAME SECTOR AS A1 OR ANY 1 SECTOR ADJACENT TO THE SECTOR OF A1.
- B) SHIP 2 FROM NEURAL NETWORK.

REVENANTS 010

- A1) ADD 1 IN ANY 1 SECTOR.
- B) DISPLACE A SECTOR OF BURNED CARD.

360°

360°

SHADOW

MOON

SYNDICATES



360°

360°

360°

CREDITS //

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SPECIAL THANKS > TO ALL OF OUR PLAYTESTERS, DISCORD COMMUNITY, CHRIS WILLIAMSON AND BRUCE COOK FROM BLACK MAGIC INSERTS

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