

MASS EFFECT™

Galactic Turmoil

Rule Book

Team Based Strategy Board Game



For use in educational purposes only

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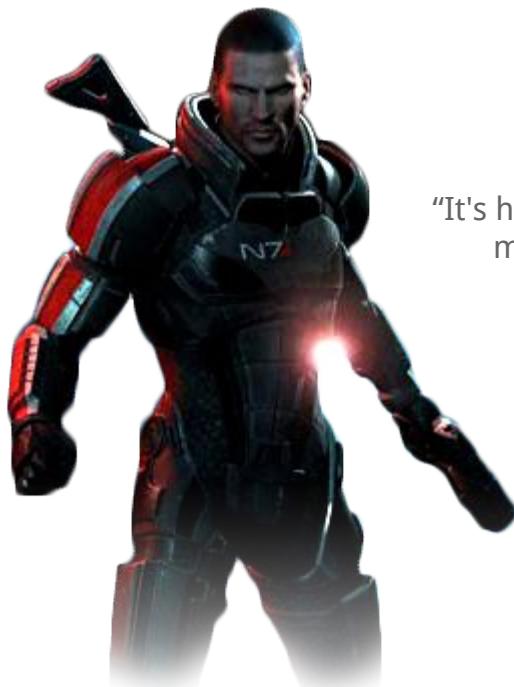
Created By Adam Leslie, Schwin Chareonsakviroj,
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Game Aesthetics.

Special thanks to Dr. Toprac, Bioware, and the poor
saps who tried and failed to read this rule book.

INTRODUCTION

The Milky Way is on the brink of destruction. A mysterious ancient race known as the Reapers has resurfaced and is hell-bent on the annihilation of all organic life. Individually outnumbered, the races that call the galaxy their home must unite as one in order to defeat the Reapers. Their differences in viewpoint are massive, and each will have his own agenda, but if compromises are not reached, the world as we know it is fated for doom.

Plans for the Crucible, an enormous energy weapon, have recently been uncovered by Commander Shepard of the Normandy. This device is the last hope against the Reapers, and only by completely researching it, will they be destroyed.



"It's hard enough fighting a war. But it's worse knowing no matter how hard you try, you can't save them all."

- Commander Shephard

GAME MATERIALS / SET UP

Game Materials:

- Game Board
 - Galaxy Map
 - Event Mat
 - Crucible Research Indicator
 - Card Mat
- Event Cards
- Race Cards
- Narrative Cards for each race
- Conditional Event Cards for each Narrative Card
- Reaper Cards
- Home Planet Tokens
- Research Base/Forward Operating Base tokens
- “Normandy” Token
- “Crucible” Token
- Expiration Tokens (5 poker chip colors, 3 of each)
- Soldier, Biotic, and Tech Units for each race
- Reaper Units and Ships

Set Up:

1. Place the Galaxy Map and Event Mat such that both are easily reachable by all players
2. Place the Normandy on the circle marked Start
3. Place the Crucible Research Indicator, and then place the Crucible onto the Start space
4. Place the Card Mat
5. Shuffle the Event Cards and Reaper cards separately, and place all cards on the Card Mat in their designated spots

OBJECTIVE / GAME START

Objective:

The game ends when all home planets have been captured by the Reaper player, or the Crucible has been fully researched by the Non-Reapers.

Win Conditions:

1. Reaper: Capture all Home Planets
2. Non-Reaper: Crucible is fully researched
 - a. Whichever Race has the most victory points is declared winner (alive or dead).

Game Start:

1. Each Player chooses a Race – Take that Race Card see **Race Cards** p.6
 - Reaper, Salarian, and Krogan must be chosen. 2. Remove the Narrative Cards for Races not chosen from the Narrative Deck, and shuffle it.
 - Cross check chosen Races' icons with those on the top left corner of the cards.
- | | | | | | |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |  |
| Human | Salarian | Asari | Turian | Krogan | Reaper |
3. Non-Reapers may choose any Home Planet from the places marked H on the board.
 - Place your Home Planet Token at your chosen place.
 4. Reapers place as many Ships as there are Non-Reaper players.
 - Ships are placed mirroring the Non-Reaper Home Planets.
 5. All players spawn starting units.
 - Non-Reapers spawn 10 Units at their Home Planet.
 - i. See your Race Card for unit caps (the number of each unit type you may have)
 - Reapers spawn 5 Reaper Units at each Ship.see **Spawning Units** p.6
 6. Reaper player draws 3 Reaper Cards. see **Reaper Cards** p.8
 7. Draw an initial Narrative Card, and put it into play. see **Narrative Cards** p.10
 8. Begin the first round!



Initial starting places in red

ROUND / TURN OVERVIEW

Round Overview:

1. If less than 4 events active, draw an Event Card and put it into play. see **Event Cards** p.9
2. Non-Reaper Player's take their Turns
 - All Non-Reapers take their turns simultaneously
3. Move the Normandy one space forward on its path around the board
 - If it lands on an Expiration Token, the corresponding card expires
 - i. Same colored Expiration Tokens are removed from the board
 - ii. If Event: Reaper Player draws a Reaper Card
 - iii. If Narrative: A decision must be made
 - iv. The expiring card is discarded
4. Reaper Player takes their Turn
 - May play any Reaper Cards at any point during their turn see **Reaper Cards** p.8
5. Move the Crucible's Token forward once for every Tech present in a Research Base (Max of 2 for every Research Base)
 - Upon reaching 100, 150, 250 for 4, 5, 6 players, the Crucible has been completely researched, and the Non-Reaper Players win.
 - i. The winning player is the one with the most victory points

Turn Overview:

1. Action Phase
 - You may move and/or take an action with all of your units.
 - Movement and actions may take place in any order
 - i. Every Unit may move one hex per turn
 - ii. Available Actions depend on the Unit type see **Unit Types** p.7
2. Spawn Phase
 - You may spawn 1 unit for each of your spawn points: see **Spawning Units** p.6
 - i. Non-Reaper: Home Planets, and Forward Operating Bases
 - ii. Reaper: Ships that did not move in the Action Phase

If you resolve an Event during your turn

see **Event Cards** p.9

1. Notify the other Players
2. Follow the Event Card's instructions
3. Keep the Event Card and remove associated Expiration Tokens from the board

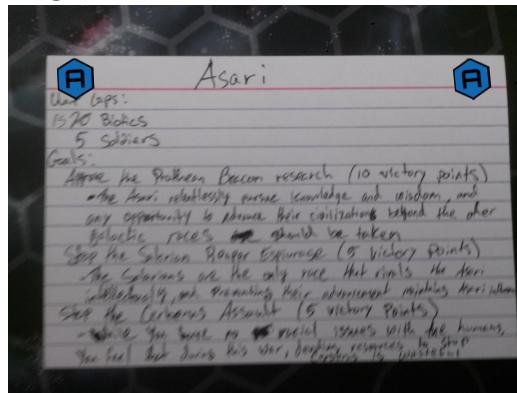
COMPONENTS AND RULES

Race Cards:

Each Race has a specialized card informing the player of their motives, unit caps, and Narrative Card based victory points.

Unit caps specify the total number of units that a Race may willingly spawn.

- Reapers have no unit caps.
- If a unit type is not given a cap, then it is assumed to be 0.
- You may have more units than this cap allows through the results of Event and Narrative cards, and the caps may be changed based on them as well.



Narrative Card based victory points are noted - you should vote so that these are achieved, as long as you can still defeat the Reapers.

Each Race has an icon used on their Narrative card and wherever else they are referenced.



Spawning Units:

Units are spawned after movements and actions are taken every turn. Newly spawned units may not take part in the Action phase until the next turn.

- Spawns units may be placed at the spawn point, or adjacent hexes
- You may only spawn units up to your Race's cap for each unit type



The Human player has spawned 6 units.
To the right, and upper right of his home base

COMPONENTS AND RULES

Unit Types:

Non-Reaper:

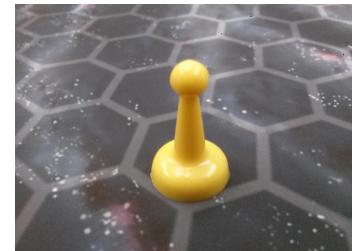
Soldier: The warriors of the galaxy - Combat is their only option.



Attack

- Targets a single Reaper Unit on the same hex
- The target is removed from the board
 - If the target was under the effects of Stasis from a Biotic, then the attacking Soldier survives
 - Otherwise, the Soldier is removed from the board

Biotic: Beings with special abilities - Provide assistance and protection to Soldiers. The only way to efficiently defend against Reaper Units.



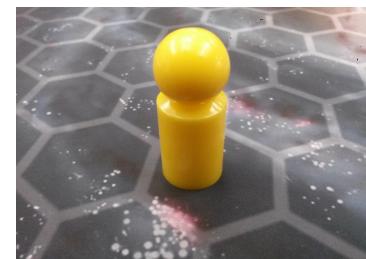
Stasis

- Targets 1 to 3 Reaper Units on the same hex
- Freezes all targets in place, which are then unable to move or use any action
 - Lasts until the biotic is killed, or moves from the tile

Tech: Sciency guys - Necessary to research the Crucible, but also useful in a strong military. Up to two at each research base count towards research at the end of every round.

Construct Research Base

- Targets a planet without a Research Base on the same hex
 - May NOT target a Home Planet
- Tech sacrifices itself, and becomes a Research Base



Plant Bomb

- Targets a Reaper Ship on the same hex
- The Tech may not move from the hex
- If on the next turn the Tech has not been killed, the Reaper Ship is destroyed, along with the Tech
- If the Reaper Ship moves before the next turn, the tech moves with it

COMPONENTS AND RULES

Unit Types:

Reaper:

Reaper Ship: Massive beings, the Reapers themselves - Aim to destroy organic life. Act as spawn points for the Reaper player, unless they move during the turn.



Capture Planet

- Targets a Home Planet on the same hex
- A captured Home Planet may not be used as a spawn point until it is captured back
 - Captured back when the original owner has a Unit on the hex with no enemies
- Once all home planets have been captured, the Reapers win the game.

Reaper Unit: Weak creatures created by Reaper Ships - The unyielding front line.

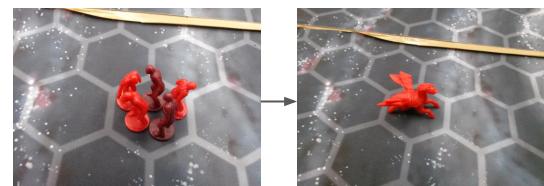
Attack

- Targets the strongest Non-Reaper unit on a hex
- Initiates combat with the units in this order:
 - Soldier: Both are removed from the board
 - Biotic: Biotic is removed; Reaper Unit survives
 - Research/Forward Operating Base: All bases are removed, Reaper Unit survives
 - Tech: Tech is removed; Reaper Unit survives



Merge

- Takes 5 Reaper Units on the same planet
- Only one Reaper Unit must take the action
- All are converted into a single Reaper Ship on the same hex
 - Must wait until the next turn to move or spawn



Reaper Cards:

The Reaper player starts with 3 Reaper Cards, and receives one for every Event Card that expires. These cards provide an advantage to the Reaper. Some are more conditional than others, and it is often best to save them for the most strategic time.

Reaper Cards may be played any time on the Reaper player's turn.

COMPONENTS AND RULES

Event Cards:

Event cards are drawn every turn, until 4 are active.

After drawing, they are put into play by:

1. Associating a colored Expiration Token and corresponding spot on the event mat
2. Placing an Expiration Token the number of spaces ahead of the Normandy as shown at the bottom of the card
3. Placing an Expiration Token at a planet or the location specified on the card
 - If the card says: "Type: Planet", the planet is decided with a roll of a d12, with the planet bearing the rolled number being used
4. If the event is Instant, immediately resolve it, and discard it

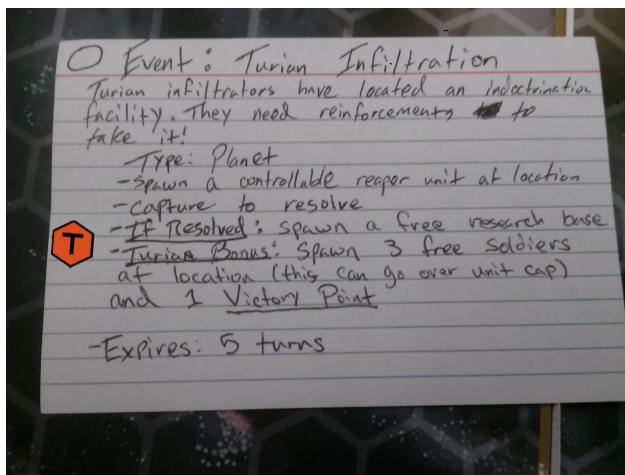
Resolving an Event Card allows the player who did so to reap its benefits. Some benefits are given only if the listed Race is the one who resolves it (if so, it will be accompanied by that Race's icon).

- The Reaper player may only resolve the card if it is explicitly stated they can

If an Event Card is not resolved by the time it expires, the Reaper player draws a Reaper Card.

Event Card Terminology:

- Capture: A player has captured a hex when that hex has a unit of their race present, and no enemies
- Occupy: A player has occupied a hex when they have a unit of their race present
- Sacrifice: A player with the necessary units occupying the events hex may sacrifice them, removing them from the board, and resolving the card. If the card does not take place on a hex, units may be sacrificed from anywhere.



If the Turian player resolves this, they receive a Research base at the Planet it was resolved, along with 3 free soldiers, and an additional Victory Point. On the right, Expiration Tokens have been placed.

COMPONENTS AND RULES

Narrative Cards:

After drawing, they are put into play by:

1. Associating a colored Expiration Token and corresponding spot on the event mat
2. Placing an Expiration Token 5 places ahead of the Normandy

Upon being landed on by the Normandy, the card must be resolved by a vote among the Non-Reaper players

- Majority Rules
- Ties are broken by the Reaper Player

Once a Narrative Card is resolved, a set of Conditional Event Cards are added to the Event Cards. These cards bear the Race Icon associated with that Narrative card, and a marking showing when they are added.

- If the Narrative Cards vote passes, add the Event Cards with checks
- If the Narrative Cards vote fails, add the Event Cards with x's

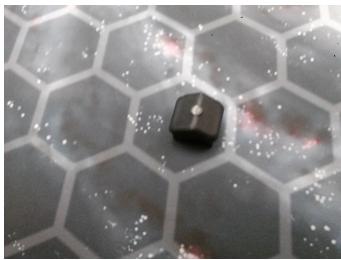
Research Bases:

Research bases may be built on planets, either by Techs or from the result of cards. Multiple Research Bases may be made on a single planet only through event cards.

Research Bases are used at the end of a round, when up to 2 techs per base residing on the same hex are counted towards the Crucible's research.

Research Bases are not owned by anyone, and may be used by any race.

Research Bases are weak points. Any Techs residing on one that is destroyed, are killed with it.



Research Base (left)
and
Forward Operating Base (right)



Forward Operating Bases:

Forward Operating Bases function as additional spawn points for Non-Reapers. They may only be built as the result of cards.

Forward Operating Bases are weak points. Any Techs residing on one that is destroyed, are killed with it.

SHORT RULES

Round:

1. Draw an Event card
2. Non-Reaper Players' simultaneous Turns
3. Move Normandy
 - If Event resolves, Reaper player draws a Reaper Card
 - If Narrative Card resolves, vote with Reaper as tie breaker
4. Reaper Player's Turn
 - If all Home Planets captured, Reaper Player wins
5. Increase Crucible Research: 1 for each Tech in a Research Base, up to 2 in each Research Base
 - If it reaches 100/150/200 (4/5/6 players), the Reaper player loses
 - i. The player with the most Victory Points is the winner

Turn:

1. Action Phase
 - Soldiers: Kill Reaper Units (1 for 1 unless Reaper Unit in stasis)
 - Biotics: Hold 1 - 3 Reaper Units in stasis
 - Techs: Create Research Base, or Plant Bomb on Reaper Ship
 - Reaper Ships: Capture Home Planets
 - Reaper Units: Kill Non-Reaper Units
2. Spawn Phase