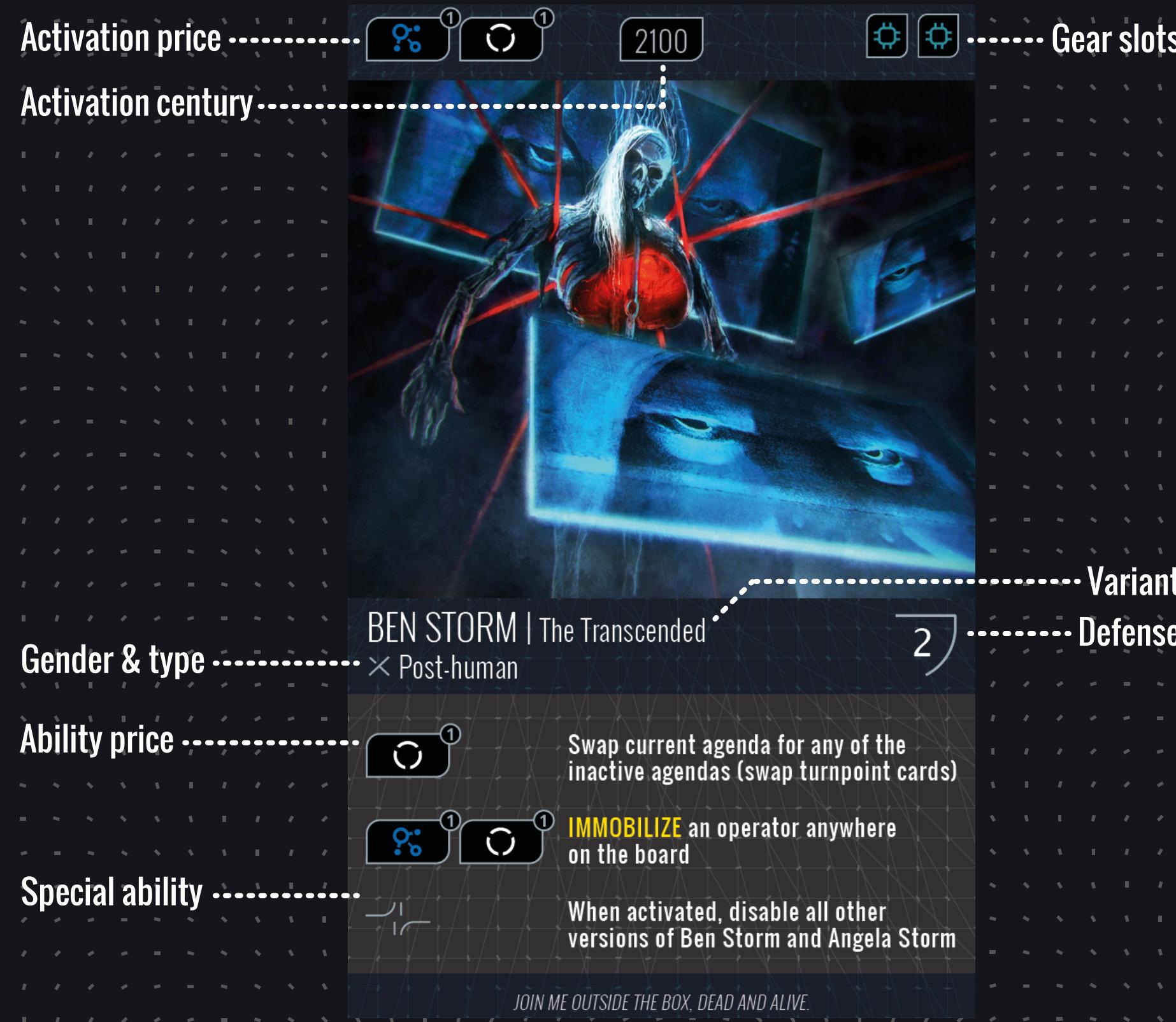


OPERATORS



- **Variant** - some operators have different versions of themselves in different streams. Whilst they may have the same name, they are uniquely identified by their variant.
- If an ability targets an operator by name then it can affect all variants of that operator. If an ability specifies the variant then it can only target that specific variant.
- When building a deck you can have multiple cards with the same name but only one card with the same name and variant.

BOARD



- **UNTOUCHABLE** - cannot be the target of any ability or tech.
- **CONTROL** - take control of an enemy operator. You may move the operator and use any of their abilities, but you cannot use their tech.
- **FRAIL** - when defense is reduced to zero there is no disabled stage, the operator/tech is immediately disintegrated.
- **STREAM** - an operator or tech travels to another turnpoint without using their **MOVE**.

TECH KEYWORDS

- **EQUIP** - attach a tech card to a specified target. If no target is specified then the tech is attached to the operator who uses it. Equipped tech can be targeted by strike abilities, and are disintegrated upon receiving any strike damage. Unless otherwise specified an equipped tech is disintegrated once its effect has been applied once.
- **DEPLOY** - deploy a tech card into a turnpoint. Its effect is active within that turnpoint. Deployed tech can be targeted by strike abilities, and are disintegrated upon receiving any strike damage.

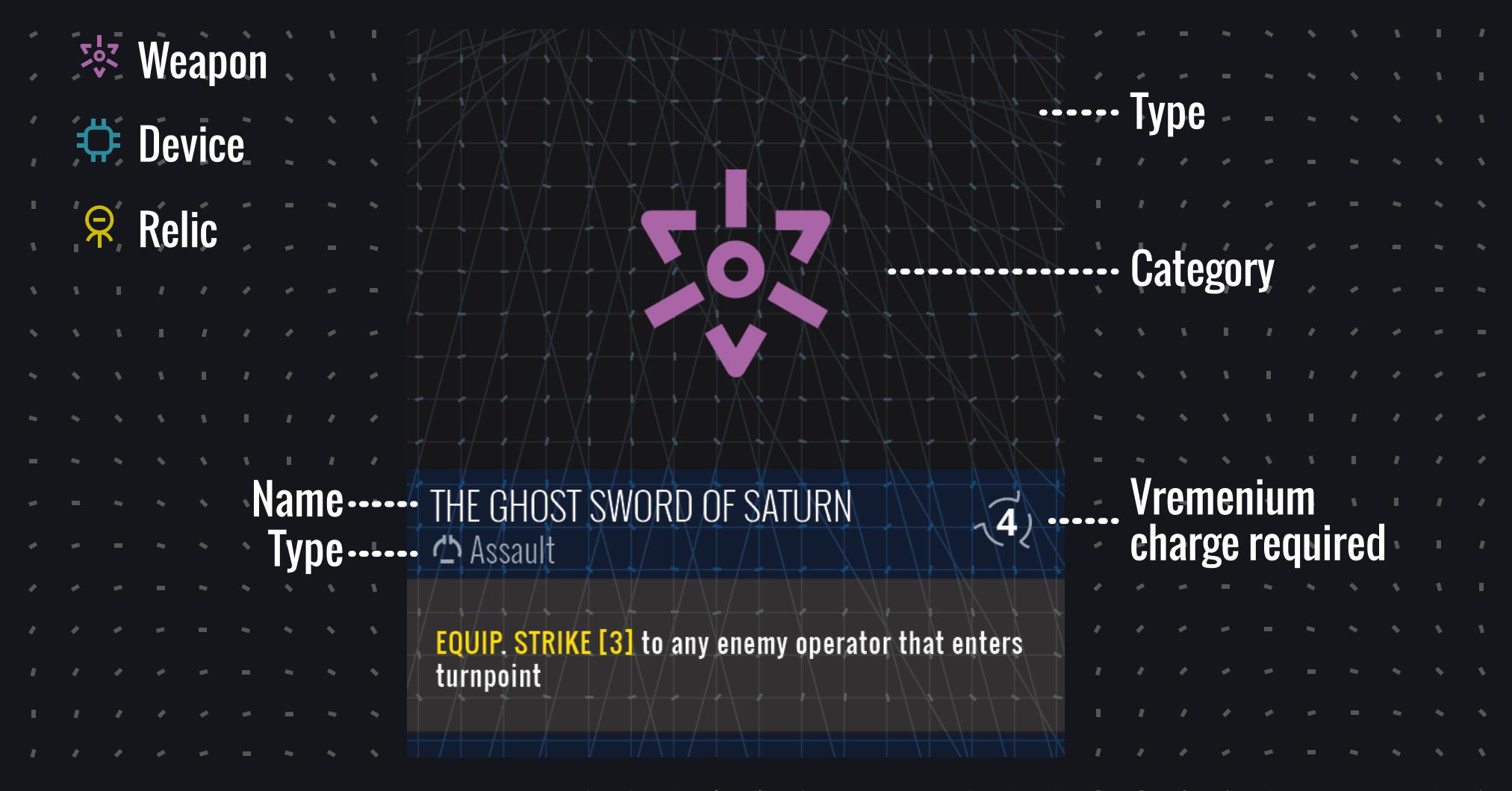
• **Move** - a general term for any kind of stream movement - time travel up to two centuries up or down a stream, or move to the same century in another stream.

- **Upstream / downstream** - upward or downwards in the stream - going to the future or the past (respectively).
- **Cross-stream** - move to the same century in another stream.
- **Defense** - the ability of operators to defend themselves, be it with body armor, a safe house provided by a friend, or political influence (not hit points or life).
- **Type** - some abilities work on specific operators, like Unit 707, drone, or post-human.
- **Special Ability** - some operators and all controllers have a special ability, one that is not activated by paying an agenda cost, but is instead always active.

GLOSSARY

- **Turnpoint** - an area of the board that represents one century in one stream. There are 12 turnpoints in total that represent 6 different centuries across 2 different streams. All operators and hideouts start in a specific turnpoint and travel between them. Each turnpoint has one agenda card.
- **Stream** - the board is made up of 2 streams, one belonging to each player. A stream represents a player's timeline and each contains 6 turnpoints representing the 6 centuries spanning from 1800 to 2300.
- **Agenda** - a double-sided card representing a major event in a century [see board picture] Each side has a different agenda. Operators can spin agenda - intervene in those moments in history to create a different outcome. There are 3 types of agendas: military, science, and politics.
- **Operator** - the playable characters and anti-heroes of the game.
- **Controllers** - AI-Gods who are worshiped by operators, and allow them to time travel.
- **Tech** - single use devices with special abilities that can be carried by operators.
- **Spin agenda** - flip the turnpoint card to the other side. Spinning an agenda causes a ripple effect - you must spin all agendas upstream.

GEAR



KEY WORDS

- **Target** - any operator, controller, or targetable tech.
- **Enemy** - prefix to any operator, controller, tech, agenda or other entity that is controlled by your opponent.
- **Friendly** - prefix to any operator, controller, tech, agenda or other entity that is controlled by you.
- **Disabled** (operators) - disabled operators cannot move or use abilities. They can still be the target of abilities. Once an operator has been disabled they must spend the entirety of their next turn disabled.
- **Disabled** (agendas) - disabled agendas cannot be activated or pushed. Unless otherwise stated the effect lasts for 1 turn.

OPERATOR KEYWORDS

- **STRIKE [x]** - reduce target's defense or armor by x (armor must be reduced before defense).
- **ARMOR** - operators can be given armor through the use of tech and abilities. If an operator with armor receives strike damage it depletes their armor before it affects their defense. Unlike defense, losing armor is permanent.
- **IMMOBILIZED** - cannot move (but may still be moved by other operators or abilities).
- **IMPAIRED** - cannot use any of their active abilities.

STARTER DECKS

C: JERUSALEM	The Pale Man	* 3Ax	Fake News Generator
Mia Star	SAT-P	Automated Damage Control	
Augur, Stream-Phase Shaman	Chrono-Accelerator		
Man Bon-Hwa	Mirror of Ishtar		
Big Boy	Temporal Rail Gun		
Nuclear Railgun	Mars Rising		
DarkShies Protocol			
Little Boy	Neural Parasite		
Ze'vey	Stim-Pack		
Plunger	Plasma Mortar		
Bonebot Staff	Hamsa Necklace		
Layla	Gene-adaptable perfume		
The Gray Baron	Temporal Scrambler		
War Shrine			

FAQ

Q: Is there a correlation between an operator/controller's location and the agendas you can use to pay?

A: No.

Q: Can an operator move after using an ability?

A: Yes. There are no "phases" during a turn, so you can take any action at any time and in any order you choose.

Q: Can I spin an agenda after activating it?

A: Yes. There are no "phases" during a turn, so you can take any action at any time and in any order you choose.

Q: Can both players use the same operators or controllers?

A: Yes, but be aware that if an ability targets an operator by name then, unless it is specified to only be friendly or enemy operators, it will be applied to all eligible instances of that operator. **Example:** If you use Mia Star's "Give +1 defense to all Orbital Strike operators on the board" ability, and your opponent has members of the Orbital Strike Team, their member will gain +1 defense too.

Q: When an operator moves twice up/downstream, do they count as having moved into the one they passed through?

A: No.

Q: Can Soren take the ability of a disabled operator?

A: Yes.