



TIBERPUNK

STREETS OF ROME

GAME RULES

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STREETS OF ROME

Tiberpunk: Streets of Rome takes you to an alternate version of Rome during the reign of Emperor Trajan (AD 98–117), where the crash of an alien spaceship changed the course of history. All the aliens perished, but their technology survived and was integrated into the life of the Empire. Rome retained its social structure and culture, but its streets along the Tiber River are now patrolled by imperial drones – lictors – and access to power comes through implants and hacking devices.

You play as a gang leader struggling to rise from the city's lower districts. In a competition for dominance, you carry out missions, evade lictors, upgrade your skills, and use advanced technology to reach your goals faster than your rivals.

1-4 PLAYERS **AGES 14+** **90+ MINUTES**

GAME COMPONENTS

GENERAL COMPONENTS



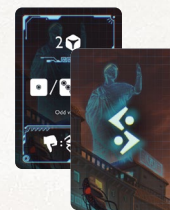
1 GAME BOARD



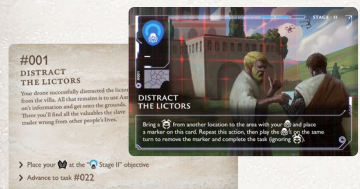
18 STAGE I QUEST CARDS
6 of each and



3 STORYLINE OBJECTIVE CARDS



14 STAGE I CHALLENGE CARDS



18 STAGE II QUEST CARDS
6 of each and



3 SIDE OBJECTIVE CARDS
for 2 players



14 STAGE III CHALLENGE CARDS



18 STAGE III QUEST CARDS
6 of each and



3 SIDE OBJECTIVE CARDS
for 3-4 players



2 COMBAT TILES



18 SPACESHIP CARDS
(6 cards of each of 3 types)



8 SHACKLES



25 GADGET CARDS



5 LICTOR MINIATURES



3 QUEST MARKERS



1 SPACESHIP LOCK MARKER



16 BLESSING TILES
(4 tiles of each of 4 types)



18 DICE



20 COINS
valued "1"



10 COINS
valued "5"

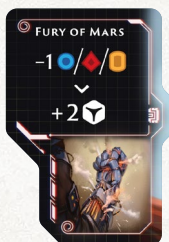


1 FIRST PLAYER MARKER

MODULES



3 SPECIAL INTERACTION TOKENS



8 ABILITY TILES

PLAYER COMPONENTS



4 PLAYER BOARDS
(1 per player)



4 CHARACTER MINIATURES
with miniature bases (1 per player)

4 DRONE MINIATURES
with miniature bases (1 per player)



16 INTERACTION TOKENS
(4 per player)



20 PLAYER MARKERS
(5 per player)



24 INFLUENCE MARKERS
(6 per player)



12 SKILL MARKERS
(3 per player)



36 TRIUMPH TOKENS
(9 per player)

GENERAL SETUP

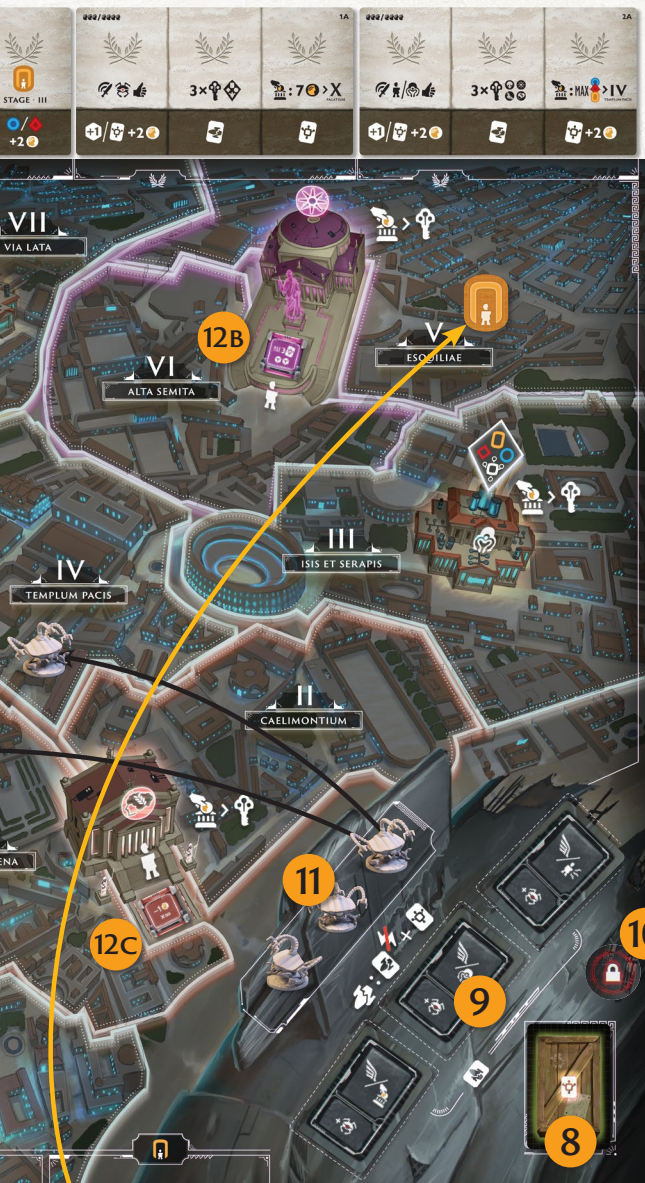
- 1 Place the **game board** in the center of the table.
- 2 Place the objective cards next to the board: **3 storyline objective cards** and **1 or 2 side objective cards**:
 - **2 players:** Use any 1 side objective card marked with . For your first game, we recommend using card #1.
 - **3-4 players:** Use any 2 side objective cards marked with . For your first game, we recommend using cards #1A and #2A.

See recommended combinations of side objectives on p. 19.





- 3 Split **Stage I quest cards** into 3 types (hacking , guile , offense) and shuffle them separately. From each stack, keep a number of cards equal to the number of players and return the rest to the box. Place each stack face up (with the district location on top).
- 4 Place the **Stage II and Stage III quest cards** into a single face-down stack, sorted in order, with card number 1 on top.
- 5 Place the **3 quest markers** on the game board in the districts shown on the face-up Stage I quest cards.
- 6 Shuffle the **Stage I and Stage III challenge cards** separately and place them as face-down decks in the designated spots in the upper left corner of the board.





7 Take the **2 combat tiles** and randomize their sides (e.g., by tossing them like coins). Place them in the designated slots below the challenge card decks.

8 Shuffle the **gadget cards** and place them as a face-down deck in the designated spot in the lower right corner of the board.

9 Sort the **spaceship cards** by type (, , ) and place them into 3 face-up stacks next to the gadget card deck.

10 Place the **spaceship lock marker** next to the spaceship card stacks.

11 Place the **lictor miniatures**:

- a) 2 lictors on the game board in districts IV and X;
- b) 3 lictors in the reserve in the lower right area of the board.

12 Separate the **blessing tiles** into 4 types. Form 4 stacks, each with the number of tokens equal to the number of players.



13



14



Temple of Juno



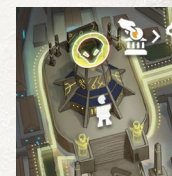
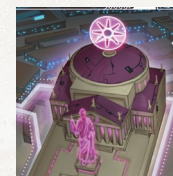
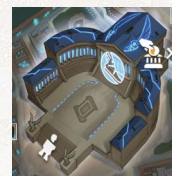
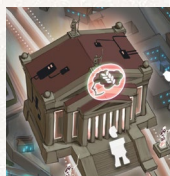
Temple of Mercury



Temple of Emperor's Genius



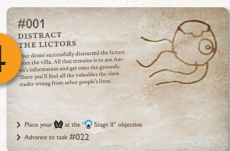
Temple of Stellar Ark



Place the stacks face up in the corresponding temple spaces on the board. Return any unused tiles to the box.

13 Place the **dice** and **coins** next to the game board.


4



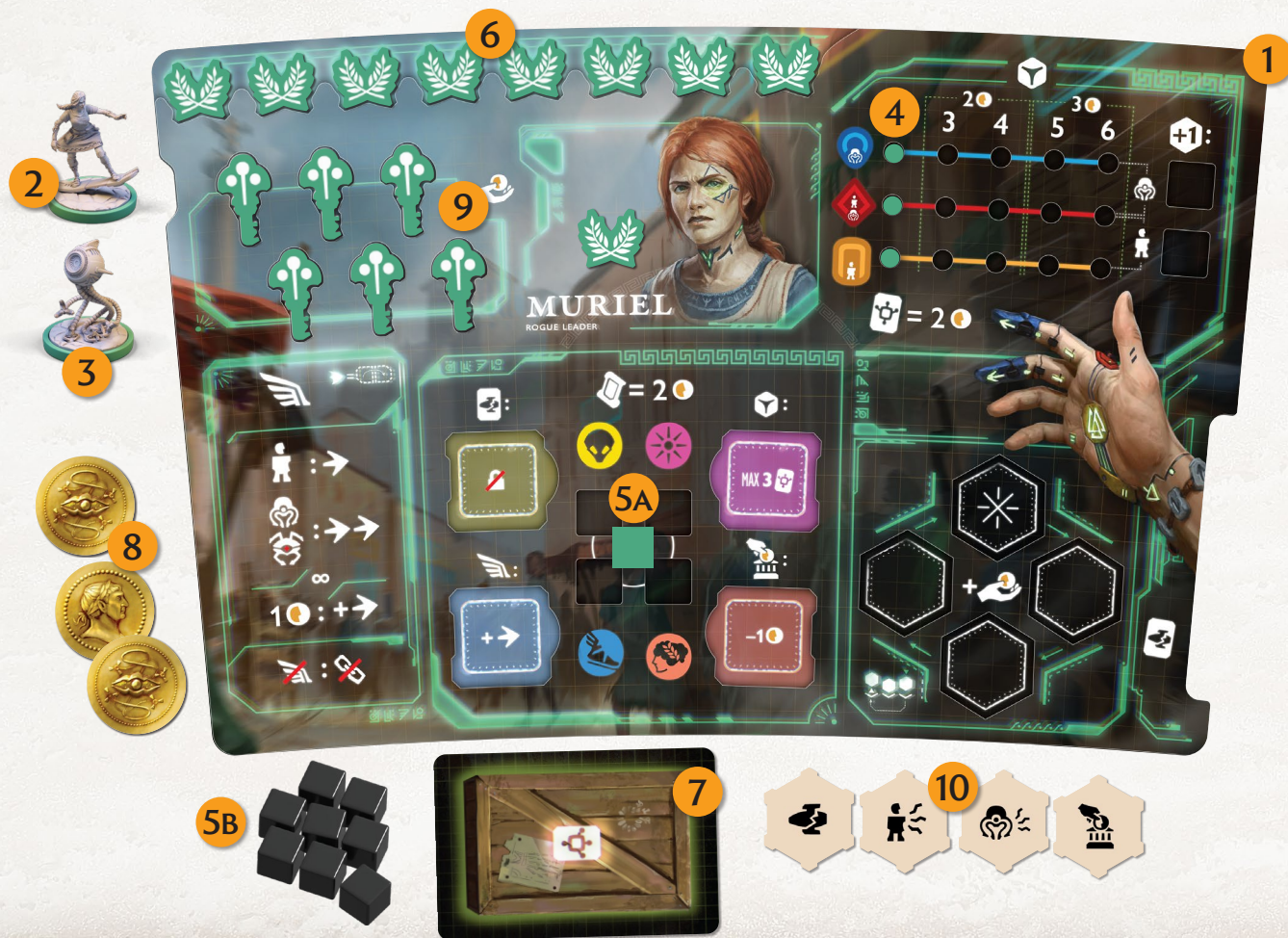
PLAYER SETUP

Each player chooses a color and takes the following components:

- 1 **player board;**
- 2 **character miniature** (on its colored base);
- 3 **drone miniature** (on its colored base);
- 4 **3 skill markers** placed in the starting slots of the 3 skill tracks;
- 5 **5 player markers:**
 - a) Place 1 of them in the center space of the favor track on your player board — this is your favor marker.
 - b) Set aside the other 4 markers — they are used later as boost or quest markers.

- 6 **9 triumph tokens.** Place 8 of them on your player board and set 1 aside;
- 7 **1 gadget card,** drawn randomly from the gadget card deck and placed face down (you may look at it at any time);
- 8 **3 coins** (value 1);
- 9 **6 influence markers** placed on the income track of your player board;
- 10 **4 interaction tokens** of different types: .

The player who most recently thought about the Roman Empire takes the first player marker and becomes the first player.



GOAL OF THE GAME

Your goal is to collect triumph tokens by completing storyline quests and side objectives.

The player who places their 8th triumph token triggers the end of the game, but others may still complete more objectives in their final turns during the last round.

GAME OVERVIEW

Players take turns in clockwise order, starting with the first player.

On your turn, you can perform the following actions in any order:

- **CHANGING DIVINE FAVOR** (optional)
- **MOVEMENT** (optional)
- **PLAYING AN INTERACTION TOKEN** (mandatory)

On your **first turn**, before doing any actions, place your character and drone in any district on the game board, except districts containing quest markers. Both miniatures must be placed in the same district. This placement does not count as movement. During the first round, players place their miniatures only **after each previous player has completed their entire turn**.

When you fulfill an objective as a result of your action, place a triumph token on it and gain a reward. Each objective can be completed only once. It is possible to complete multiple objectives in one turn.

Bonus triumph token for speed: The first player to place their third token on an objective card, places 1 additional triumph token on that card, having 4 tokens on it in total. Other players may still complete objectives of that card, but they will be able to place only 3 tokens.

See “Objective cards” on p. 18 for more information on objective conditions and the rewards.



CHANGING DIVINE FAVOR



Your position on the divine favor track may enhance some of your actions.

Once per turn, you can move your favor marker to an adjacent segment (clockwise or counterclockwise). When you change the divine favor for the first time in the game, place it in any segment.


During your entire turn, you benefit from the favor associated with your marker position.



It is possible to benefit from two favors in a single turn: the one active at the start of your turn, and a new one after you move your marker (except for the first turn of the game). When the marker leaves a segment, you no longer gain bonuses of that favor.


When you visit temples, you can gain blessing tiles to enhance corresponding divine favors for the rest of the game.

The bonuses of basic and blessed favors are described in the sections of their corresponding actions. For complete information on favor bonuses, see “Divine favors”, p. 17.

MOVEMENT

You can move your character, drone, or any lictor using  (movement).

Every turn only 1  is available, but you can gain more  with Mercury blessing or spaceship cards (see “Spaceship cards”, p. 10).


Each  allows you to move only one miniature.




- Character movement range: 1 district.




- Drone/lictor movement range: up to 2 districts.



You may increase a miniature's movement range by paying 1  for each additional district. You may do this unlimited number of times.

 Mercury basic favor	 Mercury blessed favor
If your favor marker is in Mercury's area, the movement range of all miniatures increases by 1 for you.	If your favor is in Mercury's area (blue) and you have Mercury's blessing: <ul style="list-style-type: none"> • the movement range of all miniatures increases by 1 for you; • you may take 1 additional  using the same or a different miniature; • you may perform other actions between the two movement actions.

SHACKLES

During the game, your miniatures might gain shackles if you fail quest challenges or lose combats. Shackles cause you to always roll 1 die fewer. To get rid of them, you can spend your  without moving in order to remove shackles from 1 miniature.



PLAYING AN INTERACTION TOKEN

TYPES OF INTERACTIONS

As an action, place an interaction token on the interaction wheel and perform it. Place your first token in the top slot. Place each following token clockwise from the last one.

On your first turn, choose from all 4 interaction tokens.

On your second turn, choose from 3.

Starting from your third turn, you will always choose from 2 available tokens.

When you place a third interaction token on the wheel, immediately return the earliest placed token to your supply.




You have 4 interaction tokens to choose from:

-  Spaceship
-  Character
-  Structure
-  Drone

Important: Instead of performing the corresponding interaction, you may place any interaction token on the wheel and perform the Collect Income action instead.


COLLECTING INCOME

Instead of performing a chosen interaction, you may place any interaction token on the wheel to collect income.

Gain coins equal to the rightmost uncovered space on your income track. The slots become empty when you place  (influence markers) during the structure interaction.





STRUCTURE INTERACTION

When choosing the structure interaction, interact with a structure on the board using either of your miniatures (character for temples, drone for upgrade hubs).

Important: You **may not interact with a structure** if a lictor miniature is in the same district with you. To get rid of the lictor, you may move it with your  or fight it using your character or drone interaction (see “*Combat against a lictor*”, p. 15).

Note: **Skills** represent your core capabilities (hacking, offense, guile). Upgrading them increases the number of dice you roll for related checks.

Gadgets are one-time-use devices you can play during a dice roll to alter the results, helping you pass difficult quests or win crucial combats.



 Juno basic favor	Juno blessed favor
If your favor is in Juno’s area, during the structure interaction you reduce the total cost by 1  for one structure interaction. This applies to visiting a temple or upgrade hub, and to objectives requiring coin payment.	If your favor is in Juno’s area and you have Juno’s blessing, you reduce the cost of each individual purchase (skill upgrade, gadget, or blessing) by 1  . As a result, in a single upgrade hub visit, you may upgrade up to 3 skills and buy 1 gadget for a total of 4  .

Some side objectives are completed using the structure interaction (see “*Side objectives*”, p. 18).



There are two types of structures:

Temple


Temples are located at the intersections of two districts. Your **character** can visit them to make offerings to the gods and receive blessings. If your character is in one of the two adjacent districts to a temple, and that temple does not yet have your , you may make an offering: Pay 2  and take a blessing tile from that temple.

Then place your  on the temple.

Important: You may not have two identical blessings.



Upgrade hub

When your **drone** is in the district with an upgrade hub, you may do the following:

- Upgrade up to 3 different skills by 1 level each. For each skill you upgrade, move the skill marker one space to the right, paying the cost shown above its new slot.
- Buy 1 gadget card for 2 : Draw a gadget from the deck and place it face down in your player area.

You may not upgrade the same skill more than once or buy more than 1 gadget during one interaction.

If a skill is at its maximum level, it cannot be upgraded further.

After your first visit to each upgrade hub, place your  on it. You may visit the same hub again later, but you will not be able to place your  on it again.

SPACESHIP INTERACTION





Draw 1 gadget card and 1 spaceship card from the stack without a spaceship lock marker on it. Then move the lock marker onto the top of the stack from which you drew the spaceship card.

Place the obtained spaceship card face up in the area to the right of your player board. The gadget is placed face down in your player area. There is no limit to how many gadgets or spaceship cards you may keep.

Spaceship cards allow you to perform an additional action, while gadget cards are used during dice rolls (see “Gadget cards”, p. 16).



SPACESHIP CARDS

When playing a spaceship card, you may discard it to perform  or the interaction shown on the card (, , or ).


Important: You may play only 1 spaceship card per turn. You may not play the spaceship card taken during the same turn.

Spaceship cards may be played as an optional action at any time during your turn.

After playing a spaceship card, **place an available lictor miniature** from the reserve onto the game board and return the spaceship card to its corresponding deck.

When placing a lictor, choose a district without other components — characters, drones, lictors, or quest markers. If no such district is available, place it in any district without players’ characters and drones.



	
Stellar Ark basic favor	Stellar Ark blessed favor
You may take a locked spaceship card. In this case, leave the spaceship lock marker on the same stack.	You may take a locked spaceship card. You may also play the spaceship card during the same turn you gain it (but you may still play only 1 spaceship card per turn).


CHARACTER AND DRONE INTERACTIONS

The character interaction and the drone interaction are identical in function — they allow you to complete quests and initiate combats; the only difference is which miniature performs the action.



When you choose one of these interactions, your chosen miniature can attempt to complete a quest or start a combat if it is in the same location with the quest or another player's miniature or lictor. Quest cards show which miniature (and which type of skill) is required to complete it.

Important: You can attack another player or lictor only if there is an available combat objective (see “Combat”, p. 14).

- **Hacking** quests can only be performed by a drone.
- **Guile** quests can only be performed by a character.
- ◆ **Offense** quests can be performed by both miniatures.

Important: You cannot perform quests or attack other players if a lictor miniature is in the same district as your miniature, unless the quest card explicitly states otherwise. To get rid of the lictor, you may move it with your  or fight it using your character or drone interaction (see “Combat against a lictor”, p. 15).

Most quests and combats require you to roll dice. If you want to change the result of your dice roll, you can use 1 gadget card to alter your dice results.

 Emperor's Genius basic favor	 Emperor's Genius blessed favor
When rolling dice you may play up to 3 gadget cards instead of 1. Each card may be applied to different dice or to the same die.	You may use 3 gadget cards during your dice roll. Additionally, you may apply the effect of each gadget card to 2 dice at once (you may thus affect up to 6 dice).



TYPES OF QUESTS

STAGE I QUESTS

Stage I quests are shared and available from the start — quest markers are placed on the board, and the quest cards are face-up below the board.

To complete a quest, the corresponding miniature must be in the district with the quest marker.



When starting a Stage I quest, read the caption on the quest card (your action starting the storyline). Then reveal the top Stage I challenge card, which shows conditions requiring rolling 1 or 2 dice of specific values. Perform in order:

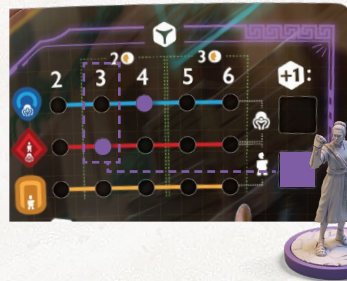
1. Roll dice equal to the level of the required skill (above the skill marker).
 - If the miniature has shackles, roll 1 fewer die. Shackles can be obtained for losing combats or failing quest challenges.
 - If you have a marker in the boost slot for the miniature you use, roll 1 additional die. Boost slots can be filled as a reward for objectives (see “rewards for completing objectives”, p. 19).
2. Modify the roll (optional).

After rolling, you may use a gadget to modify the result. You may use only 1 gadget per roll. The effect of a gadget applies to 1 die from the roll. After use, discard the gadget to the face-up discard pile.



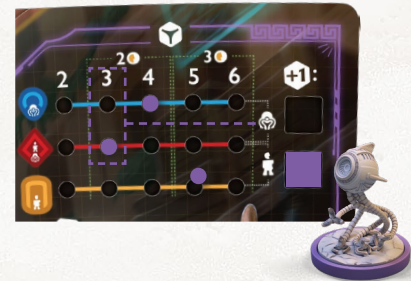
Example 1:

Your **♦** skill level is 3. You also have a marker in the character boost slot, it grants you 1 additional die for **♦** and **♣** rolls with your character. When your character uses **♦** for dice rolls, you roll 4 dice (3 for the skill level, +1 for the boost).



Example 2:

Your **♦** skill level is 3. There is no marker in the drone boost slot, and your drone has shackles. When your drone uses **♦** for dice rolls, you roll 2 dice (3 for the skill level, -1 for the shackles).



Victory — the rolled dice show the required values.

In this case:

Take the Stage I quest card and keep it. Read the flavor text — the story’s beginning — on its back.

Move the quest marker to the new area indicated on the revealed quest card.

Find the corresponding Stage II quest card from the stack of numbered quests and place it in your player area face up.

Place the leftmost triumph token from your player board into the first slot of the objective card matching the skill used for this quest.

Receive the reward: gain 2 coins and upgrade one of the indicated skills on your board (move the marker one space to the right).

Failure — the rolled dice do not show the required values.

In this case:

The player to your left moves the nearest lictor one area toward your miniature. If there is more than one nearest lictor, that player chooses which one to move. The lictor miniature must be moved along a shortest possible route; if more than one such route exists, that player chooses the route taken. If after this movement, the lictor miniature is not in the same area as yours — roll the dice again.

If, after this movement, the lictor is in the same area as your miniature, the quest attempt fails. End the action and place shackles on your miniature base.

STAGE II QUESTS

Stage II quests are personal and may be completed only by the player who completed the corresponding Stage I quest. Each quest card describes a unique quest and any special conditions for completing it.

If a Stage II quest requires a specific interaction (for example, the drone interaction), you must use that interaction to complete the quest and may not use it for any other action during the same turn.

Hacking — quests related to moving or delivering drones. These quests are completed without dice checks.

Guile — quests performed by your character and related to gadget cards, spaceship cards, or blessing tiles. These quests are completed without dice checks.

Offense — quests that require winning combat against lictors or opponent miniatures. When performing an offense check, the active player must declare that the combat is being performed for this quest. If the combat is lost, the quest card is not discarded and may be completed later (see Combat for details.)

After successfully completing a Stage II quest:

1. Read the flavor text on the back of the quest card, representing the middle of the story.
2. Find and take the corresponding Stage III quest card from the stack of numbered quests.
3. Place the leftmost triumph token from your player board into the second slot of the objective card matching the skill used for this quest.
4. Receive the reward: gain 2 coins and upgrade one of the indicated skills on your board (move the marker one space to the right).

STAGE III QUESTS

Stage III quests are personal, available after Stage II. To attempt a Stage III quest, the required miniature must be in the area indicated on the quest card.

When fulfilling a Stage III quest, reveal the top Stage III challenge card (it always requires rolling at least 3 dice with specific values), and then handle the challenge in the same way as a Stage I challenge.



In case of failure, gain the same penalty as for failing a Stage I quest.

After successfully completing a Stage III quest:

Read the flavor text — the story's ending — on the back of the card.


If you are the first player to complete this quest, place the two leftmost triumph tokens from your board into the third slot on the objective card corresponding to the skill used for the quest.

If you are not the first player to complete this quest, place one triumph token instead.

Receive the reward: gain 2 coins and upgrade one of the indicated skills on your board (move the marker one space to the right).


The quest line for this skill is considered complete — discard all 3 quest cards. You cannot start a new storyline for the same skill type.

COMBAT

You can attack another player's miniature or a lictor in order to complete an objective — either a side objective or a Stage II  (offense) quest.

Important: You are not allowed to start a combat if there are no available combat objectives or if you have already fulfilled them.

When you initiate a combat against another player's miniature or a lictor, you must first declare which objective or quest you are attempting to complete with this attack.

The attacker always uses  offense skill, while the defender uses the skill corresponding to the miniature.



COMBAT AGAINST A CHARACTER OR DRONE

1. The attacker chooses one of the combat tiles (see *Combat tiles*, p. 15). You and your opponent roll dice and compare the results according to the chosen tile's conditions.
 - When you are the attacker, roll a number of dice equal to your offense skill, regardless of which miniature (character or drone) is attacking.
 - When you are the defender, determine which miniature is defending:
 - If defending with your drone, roll a number of dice equal to your hacking skill;
 - If defending with your character, roll a number of dice equal to your guile skill.
2. Roll the dice simultaneously with your opponent.
3. Compare the dice results according to the condition shown on the chosen combat tile. The player with more dice matching the tile's condition wins the combat. In case of a tie, the defender wins.
4. After rolling dice during combat, players may use gadget cards. You can use 1 gadget, affecting 1 die. A gadget may be applied to your own die or your opponent's die.

The player who is currently losing the combat may play a gadget card in an attempt to change the outcome.

If the outcome changes and the other player becomes the losing player, the right to play a gadget card immediately passes to them.

5. After both players do not want or cannot play any more gadgets, the winner of the combat is determined.

If the attacker wins:

- The attacking player places their leftmost triumph token into the appropriate slot on the objective card for which the combat was fought (a Stage II offense quest or a single combat quest).
- The attacking player gains the reward shown in the slot.
- The losing defender places shackles on their miniature base, if it does not already have them.

If the defender wins:

- The defending player gains the reward shown in the slot of the quest for which the combat was fought.
- The defending player does NOT place a triumph token on the objective card.
- The losing attacker places shackles on their miniature base, if it does not already have them.

COMBAT AGAINST A LICTOR

You may start a combat against a lictor, if there is an available objective to defeat a lictor which you have not yet fulfilled.

1. When fighting a lictor, the player in combat chooses one of the combat tiles.
2. The lictor always rolls one more die than the player.
3. The player to your right rolls dice for the lictor.
4. Roll the dice simultaneously.
5. Compare the dice results according to the condition shown on the combat tile.
6. The player may use their gadgets.
7. If both sides have the same number of matching results, the lictor wins.
8. Compare the dice results according to the condition shown on the combat tile. If both sides have the same number of matching results, the defender wins (the lictor).
9. Once no further gadget cards are played, determine the winner of the combat.

If the player wins:

- Place your leftmost triumph token into the slot on the objective card for which the attack was made (an offense Stage II quest or a single combat quest).
- Gain the reward shown in that slot.
- Remove the lictor miniature from the combat area and return it to the reserve. If this is the last lictor on the game board, move it to any adjacent district instead.

If the lictor wins:

- The lictor miniature remains in the combat area.
- The attacking player places shackles on their miniature, if it does not already have them.

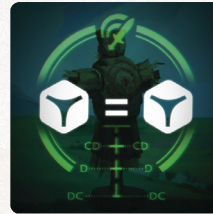
COMBAT TILES



Most odd values



Most even values



Largest group of identical values
(only one value counts)



Largest group of consecutive values



GADGET CARDS

Gadget cards can be used during any dice rolls in quests or combats. Discard the used gadget to a face-up discard pile.

You may use only 1 gadget card per interaction. You may apply the effect of a gadget to one die (your own or opponent's).

The Emperor Genius's favor may change the number of cards you can use and the number of dice you can affect.



Reroll
Reroll 1 die.

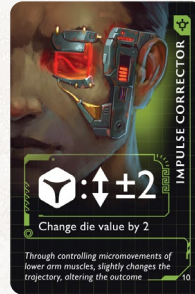


Add 1 die
Roll 1 additional die.



Rotate +/-1

Adjust a die result by exactly +1 or -1 (but not beyond the 1-6 range, e.g., 6 cannot become 7 or 1).



Rotate +/-2

Adjust a die result by exactly +2 or -2 (but not beyond the 1-6 range, e.g., 5 cannot become 6, 7 or 1).



Flip

Flip a die to its opposite face (1 ↔ 6, 2 ↔ 5, 3 ↔ 4).

Emperor's Genius basic favor	Emperor's Genius blessed favor
When rolling dice you may play up to 3 gadget cards instead of 1. Each card may be applied to different dice or to the same die.	You may use 3 gadget cards during your dice roll. Additionally, you may apply the effect of each gadget card to 2 dice at once (you may thus affect up to 6 dice).



END OF THE GAME

The game ends after any player places their eighth triumph token on an objective card (emptying the entire triumph token row on their player board). The player who triggered the end completes their turn normally. The round then continues, ending with the player to the left of the first player, ensuring all players have taken an equal number of turns.

You may complete more than 8 objectives. Mark any additional completed objectives with your spare triumph token and/or player markers.

After the final turn, players compare the total number of triumph tokens they have placed on objective cards.

The player with the most triumph tokens wins. In case of a tie, the tied player with the most remaining coins wins. If the tie still persists, the tied players share the victory.

DIVINE FAVORS

Basic favor

Blessed favor



Favor of Mercury



During Movement: +1 to the movement range of your miniatures and lictors.



Additionally, +1 movement action.



Favor of Stellar Ark



During the spaceship interaction, you may take a locked spaceship card.



Additionally, you may play a spaceship card on the same turn you take it.



Favor of Juno



When performing the structure interaction, pay 1 coin fewer. This applies to visiting a temple or an upgrade hub, and to completing objectives that require spending coins.



Additionally, In an upgrade hub, this discount applies to each purchase (each skill upgrade and each gadget). As a result, you may pay from 1 to 4 coins total, depending on the number of purchases.



Favor of Emperor's Genius



When rolling dice, you may play up to 3 gadget cards instead of 1, using 1 gadget per face of a die. You may apply gadgets to your own dice or to an opponent's dice, and you may apply multiple gadgets to the same die.



Additionally, each gadget card may affect up to 2 dice instead of 1.

OBJECTIVE CARDS

There are two types of objective cards: storyline and side objectives.

STORYLINE OBJECTIVES

Storyline objective cards are used in every game and are directly linked to completing quests. For each completed quest of the corresponding type, place 1 triumph token on that objective card (see quest cards below). Storyline objectives must be completed in order: Stage I quest, then Stage II, then Stage III.


SIDE OBJECTIVES

Side objective cards contain 3 single tasks each. Complete them in any order using the indicated interaction.





Secure dominance through combat	Attack and defeat a character / drone / lictor		Complete using or , following the combat rules (see "Combat", p. 14).
Build a network of influence	Place 4 influence markers in any structures (temples and/or upgrade hubs)		Complete when you place your fourth in any structure.
Establish a supply line	Place 3 influence markers in upgrade hubs		Complete when you place your third in an upgrade hub.
Prove your devotion	Place 3 influence markers in temples		Complete when you place your third in a temple.
Earn the trust of the Stellar Ark's priests	Spend 1 spaceship and 3 coins in district VIII		Complete using in district VIII. There must be either of your miniatures and no lictors. Discard 3 *coins* and 1 unused spaceship card.
Bribe a senator	Spend 7 coins in district X		Complete using in district X. There must be either of your miniatures and no lictors. Discard 7 coins.
Declare your mastery at the Plebeian Games	Upgrade 1 skill to maximum and declare it in district IV		Complete using in district IV. There must be either of your miniatures and no lictors. You must already have at least one skill at its maximum level.
Resupply the merchants	Spend 3 gadgets to district XI		Complete using in district XI. There must be either of your miniatures and no lictors. Discard 3 gadget cards.


Rewards for completing objectives

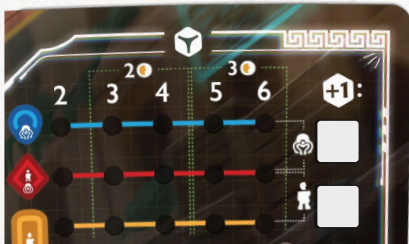
 Upgrade one of the indicated skills for free (move marker one space right).

 Get 2 coins.

 Gain 1 spaceship card (may not play it this turn unless Stellar Ark blessing applies).


 Get 1 gadget card for free.



 Place a player marker on the character or drone boost slot on the right of your skill tracks. It provides the chosen miniature with +1 die for all dice rolls.




COMBINATIONS OF SIDE OBJECTIVES

After you have played a few games, you may customize the set of side objective cards used in a game. Different combinations allow you to create a more peaceful experience or a more combat-focused game.

When playing with 2 players, use only 1 side objective card marked with .

When playing with 3–4 players, use 2 side objective cards marked with / .

Recommended Combinations:

2 players :

- Basic scenario: #1
- Peace agreement: #3
- Gang war: #5
- Mixed scenarios: #2, #4 or #6

3–4 players / :

- Basic scenario: 1A + 2A
- Peace agreement: 1B + 3B
- Gang war: 2A + 3A (Alternative: 2B + 3B)
- Mixed scenarios: 1A + 3A (Alternative: 1B + 2B)



MODULES

PERSONAL ABILITIES

The lives of Tiberpunk characters are more complex than they first appear. Each character has a unique destiny, represented by a personal ability.

With this module enabled, players receive ability tiles at the beginning of the game. These abilities belong only to the owning player and remain available for the entire game.

ABILITY TILES

Easy



Recharge

Return one gadget card you have used on your turn. This ability can be used only once per turn.



Cerberus 2.0

At the start of the game, replace the drone interaction token with the drone/character interaction token.



Drone sync

At the start of the game, replace the character interaction token with the character/drone interaction token.



Stalker

At the start of the game, replace the structure interaction token with the structure/spaceship interaction token.

SETUP CHANGES

Add the following step to player setup:

- Place all ability tiles face up. Starting with the last player and proceeding counter-clockwise, each player chooses one ability tile.
- Place the chosen tile in the designated area on your player board.

Medium



Favored contacts

At the start of the game, replace the spaceship interaction token with the spaceship/structure interaction token.



Mirror code

Your drone can visit temples, and your character can visit upgrade hubs.



Street Support

Whenever you roll dice, roll 1 additional die for every 2 influence markers you have on the game board.



Rebooter

At the beginning of the game, place a marker on the left of the first slot. Each time you use the ability, move the marker to the next available slot. Pay the number of coins shown next to the marker to remove all interaction tokens from your player board (you may use one of them immediately).

You can use this ability only up to 5 times.

ICON OVERVIEW



Character



Drone



Lictor



Spaceship interaction



Structure interaction



Drone interaction



Character interaction



Movement



Collecting income



Stage I challenge cards



Stage III challenge cards



Blessing tiles



Gadget



Spaceship



Upgrade hub



Skill boost marker



Triumph token



Coin



Influence marker



Combat



Dice



Hacking



Offense



Guile

iDVENTURE

