SHADOW MOON

SYNDICATES

GAME DESIGN
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APPENDIX

ILLICIT COMPANY

EXPANSION

ARKUS

KEYWORDS

CONSOLIDATE: Move up to X of your Influence from any Sectors to the targeted Sector to ADD X. Cannot ADD Influence if you did not move any to this Sector.

>1: TEAL PLAYS AN ARCANOTECH CARD ENABLING THEM TO CONSOLIDATE 1 ARCANO COMPLEX. THEY DECIDE TO MOVE 1 INFLUENCE FROM THE MAZE TO ARCANO COMPLEX.
>2: THIS ALLOWS THEM TO ALSO ADD 1 THERE.

MARCH: Move at least X of your Influence from 1 Sector into an adjacent Sector. Cannot MARCH with fewer than X Influence.

ELIMINATE 1 in either Sector (the Sector you moved out of or into). Cannot ELIMINATE if you did not move Influence.

OPPORTUNIST: ADD X in any 1 Sector that has an Operation Token. In other words, can be used to ADD Influence to a Sector where there is an Operation Token on at least one border. If this is the burned card, treat its Sector as 'any 1 Sector that has an Operation Token'.

SPEND: Remove any number of your Influence from the targeted Sector. The number you remove determines the value of 'X' for the next action. For example if a player played the following card:

If they choose to remove 2, they would then ADD 3 adjacent to Arcano Complex.

INVEST: ADD 1. Must remove Status Token OR place Invest 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.

RIOT: ADD 1. Must remove Status Token OR place Riot 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.

STATUS TOKENS

INVEST: The owner of this Token may ADD 1 if at any point Opponent Influence is increased in this Sector. This can be triggered by any effects that bring in new Opponent Influence including: PUSH, PULL, REPLACE etc.

If an Opponent's Influence is increased by more than 1 in a single turn, you only get to ADD 1. If more than 1 Opponents' Influence is increased in a turn, you still only get to ADD 1. If the invest owner's final Influence is removed via a Replace effect, they would not get to ADD 1.

"TRY PUSHING OR PULLING OPPONENT INFLUENCE INTO YOUR INVEST SECTORS TO PLACE MORE INFLUENCE THERE."

RIOT: Instead of the specified Sector/s, the owner of this Token may always choose to target this Sector with their Actions. If you have a Riot Token on The Works for example; you may act as if each effect that specifies a Sector ends with 'OR THE WORKS'.

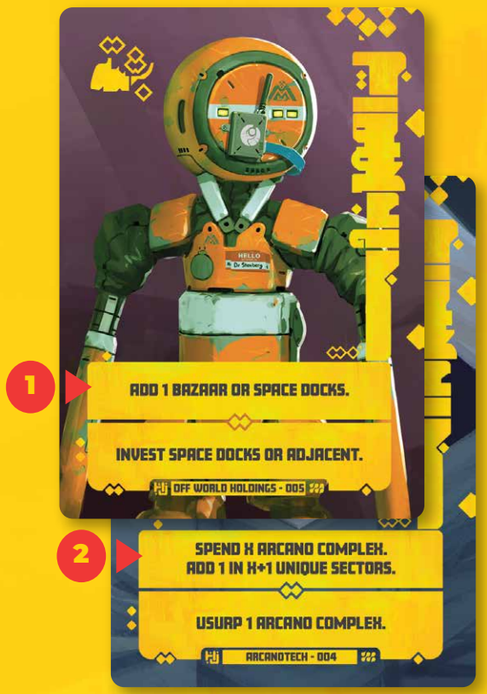
Clarification: You cannot spend Influence from Riot Sectors to fulfill Operations that are not present in that Sector.

SIMULATION

>1: ADD 1 BAZAAR OR SPACE DOCKS OR THE WORKS.

>2: SPEND X ARCANO COMPLEX OR THE WORKS.

RIOT STATUS TOKEN DEPLOYED IN THE WORKS



ARCANOTECH

ARCANOTECH CHANNEL POWER IN THEIR HOME REGION AND THEN UNLEASH IT ACROSS THE SHADOW MOON.

> SECTOR - ARCANOTECH

AGGRESSION	COMPLEXITY
◇◇	◇◇◇

Clone scientists, Mu and Nu, were the first to discover an ancient alien outpost deep within the moon's core. Using their unique talents, they unlocked the secrets of the alien genome and technology, sparking a renaissance for the moon's struggling mining industry.
The ensuing alien-mania provided the twins with the perfect opportunity to establish a new alien-centric religion, the Arcano Order. However, Nu's obsession with resurrecting the aliens caused a schism, leading them to join Bio Fed's shadowy black lab projects, while Mu evolved the doctrine of the Arcano Order into an all-encompassing tech religion, now called Arcanotech.

ARCANOTECH 001

A1) SPEND ANY NUMBER OF YOUR INFLUENCE FROM ARCANO COMPLEX. THE INFLUENCE YOU SPEND DETERMINES 'X' FOR A2.

A2) ADD X+1 AMONG SECTORS ADJACENT TO ARCANO COMPLEX.

B) ADD 1 IN 1 SECTOR ADJACENT TO ARCANO COMPLEX.

ARCANOTECH 002

A1) SPEND ANY NUMBER OF YOUR INFLUENCE FROM ARCANO COMPLEX. THE INFLUENCE YOU SPEND DETERMINES 'X' FOR A2. X effectively needs to be 2 or more.

A2) REPLACE X-1 IN ANY 1 SECTOR.

B) CONSOLIDATE 1 ARCANO COMPLEX.

ARCANOTECH 003

A1) SPEND ANY NUMBER OF YOUR INFLUENCE FROM ARCANO COMPLEX. THE INFLUENCE YOU SPEND DETERMINES 'X' FOR A2. X effectively needs to be 1 or more.

A2) USURP X IN ANY 1 SECTOR.

B) ADD 1 ARCANO COMPLEX.

ARCANOTECH 004

A1) SPEND ANY NUMBER OF YOUR INFLUENCE FROM ARCANO COMPLEX.
THE INFLUENCE YOU SPEND DETERMINES 'X' FOR A2. X can be 0.

A2) ADD 1 IN X+1 UNIQUE SECTORS.

B) USURP 1 ARCANO COMPLEX.

ARCANOTECH 005

A1) SPEND ANY NUMBER OF YOUR INFLUENCE FROM ARCANO COMPLEX. THE INFLUENCE YOU SPEND DETERMINES 'X' FOR A2.
X effectively needs to be 1 or more.

A2) INTERFERE 2X. e.g. if X = 2 then INTERFERE 4.

B) INVEST OR RIOT ARCANO COMPLEX.

ARCANOTECH 006

A1) CONSOLIDATE 1 ARCANO COMPLEX.

A2) SHIP 2 FROM ARCANO COMPLEX.

B) REDEPLOY 1 FROM ARCANO COMPLEX.

ARCANOTECH 007

A1) STRENGTHEN 2 ARCANO COMPLEX.

A2) TRANSFER 1.

B) SHIP 3 FROM ARCANO COMPLEX.

ARCANOTECH 008

A1) USURP 1 ARCANO COMPLEX.

A2) TRANSFER 1.

B) CONSOLIDATE 1 ARCANO COMPLEX.

ARCANOTECH 009

A1) ADD 2 ARCANO COMPLEX.

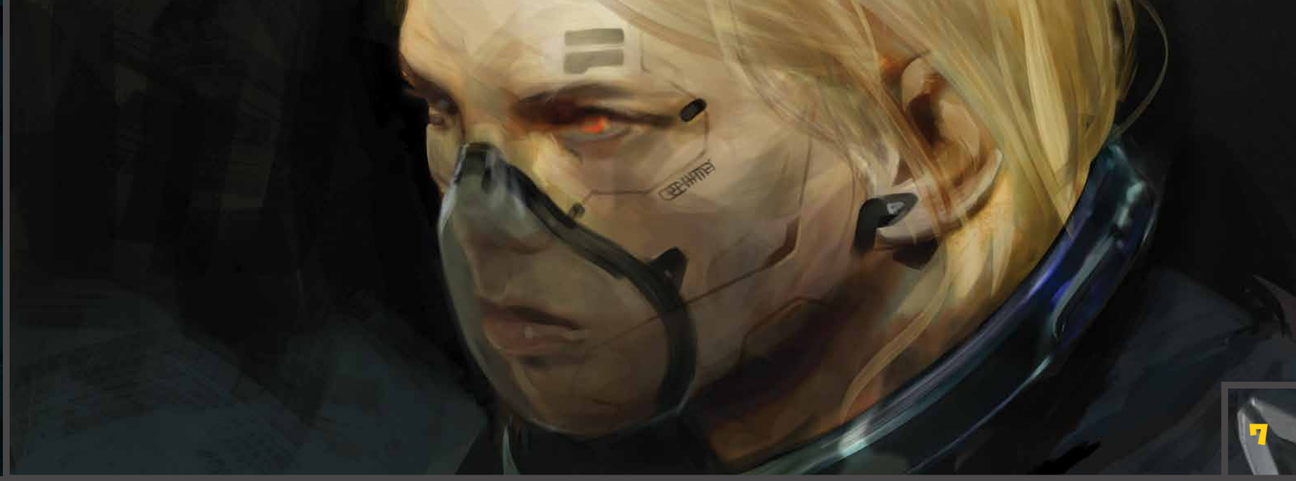
A2) PUSH 1 FROM ARCANO COMPLEX.

B) PULL 1 ARCANO COMPLEX.

ARCANOTECH 010

A1) REPLACE 1 ARCANO COMPLEX.

B) CONSOLIDATE 1 ARCANO COMPLEX.



BLACK STAR

BLACK STAR CAUSE RIOTS WHICH ALLOW THEM TO CONTINUALLY HIT THE SAME SECTOR WITH EFFECTS.

> SECTOR - SPACE DOCKS

AGGRESSION	COMPLEXITY
◇	◇◇

This disparate and fiercely independent group owes allegiance only to their ship. Born into the lifeless void of space, their lives are short and brutal, defined by high risk and equally high rewards for those who survive long enough to enjoy them. Despite their lack of loyalty to each other, they are, however, united in their belief that they are the true lifeblood of the Shadow Moon. Intent on claiming a dominant position on the moon, Black Star is now on a direct collision course with any Syndicate that stands in their way.

BLACK STAR 001
A1) ADD 1 SPACE DOCKS.
A2) PUSH 1 FROM SPACE DOCKS.
B) INTERFERE 2.

BLACK STAR 002
A1) ADD 1 PRESIDIO.
A2) PUSH 1 FROM PRESIDIO.
B) RIOT PRESIDIO OR ADJACENT.

BLACK STAR 003
A1) ADD 1 THE WORKS.
A2) PUSH 1 FROM THE WORKS.
B) RIOT THE WORKS OR ADJACENT.

BLACK STAR 004
A1) ADD 1 CASINO.
A2) PUSH 1 FROM CASINO.
B) ADD 1 CASINO OR ADJACENT.

BLACK STAR 005
A1) ADD 1 EMBASSY.
A2) INTERFERE 2.
B) USURP 1 SPACE DOCKS.

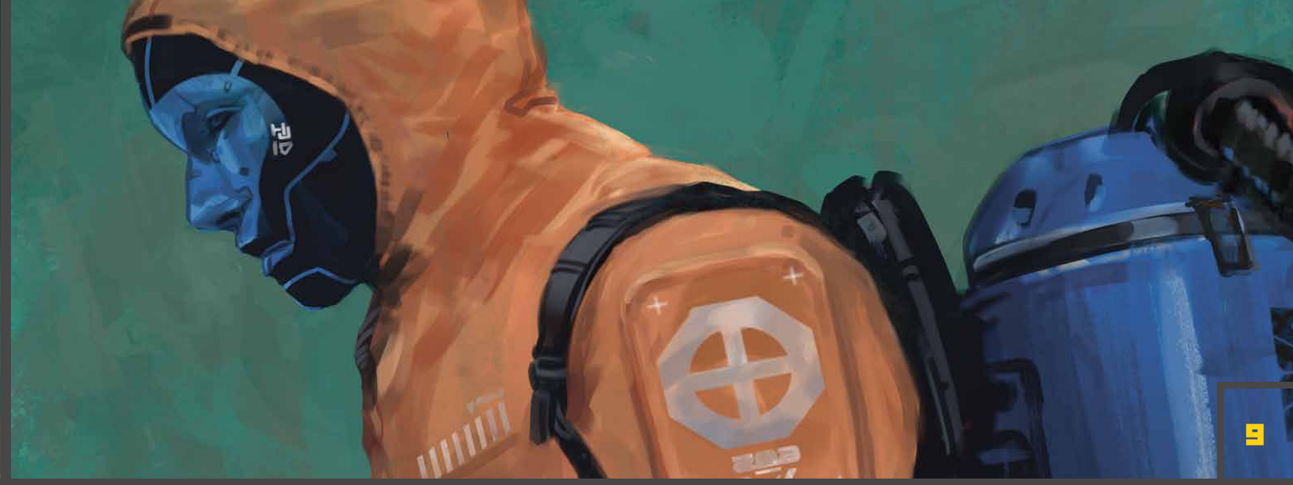
BLACK STAR 006
A1) ADD 1 UNDERHIVE.
A2) PUSH 1 FROM UNDERHIVE.
B) RIOT UNDERHIVE OR ADJACENT.

BLACK STAR 007
A1) ADD 1 SPACE DOCKS.
A2) ADD 1 IN 1 SECTOR ADJACENT TO SPACE DOCKS.
B) RIOT SPACE DOCKS OR ADJACENT.

BLACK STAR 008
A1) ADD 1 SPACE DOCKS.
A2) INTERFERE 2.
B) USURP 1 THE SPIRE.

BLACK STAR 009
A1) STRENGTHEN 2 SPACE DOCKS.
A2) PUSH 1 FROM SPACE DOCKS.
B) RIOT SUPPLY DEPOT OR ADJACENT.

BLACK STAR 010
A1) RIOT ADJACENT TO THE SPIRE.
B) INTERFERE 2.



GLAZE

GLAZE AGGRESSIVELY PULL AND REPLACE INFLUENCE, BUT CAN BE WEAKER IN UNCONTESTED SECTORS.

> SECTOR - THE MAZE

AGGRESSION	COMPLEXITY
◇◇◇	◇

These disposable mass-produced androids are the unobtrusive and menial workers that make the privileged lives' one of ease. As cleaners, janitors, gardeners, and vending machine repair technicians, they blend seamlessly into the everyday operations of legitimate service companies, granting them widespread access across the Moon. Yet, hidden among their ranks is a covert series of counterfeit androids, engineered to infiltrate high-value targets. Whether it is intelligence, corporate espionage, or traceless assassinations, Glaze's true identity and mission remain Shadow Moon's greatest secret.

GLAZE 001

A1) USURP 1 THE MAZE.

A2) BURN 1.

B) USURP 1 THE SPIRE.

GLAZE 002

A1) STRENGTHEN 2 THE MAZE.

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

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

GLAZE 003

A1) ADD 1 THE SPIRE.

A2) PULL 1 THE SPIRE.

B) REPLACE 1 THE SPIRE.

GLAZE 004

A1) REPLACE 1 IN A SECTOR OF BURNED CARD.

B) ADD 1 THE MAZE.

GLAZE 005

A1) ADD 1 SUPPLY DEPOT.

A2) PULL 1 SUPPLY DEPOT.

B) REPLACE 1 SUPPLY DEPOT.

GLAZE 006

A1) ADD 1 BIO DIVISION.

A2) PULL 1 BIO DIVISION.

B) REPLACE 1 BIO DIVISION.

GLAZE 007

A1) ADD 1 ARCANO COMPLEX.

A2) PULL 1 ARCANO COMPLEX.

B) REPLACE 1 ARCANO COMPLEX.

GLAZE 008

A1) ADD 1 UNDERHIVE.

A2) PULL 1 UNDERHIVE.

B) REPLACE 1 UNDERHIVE.

GLAZE 009

A1) ADD 1 EMBASSY.

A2) ADD 1 SPACE DOCKS.

B) ADD 1 CASINO.

GLAZE 010

A1) REPLACE 1 ANYWHERE.

B) INVEST OR RIOT THE MAZE.

LOST SUNS

LOST SUNS HAVE NO HOME SECTOR TO DEFEND, BUT CAN EASILY RESPOND TO WHEREVER THE ACTION IS.

> SECTOR - NONE

AGGRESSION ◇◇

COMPLEXITY ◇

Once unwelcome refugees fleeing a planetary war in a neighbouring system, the displaced found themselves exploited by Messiers Reach, which swiftly capitalised on their plight. The corporation established shelters on the Moon's surface, named after the suns from their lost systems. Known collectively as the Lost Suns, they were indoctrinated with the Messiers mantra of a new life, and charged to perform the Moon's most dangerous and gruelling tasks. What is a carefully guarded secret is an illegal narcotics network run by Messiers Reach, promising the illusion of true freedom to only the most loyal of Lost Sun followers.

LOST SUNS 001

A1) OPPORTUNIST 1.

A2) TRANSFER 1.

B) OPPORTUNIST 1.

LOST SUNS 002

A1) OPPORTUNIST 1.

A2) ADD 1 ADJACENT TO THE SECTOR OF A1.

B) ELIMINATE 1 WHERE PRESENT.

LOST SUNS 003

A1) OPPORTUNIST 1.

A2) LOCKDOWN THE SAME SECTOR AS A1.

B) TRANSFER 2.

LOST SUNS 004

A1) OPPORTUNIST 1.

A2) BURN 1.

B) OPPORTUNIST 1.

LOST SUNS 005

A1) OPPORTUNIST 1.

A2) DISPLACE THE SAME SECTOR AS A1.

B) TRANSFER 1.

LOST SUNS 006

A1) ADD 1 TO ALL SECTORS OF BURNED CARD.

B) OPPORTUNIST 1.

LOST SUNS 007

A1) OPPORTUNIST 1.

A2) ELIMINATE 1 IN THE SAME SECTOR AS A1.

B) OPPORTUNIST 1.

LOST SUNS 008

A1) OPPORTUNIST 1.

A2) REPLACE 1 IN THE SAME SECTOR AS A1.

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

LOST SUNS 009

A1) OPPORTUNIST 1.

A2) BEGUILE.

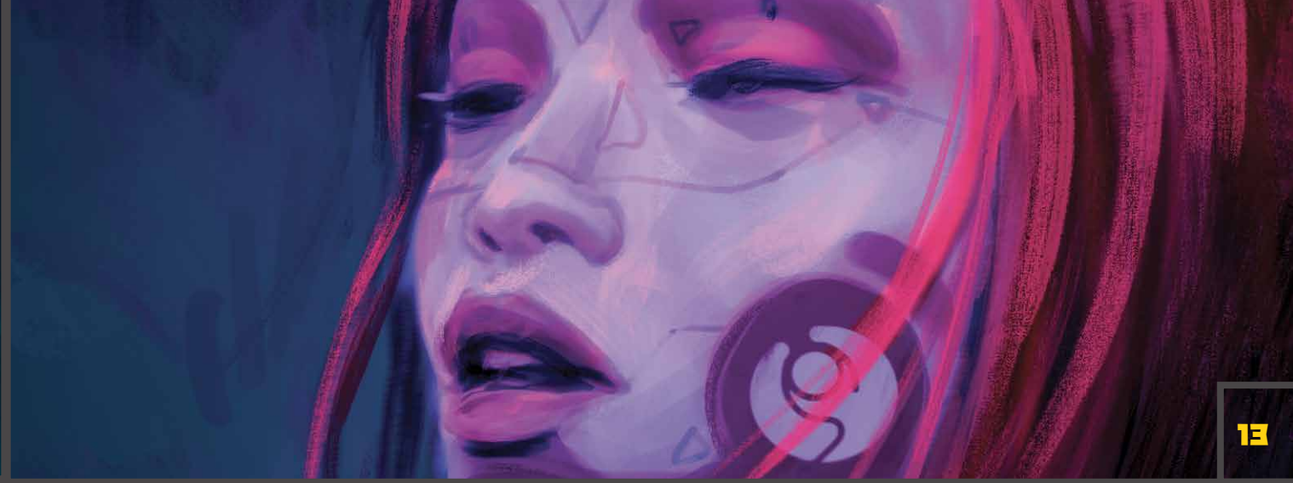
B) REPLACE 1 ANYWHERE.

LOST SUNS 010

A1) OPPORTUNIST 1.

A2) PUSH 2 FROM THE SAME SECTOR AS A1.

B) BEGUILE.



MESSIERS REACH

> SECTOR - SUPPLY DEPOT

MESSIERS REACH MOBILISE THEIR INFLUENCE AROUND THE SHADOW MOON TO CAUSE DRAMATIC UPHEAVALS.

AGGRESSION ◇◇◇

COMPLEXITY ◇◇

Messiers Reach outwardly projects an image of philanthropy. Originally established by a humanitarian crisis, its purpose is to help refugees start new lives. Through celebrity endorsed charity events, emergency Surface Shelters were built to house these displaced people, with the Reach providing essential survival needs in exchange for free labour. Now, years later the Lost Sun's are an indentured workforce, tasked with the Moon's most undesirable jobs. Including the highly profitable illegal narcotics trade, which conveniently supplies the very celebrities who publicly endorse Messier's fundraising efforts.

MESSIERS REACH 001

A1) PUSH 1 FROM SUPPLY DEPOT.

A2) MARCH WITH AT LEAST 2 OF YOUR INFLUENCE.

B) MARCH WITH AT LEAST 3 OF YOUR INFLUENCE.

MESSIERS REACH 002

A1) ADD 1 SUPPLY DEPOT.

A2) ADD 1 IN 1 SECTOR ADJACENT TO SUPPLY DEPOT.

B) MARCH WITH AT LEAST 2 OF YOUR INFLUENCE.

MESSIERS REACH 003

A1) ADD 1 BIO DIVISION.

A2) PUSH 1 FROM BIO DIVISION.

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

MESSIERS REACH 004

A1) ADD 1 CORP SEC.

A2) PULL 1 CORP SEC.

B) MARCH WITH AT LEAST 2 OF YOUR INFLUENCE.

MESSIERS REACH 005

A1) ADD 1 ARCANO COMPLEX.

A2) STRENGTHEN 1 ANYWHERE.

B) USURP 1 SUPPLY DEPOT OR ADJACENT.

MESSIERS REACH 006

A1) ADD 1 THE MAZE.

A2) MARCH WITH AT LEAST 2 OF YOUR INFLUENCE.

B) MARCH WITH AT LEAST 3 OF YOUR INFLUENCE.

MESSIERS REACH 007

A1) MARCH WITH AT LEAST 2 OF YOUR INFLUENCE.

B) LOCKDOWN OR DISPLACE SUPPLY DEPOT.

MESSIERS REACH 008

A1) STRENGTHEN 2 SUPPLY DEPOT.

A2) MARCH WITH AT LEAST 3 OF YOUR INFLUENCE.

B) ADD 1 SPACE DOCKS.

MESSIERS REACH 009

A1) ADD 1 SUPPLY DEPOT.

A2) ADD 1 IN 1 SECTOR ADJACENT TO SUPPLY DEPOT.

B) STRENGTHEN 1 ANYWHERE.

MESSIERS REACH 010

A1) USURP 1 ANYWHERE.

B) MARCH WITH AT LEAST 2 OF YOUR INFLUENCE.

OFF WORLD HOLDINGS

OFF WORLD HOLDINGS INVEST IN A LIMITED NUMBER OF SECTORS, BUILDING THEM UP TO SCORE MANY KREDITS.

> SECTOR - BAZAAR

AGGRESSION	COMPLEXITY
◇	◇

The remote operators of the Mega-Corp, this sprawling interstellar shell company, provide off-world agents with the means to operate on Shadow Moon with total anonymity, free from the interference and profiteering of the Founders. However, there is a catch. The anonymous owner of the inter-system beam-in technology takes pleasure in humiliating these corporate overlords just as much as they profit from them. In a satirical twist, every agent is forced to choose from a selection of second-hand robots, including cleaning and mining models, amusement park droids, and sexbots.

OFF WORLD HOLDINGS 001
A1) ADD 1 BAZAAR OR UNDERHIVE.
B) INVEST UNDERHIVE OR ADJACENT.

OFF WORLD HOLDINGS 002
A1) ADD 1 BAZAAR OR MAZE.
B) INVEST THE MAZE OR ADJACENT.

OFF WORLD HOLDINGS 003
A1) ADD 1 BAZAAR OR SUPPLY DEPOT.
A2) TRANSFER 1.
B) REDEPLOY 1 FROM BAZAAR.

OFF WORLD HOLDINGS 004
A1) ADD 1 BAZAAR OR PRESIDIO.
B) INVEST PRESIDIO OR ADJACENT.

OFF WORLD HOLDINGS 005
A1) ADD 1 BAZAAR OR SPACE DOCKS.
B) INVEST SPACE DOCKS OR ADJACENT.

OFF WORLD HOLDINGS 006
A1) ADD 1 BAZAAR OR ARCANO COMPLEX.
B) INVEST ARCANO COMPLEX OR ADJACENT.

OFF WORLD HOLDINGS 007
A1) ADD 1 BAZAAR OR BIO DIVISION.
A2) TRANSFER 1.
B) SHIP 2 FROM BAZAAR.

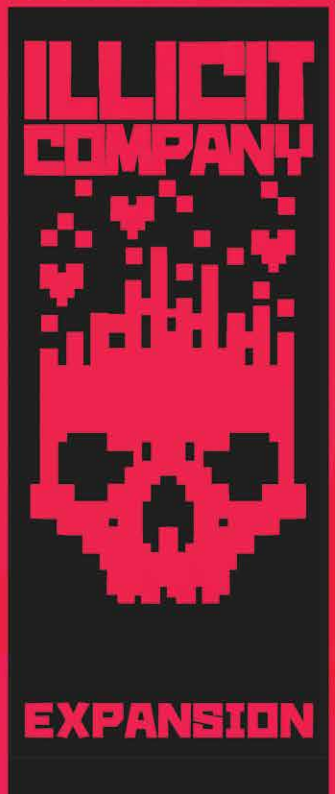
OFF WORLD HOLDINGS 008
A1) ADD 1 BAZAAR OR CORP SEC.
B) INVEST CORP SEC OR ADJACENT.

OFF WORLD HOLDINGS 009
A1) STRENGTHEN 2 BAZAAR.
A2) PUSH 1 FROM BAZAAR.
B) ADD 1 IN 1 SECTOR ADJACENT TO BAZAAR.

OFF WORLD HOLDINGS 010
A1) ADD 1 BAZAAR OR ADJACENT.
A2) TRANSFER 1.
B) INVEST ANY 1 SECTOR UP TO 2 TIMES.

SHADOW MOON

SYNDICATES



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