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 and 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 and 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, then place 1 card from your hand faceup onto any Agent Stack. Cannot place Cards onto opponent Agent Stacks with a facedown card on top.

REDEPLOY : Remove X of your Influence to ADD 2X across adjacent Sectors. The full amount of X must be removed.

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 BELOW 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 legally targetable Sectors specified both Above and Below the line of the Burned Card. Exceptions and clarifications:

- 'Anywhere' is only 1 Sector.

- 'Adjacent to X' is only 1 Sector adjacent to X.

- The same Sector cannot be targeted more than once.

- If there is no Burned Card, this has no effect.

... TO A SECTOR OF BURNED CARD: Perform the relevant effect in any 1 legally targetable Sector specified either Above or Below the line of the Burned Card. Exceptions and clarifications:

- If a single effect on the Burned Card targets multiple Sectors, this can still only target one 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. Starting life as an acquired company asset, these orphans are raised and indoctrinated on Belt Corp campuses, before being genetically imprinted with the company logo. For loyal and successful agents, a high reward lifestyle awaits. However, for those who fail to deliver, their logo can inflict excruciating pain at best; at worst, the termination of both their contract and their 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 conducts unauthorized experiments, blending alien DNA with human remains through advanced bio-engineering. The resulting bio-tech is both awe-inspiring and terrifying.

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
◇◇	◇◇◇

Shrouded in secrecy and artistic exclusivity, the members of the Court of Saffron live in unparalleled luxury, their opulence rivaled only by their absence of purpose. As avid connoisseurs of the arts, they seek to reclaim masterpieces from those they deem unworthy. Their triumph lies not in the spoils of their theft but in the audacity and brilliance of the act itself. Anonymity is paramount, with each thief concealing their identity behind a dynamic fractal matrix, becoming living, ever-evolving works 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.

FERAL

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

> SECTOR - UNDERHIVE

AGGRESSION	COMPLEXITY
◇ ◇ ◇	◇

Feral by name and feral by nature, this gang preys on the oppressed and desperate underclasses struggling to survive amidst the noise and pollution of the Shadow Moon's gigantic infrastructure. Promising wealth and security in exchange for loyalty, Feral oversees extortion rackets, prostitution, and drug trafficking. Their most feared members are easily identified by their violet-stained skin — a vivid side effect of their addiction to VIOLEnT, a euphoric and rage-inducing drug.

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.

FOUNDERS

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

> SECTOR - THE SPIRE

AGGRESSION	COMPLEXITY
◇	◇

The Founders consist of the five colonist families who established Shadow Moon. Now centuries old, these secretive first-generation leaders continue to rule over the moon they founded, their lives artificially prolonged by Arcanotech and Bio Fed technology.

Refusing to surrender control to their hedonistic and indolent progeny, the Founders' near-eternal reign is now facing its greatest challenge — opposition from Syndicates every bit as ruthless as they are.

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.
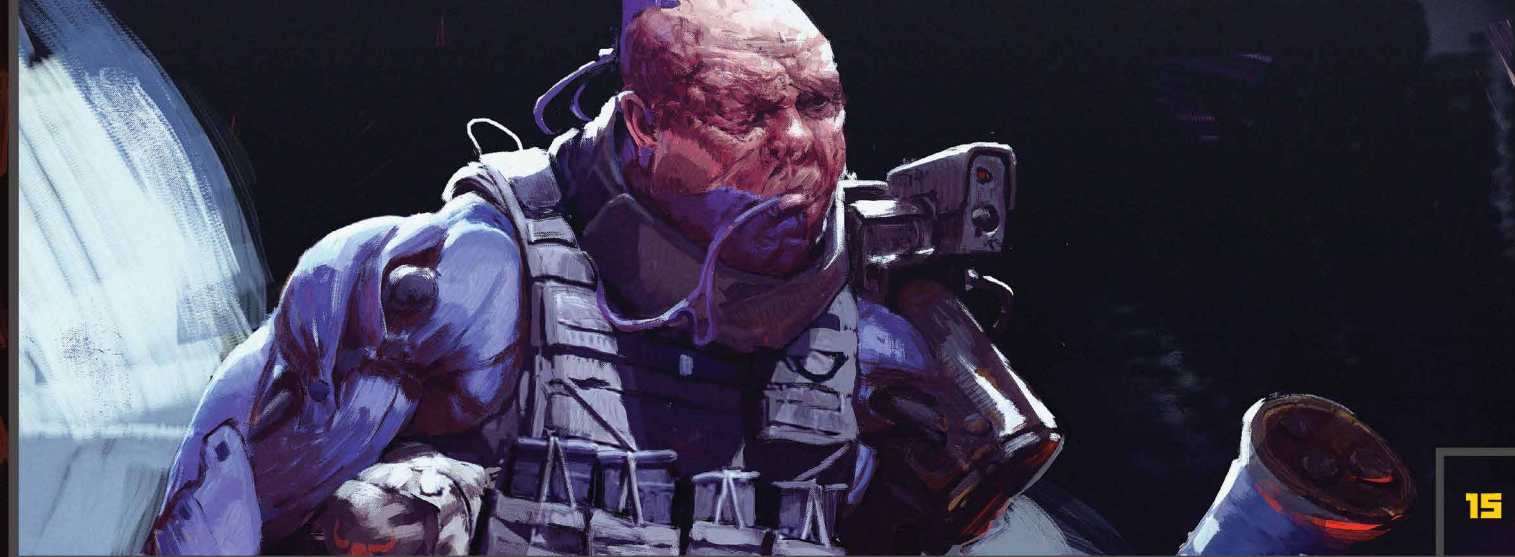
FOUNDERS 007
A1) ADD 2 CASINO.
B) ADD 1 IN 1 SECTOR ADJACENT TO CASINO.

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.

LEGION

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

> SECTOR - EMBASSY

AGGRESSION	COMPLEXITY
◇◇	◇◇

Legion are elite assassins created from the resurrected remains of fallen soldiers. Through an unholy fusion of Arcanotech technology and Bio Fed bio-engineering, each of these lethal entities contains multiple implanted personalities, allowing the combat expertise of many to be housed within a single cyborg assassin. Though few in number, their combined experience rivals that of a small private army.

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.

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 foundation of this loosely connected syndicate. Operating from the gaming halls of the Casino Sector, they roll the dice that could send all of Shadow Moon into a chaotic spiral. Born grifters, con artists, and masters of misdirection, they ensure the odds are always in their favour. Solitary souls by nature, they will unite when the job is right, only to celebrate by partying away the winnings of their high-stakes capers.

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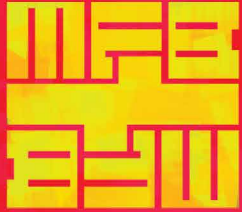
A2) ADD 1 IN ANY 1 SECTOR THAT IS DIFFERENT FROM A1.

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.

MFB

MFB UTILIZE LOCKDOWNS TO AMASS INFLUENCE IN THEIR SECURED SECTORS.

> SECTOR - PRESIDIO

AGGRESSION	COMPLEXITY
◇	◇

The Marshals of the Federal Belt (MFB) are the closest thing Shadow Moon has to law enforcement. This elite squad is composed of repurposed military robots, with operational control granted directly by Shadow Moon's central AI (O.R.E). Equipped with all-access security clearance and formidable firepower, the MFB quickly established itself as the preeminent bounty hunting force across all Sectors.

MFB 001
A1) ADD 1 PRESIDIO.
A2) ADD 1 IN 1 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.
A2) PUSH 1 FROM 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
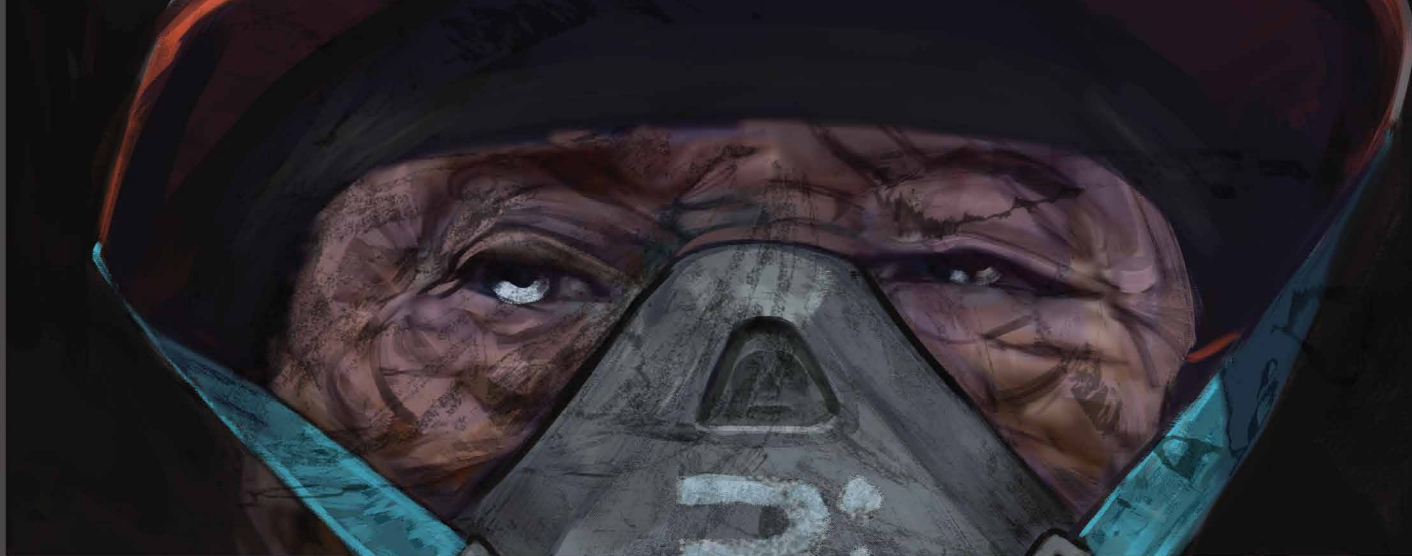A1) ADD 1 TO ALL SECTORS OF BURNED CARD.
B) LOCKDOWN PRESIDIO OR ADJACENT.

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.

MMU

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

> SECTOR - THE WORKS

AGGRESSION	COMPLEXITY
◇	◇

Outwardly, the Unionists claim to fight for a better life for their families and co-workers — provided their loyalty remains firmly with the Cause and its manifesto. Advocating for workers' rights and equality is not well-received in the political landscape of Shadow Moon, leading a small number of activists to adopt more extreme tactics to force social change. Funded through organised crime and protection rackets, these extremists dream of overthrowing the Founders and establishing their own political regime, resorting to acts of terrorism to realise their vision.

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.

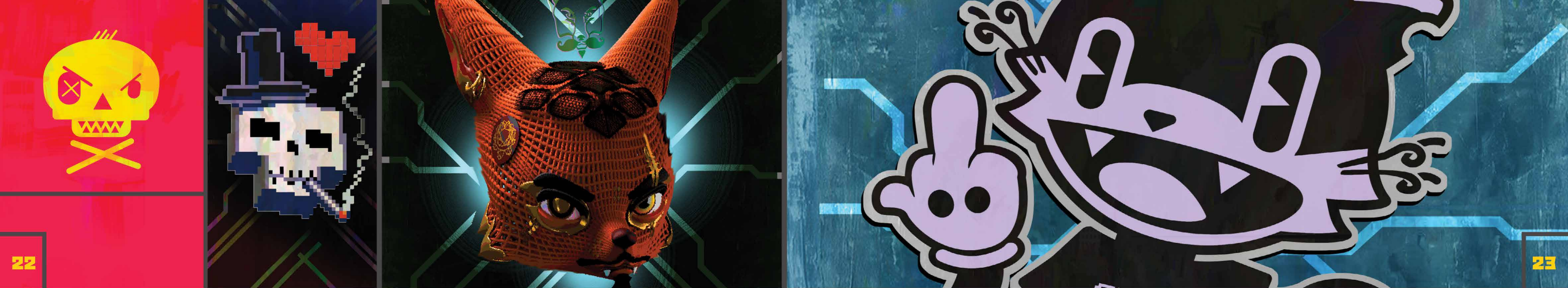**MMU 009**
A1) STRENGTHEN 1 THE WORKS.
B) REDEPLOY 2 FROM THE WORKS. YOU CANNOT CHOOSE TO REDEPLOY 1. YOU MUST REMOVE 2 INFLUENCE TO BE ABLE TO ADD 4 TO SECTORS ADJACENT TO THE WORKS.

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.

SHADOW MOON SYNDICATES

CREDITS //

GAME DESIGN >
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GAME DEVELOPMENT >
S J MACDONALD

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TO ALL OF OUR KICKSTARTER BACKERS,
OUR PLAYTESTERS,
ARKUS DISCORD COMMUNITY,
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