

GAME RULES

# VILLAINS

A VISITOR'S GUIDE  
TO THE CITY

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# INTRODUCTION

Greetings fellow human, and welcome to our fair city!

You have shown fine taste by choosing to visit our proud little corner of the world, and great wisdom by purchasing this visitor's guide.

This guide will walk you through some of the popular tourist hotspots of The City, as well as offer you an overview of the notable locals, and the unique cultures you are likely to encounter during your visit.

Have fun, relax, and I hope you survive enjoy your stay!

This guide book is divided into two three sections:

## AREAS OF THE CITY

In this section we will go over each area in Area Order, starting with The Capitol moving to The Sewers and then traveling clockwise around the game board.

For each area we will give a detailed overview of both the **control ability** and then **skill ability** of that area, and answer any frequently asked questions.

## FACtIONS OF VILLAINS

In this section we will go over each faction that populates The City. For each of these factions we will present their component mix, and give a detailed overview of their **passive ability**, faction **action token**, and faction **champion**, again answering any frequently asked questions.

## ACTION CARDS

Finally there will be a short section offering clarifications on some of the more potentially confusing action cards, while this section is not a comprehensive account of all the action cards in the deck, it will hopefully stop a few fights before they happen.

## ONE LAST NOTE...

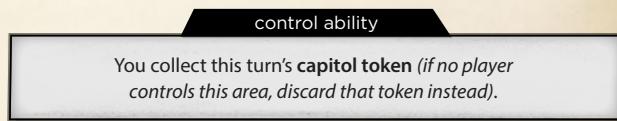
You may notice that the colors and flavor of each faction often correspond to an area of the city, let us assure you this is purely a coincidence, and absolutely no noteworthy synergies should be expected between a faction and their matching areas... ahem...

Righty oh, on we go then...

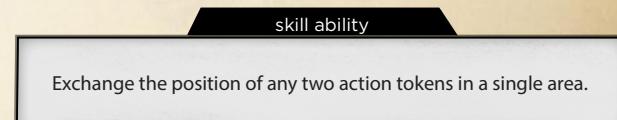
# THE CAPITOL



- The Capitol is the only area with **six action token spaces**. This does not change when combat markers are placed here (in a four player game a combat marker is placed once the 4th spot is filled, and in a five player game when the 5th spot is filled).
- The Capitol is also the only area **adjacent to all other areas**.



- Collecting a **capitol token** immediately grants that player the number of **area points** printed on the back of that token.
- Capitol tokens** are labeled 1-4, representing each turn of the game, players may only collect the token matching the current turn number. Note: having the **single highest** numbered capitol token serves as the game's tiebreaker.
- During the **Determine Control Step** if no player controls The Capitol **discard** the token that matches the turn number.



- The exchanged tokens may belong to the same player, or different players, and may be revealed or unrevealed (or a mix).
- Only the two tokens what were exchanged will change position, any other tokens in the area will stay in place.
- This effect may cause unrevealed action tokens to be placed before revealed tokens, any tokens now placed behind a un-revealed token become locked, even if they were not before.

# THE SEWERS



- This will increase most faction's deploy limit from 2 to 3.
- This ability will stack with any other effects that increase a player's deploy limit, such as the action card "**Go, Go, Go!**".

## skill ability

Choose one of your units, deploy a unit of that type to the same area without paying its unit cost.

- To resolve this ability choose any one of **your** units in play, then deploy a unit of that type without paying its unit cost into **the same area** as the chosen unit.
- The deployed unit may be from either your reserves, or you may re-deploy a unit already in play, so long as it matches the chosen unit's type. You can even use this ability to re-deploy the chosen unit (in case you want to heal a wounded unit, or abuse a powerful ability that triggers when a unit is deployed. I'm looking at you Dr. Tyrannosaurus).
- **Champion** is a unit type, so a player may use this ability on one of their champion units, normally this won't accomplish much since in the base game only the **Mutants** have multiple champions. But as pointed out above, there are some tricky use cases for re-deploying a unit back into the same area it started in.
- You do not have to pay the unit cost of the unit you deploy, but any additional costs for deploying a unit (such as the action card "**Police Payoff**") must still be paid.

# THE POLICE



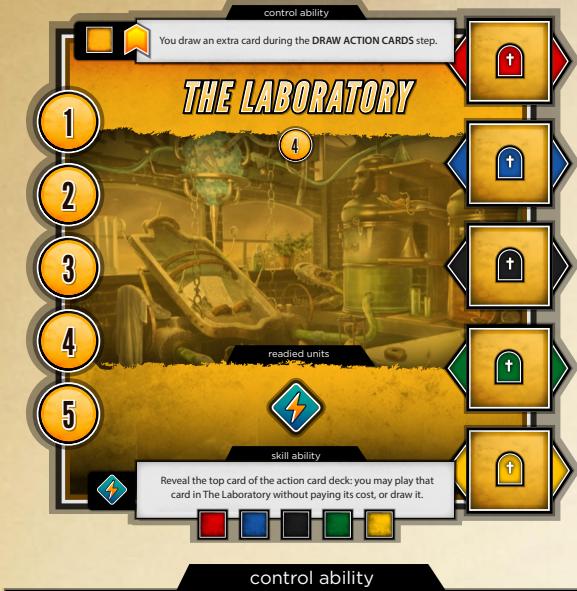
- This allows you to look at each enemy target, but only after picking your own.
- The only exception to this is the **Mafia** faction, who may look at each enemy target **before** choosing their own.
- This effect lasts as long as the player controls this area, and that player may re-check enemy targets as often as they like throughout the game turn. **No need to memorize things**.
- This information must be **kept secret** and may not be revealed or even hinted at to other players.

## skill ability

Make an attack with any one of your units.

- To resolve this ability choose any one of **your** units in play, then make an attack with that unit.
- The attacking unit rolls its usual number of combat dice, and gains any attack bonuses it is normally entitled to.
- This does not trigger a full combat, and no other attacks will take place as a result of this ability. Any casualties will be moved to the appropriate graveyard space, without a chance to counter attack.

# THE LABORATORY



You draw an extra card during the DRAW ACTION CARDS step.

- This will increase the number of action cards most factions draw from 3 to 4.
- This ability stacks with any other effects that allow you to draw extra cards during the **Draw Action Cards Step**.

#### skill ability

Reveal the top card of the action card deck: you may play that card in The Laboratory without paying its cost, or draw it.

- After activating this ability first reveal the top card of the action card deck to all players. Then choose to either:

Play that card in the Laboratory without paying its card cost - **or** - Keep that card for later by drawing it in your hand.

- If you choose to play that card then resolve it just as if you had activated a **card token** in The Laboratory (except without paying its card cost).
- If it is a **local** card, it will only affect the Laboratory, if it is a **global** card it will affect the rest of the board as normal.

# THE FACTORY



Your units gain +2 to their attack rolls.

- This ability only affects attacks made by your units, attacks granted by action cards such as "**Public Backlash**" (or other sources) will not enjoy this benefit.
- However this ability **does** affect any attacks your units make **outside of combat**, such as the skill ability of The Police.
- This ability will not allow a unit without an attack value, such as most faction's basic **patsies**, to attack.
- This ability stacks with any other effects that grant your units bonuses to their attacks, such as the action card "**Military Cache**".

#### skill ability

Start a battle in any area where you have a unit.

- While you must have a unit in the chosen area to start a battle there, your unit does not need to be able to attack in that battle. So having a **patsy** in an area with another player's units will allow you to choose that area as the target of this ability.

# THE BANK



- This ability means **control of The Bank is worth two resources**, instead of the normal one resource that all other areas provide.
- This ability only grants you **one additional resource for controlling the bank**, not one extra resource for each area you control.

skill ability

Gain 📦📦.

- To activate this ability simply take two resource cubes from the supply and place them on the icon banner of your faction sheet.

# THE UNIVERSITY



- Control of the University grants all of your **patsies** the **skilled** ability.
- This means those units will become readied during the **Ready Skilled Units Step**. They may then be exhausted during the **Take Actions Step** to activate an area's **skill ability**.
- If a player loses control of The University then any patsies they have that are ready (i.e. in an area's **readied units zone**) are immediately exhausted.
- While this ability grants a players patsies the **skilled** ability it **does not** turn those patsies into **talents**. The patsies keep all their usual stats, and they don't count as talents for any plan objectives.
- Skilled patsies **earn 34% more income** on average than their unskilled counterparts. Stay in school kids!

skill ability

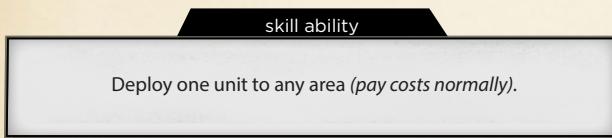
Look at each face-down action token in the area of your choice.

- This ability allows you to look at any unrevealed action tokens in a single area of your choice, however you may not reveal what those tokens are to any other players (including via hints).

# THE SUBWAY



- Control of The Subway grants a player more flexibility when activating a **move token**. Now that player may move units from any area in play, not just those that are adjacent to the area with the **move token**.
- This only affects your **move token**, if another game effect allows you to move units to or from specifically an adjacent area this won't allow that ability to ignore adjacency.

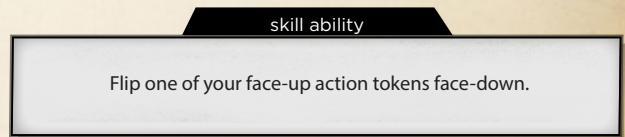


- This ability allows you to deploy **exactly one** unit of yours to **any one area** of the city (regardless of your deploy limit).
- You **must pay** the normal unit cost of the unit you deploy, and any additional costs for deploying a unit (such as the action card "**Police Payoff**") must still be paid.
- When you activate this ability you **must deploy a unit if able**, that unit may be deployed from your reserves or you may re-deploy one of your units already in play.

# THE CHURCH



- Control of the Church allows a player to complete any of their plan objectives **in any order**, instead of having to complete them from top to bottom on a given plan card.
- This ability takes effect immediately, and this area's controller may take advantage of it during the **Score Plans Step** the turn that they took control of the Church.
- Conversely controlling the church at the start of a given turn does not guarantee that player will be able to make use of this ability later during the **Score Plans Step** of that turn should they lose control of the Church.



- This ability allows a player to get a **second use** out of one of their action tokens. To resolve this ability choose any token in play you have already successfully activated this turn and flip it face down.
- This may cause tokens behind the chosen token to **become locked**, even if they were previously able to be revealed.
- If you are unable (or unwilling) to activate the chosen token a second time **it must be discarded**, even though it had been successfully activated once this turn.
- If you flip a **refunded** token face down **you will gain another resource** the second time it is revealed, cha ching!

**THE MUTANTS**

# THE UNDERCITY AWAKENS

captured enemy markers

ENERGY	CARD	AP	AP
1 AP	1 AP	1 AP	2 AP
1	2	3	4

energy

0 1 2 3 4 5 6 7 8 9 10

passive ability

**ENDLESS ABOMINATIONS**: You have six MOTHER OOZE champions.

**action token** **REFUNDED: GAIN** **WHEN REVEALED**

**BIMOMRPH**: The player of your choice must sacrifice a patsy in this area (*if able*). If a patsy is sacrificed in this way you may deploy a Mother Ooze to this area without paying its unit cost.

discard this token if no patsy is sacrificed when activating it

**champions**

## MOTHER OOZE

cost attacks influence toughness

Heal each of your wounded Mother Oozes at the start of the DETERMINE CONTROL step (*flip them face up*). In each area where you heal one or more Mother Oozes in this way you may deploy a Mother Ooze for free.

## PLAN FOCUS:

Have many units in play.

Each of your plan cards will have at least one objective requiring you to have a large number of units in play, to help with this you have a substantially larger unit mix than most factions.

passive ability

- You may choose yourself and sacrifice one of your own paties to this ability, effectively upgrading it into a Mother Ooze.
- If the chosen player has no patsies to sacrifice in this area this token is discarded without effect. Conversely if a player does sacrifice a patsy you are not required to actually deploy a Mother Ooze to this area if you don't want to, as it is a "may" ability.



- While you don't need to pay the unit cost for the Mother Ooze you deploy using this ability, any additional costs for deploying a unit (such as the action card "**Police Payoff**") must still be paid.
- A Mother Ooze you deploy with this ability may come from your reserves, or be re-deployed from play. Including re-deploying one already in this area if you just want to heal a wounded Ooze.
- This token is **refunded**, it grants you one resource when it is revealed, even if you are unable or unwilling to activate it.

**champions**

## MOTHER OOZE

cost attacks influence toughness

Heal each of your wounded Mother Oozes at the start of the DETERMINE CONTROL step (*flip them face up*). In each area where you heal one or more Mother Oozes in this way you may deploy a Mother Ooze for free.

- Mother Oozes have the **toughness** ability, meaning they survive the first hit assigned to them (*flip them to their wounded side*).
- Mother Oozes are the only units with toughness that heal themselves at the end of each turn, other wounded units must be re-deployed in order to be healed.
- In each area that you heal one or more Mother Oozes in this way you may deploy a Mother Ooze to that area without paying its unit cost. If you heal more than one Mother Ooze **in the same area** you may only deploy a single free Mother Ooze to that area, but if you heal multiple Mother Oozes **in different areas** you may deploy a free Ooze to each of those areas.
- This deploy ability doesn't trigger if you heal a Mother Ooze the normal way by re-deploying it, or if no Mother Oozes were actually wounded going into the **Cleanup Step**.
- You don't need to pay the unit cost for the Mother Ooze you deploy using this ability, any additional costs for deploying a unit (such as the action card "**Police Payoff**") must still be paid.
- Units that are deployed during the **Cleanup Step** will not count towards any plan objectives, as the **Score Plans Step** has already passed.

**THE MAFIA**

# LA COSA NOSTRA

captured enemy markers

ENERGY: +1 ENERGY (1 AP)

CARD: +1 CARD (1 AP)

AP: 1 AP (2 AP)

AP: 1 AP (3 AP)

AP: 1 AP (4 AP)

energy: 0 1 2 3 4 5 6 7 8 9 10

passive ability: INSIDE JOB: Before selecting your TARGET each turn you may look at one enemy TARGET of your choice. If you control the POLICE you may instead look at each enemy TARGET before choosing your own.

action token: HITMAN: Deal a hit to a basic enemy unit of your choice in this area. REFUNDED: GAIN WHEN REVEALED

HITMAN: Deal a hit to a basic enemy unit of your choice in this area. discard this token if you cannot deal a hit when activating it

champion: THE FIXER

cost: 0 attack: 5 influence: 2 skilled: 1

Deploying The Fixer doesn't count against your deploy limit. When you deploy The Fixer you may immediately ready him.

## PLAN FOCUS:

### Infiltrate enemy targets.

Each of your plan cards will have at least one objective requiring you to control, exterminate, or simply populate areas that were chosen as **targets** by your opponents.

#### passive ability

INSIDE JOB: Before selecting your TARGET each turn you may look at one enemy TARGET of your choice. If you control the POLICE you may instead look at each enemy TARGET before choosing your own.

- You always place your **target** last, after all other players have selected theirs.
- If you control The Police you may look at **all enemy targets** before selecting your own, otherwise you may only look at **one enemy target** (of your choice).
- This overrides the usual Police ability, which normally requires you to select your target before looking at any enemy targets.
- You may not reveal** any enemy targets to other players, this includes even hinting at their target locations.



action token: HITMAN: Deal a hit to a basic enemy unit of your choice in this area. REFUNDED: GAIN WHEN REVEALED



HITMAN: Deal a hit to a basic enemy unit of your choice in this area.

discard this token if you cannot deal a hit when activating it

- When you activate this token you must assign one hit to a basic enemy unit of your choice in this area, this will kill any unit without the **toughness** ability.
- Champions** are not basic units, and may not be chosen as the victim of this effect.
- If there are no basic enemy units in this area then this token **can not be activated** and must be discarded.
- This token is **refunded**, it grants you one resource when you reveal it, even if you are unable or unwilling to activate it.

**champion**

# THE FIXER

cost: 0 attack: 5 influence: 2 skilled: 1

Deploying The Fixer doesn't count against your deploy limit. When you deploy The Fixer you may immediately ready him.

- The Fixer is **skilled**, he will be readied during the Ready Skilled Units Step and may be exhausted to activate an area's skill ability.
- While The Fixer is **skilled** he does not have the **talent** unit type, for effects like the action card "**Slip in the Back**".
- Unlike other skilled units The Fixer becomes readied any time he is deployed, place him directly into the **readied units zone** of any area where he is deployed to.
- This ability **does not** allow you to activate an area skill ability that you have already activated this turn.
- The Fixer is only readied when he is deployed, and he will not become readied if he is moved, such as with a **move token**.

**THE SCIENTISTS**

## THE UNION OF MAD SCIENCE

captured enemy markers

+1 ENERGY	+1 CARD	1 AP	2 AP
1	2	3	4

energy

0	1	2	3	4	5	6	7	8	9	10
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passive ability

**RESEARCH :** Draw 4 cards during the DRAW ACTION CARDS step (instead of 3).

action token

Mr FUSION : Treat as a basic CARD token in every way, except that you may play any number of action cards upon activation. For plan purposes track the number of action cards played with Mr. Fusion each turn below.

discard this token if no action cards are played when activating it

0-3	4+	6+	9+

champion

### Dr. TYRANOSAURUS

cost attack influence toughness

Whenever Dr Tyrannosaurus attacks draw an action card.  
Whenever Dr. Tyrannosaurus is deployed combat is immediately initiated in that area (if able).

## PLAN FOCUS:

Play many action cards.

Each of your plan cards will have at least one objective requiring you to play (or have in hand) multiple action cards.

passive ability

**RESEARCH :** Draw 4 cards during the DRAW ACTION CARDS step (instead of 3).

- This ability stacks with others that grant additional card draws.

action token

Mr FUSION : Treat as a basic CARD token in every way, except that you may play any number of action cards upon activation. For plan purposes track the number of action cards played with Mr. Fusion each turn below.

discard this token if no action cards are played when activating it

0-3	4+	6+	9+

- This token counts as a **card token** for any game effect that cares about card tokens, such as the action card “**Display of Brilliance**”, or plan objectives like “**CARD tokens in 4 areas**”.
- Unlike other card tokens, you are not limited to playing a single action card, instead you may play any number of action cards by activating this token (pay their card costs normally).

**COMPONENT MIX**

x 3	x 4	x 6	x 4	x 1
x 3	x 4	x 1	x 1	x 1

- You must play action cards **one at a time**, and only after each card is fully resolved do you decide if you wish to continue playing additional action cards.
- If an action card you play would draw you additional action cards, such as with the card “**Stroke of Genius**”, then those newly drawn cards may be played during the same activation.
- After you have finished playing cards, place a player marker on the appropriate spot of the **fusion track** (below the action token ability) marking the number of cards you have played with Mr. Fusion this turn, discard that marker during the **Cleanup Step**.
- You must play at least one action card with this token to avoid discarding it.

champion

### Dr. TYRANOSAURUS

cost attack influence toughness

Whenever Dr Tyrannosaurus attacks draw an action card.  
Whenever Dr. Tyrannosaurus is deployed combat is immediately initiated in that area (if able).

- Dr. Tyrannosaurus has the **toughness** ability, meaning he survives the first hit he is assigned (flip him to his wounded side).
- Dr. Tyrannosaurus draws you a card each time he attacks, this includes when he makes attacks outside of combat such as with the **skill ability** of The Police.
- You draw a card each time Dr. Tyrannosaurus attacks, regardless of whether any of his attacks score any hits.
- Any time Dr. Tyrannosaurus is deployed a combat **must** take place in that area (if able), you may not decline to use this ability.
- This ability wont trigger when Dr. Tyrannosaurus is moved into an area, such as with a **move token**, only when he is deployed.
- You may re-deploy Dr. Tyrannosaurus to the area **he is already in** just to start a combat there (or to heal him), you must pay his full unit cost like normal.

**THE ROBOTS**

# RISE OF THE MACHINES

captured enemy markers

CARD & ENERGY	CARD & ENERGY	1 AP	2 AP
1AP	1AP	1 AP	2 AP
1	2	3	4

**KILLER** **FACTION**

energy

passive ability

**KILLBOTS**: Your basic units throw an extra combat die and have TOUGHNESS . Your GOONS and TALENTS cost an additional to deploy.

**action token**

**WILD**: Treat your WILDS as any basic action token when revealed. (after this token has been resolved it reverts back to being WILD)

these tokens follow the same discard rule as the chosen basic token

**champion**

## BULLY G.O.A.T.

cost attacks influence toughness skilled

After you activate a skill ability by exhausting this unit: BULLY G.O.A.T. makes an attack in an adjacent area.

## PLAN FOCUS:

Exterminate areas.

Each of your plan cards will have at least one objective requiring you to **exterminate** one or more areas. To **exterminate** an area you need to be the only player with units there (with a minimum of one), and to have killed at least one enemy unit there this turn.

### Control Marker Rewards

You gain unusually large rewards for the first two control markers you claim. Most factions gain +1 energy for the first, and +1 action card for the second. You gain +1 card & energy for both.

passive ability

- Your units all have the **toughness** ability, meaning they survive the first hit they are assigned (flip them to their wounded side).
- Your basic units each **throw one more dice** than usual, this additional attack is reflected on the icons printed on their tokens.
- Your goons cost , and your talents cost to deploy, your moles however cost the normal to deploy.
- You have no patsies in your unit mix**, all robot life is precious.

**COMPONENT MIX**

<b>GOON</b>	<b>MOLE</b>	<b>TALENT</b>	<b>GOAT</b>
x 5	x 5	x 3	x 1

<b>DEPLOY</b>	<b>CARD</b>	<b>WILD</b>
x 2	x 2	x 4

**action token**

**WILD**: Treat your WILDS as any basic action token when revealed. (after this token has been resolved it reverts back to being WILD)

these tokens follow the same discard rule as the chosen basic token

- When you reveal a wild token you may choose to play it as if it was any basic token (**card**, **deploy**, **move**, or **battle**).
- If you choose for a wild token to behave as a battle token it will be refunded, and grant you one resource when revealed.
- Once their action has been resolved, wild tokens stop behaving like any other token type. This means a wild token will not count towards action cards like “**Display of Brilliance**”, or “**March the Streets**” even if it was activated as a card or deploy token.

**champion**

## BULLY G.O.A.T.

cost attacks influence toughness skilled

After you activate a skill ability by exhausting this unit: BULLY G.O.A.T. makes an attack in an adjacent area.

- Bully G.O.A.T. is **skilled**, it is readied during the Ready Skilled Units Step and may be exhausted to activate an area's skill ability.
- While Bully G.O.A.T. is **skilled** it does not have the **talent** unit type, for effects like the action card “**Slip in the Back**”.
- If Bully G.O.A.T. is **exhausted** to activate an area's skill ability it will get to make a special attack in an adjacent area, you must fully resolve the skill ability before making this attack.
- This special attack functions much like a regular attack, except you **must** choose to resolve it in an area **adjacent** to Bully G.O.A.T., Bully G.O.A.T. may not attack in its own area this way.
- Any attack bonuses or extra dice granted to Bully G.O.A.T. by action cards or abilities **will also** apply to this special attack.
- No other combat will take place in the area targeted by Bully G.O.A.T.'s special attack, nor will any killed units get to retaliate.

**THE BANKERS**

# OMNI FINANCIAL GROUP

captured enemy markers

<b>ENERGY</b>	<b>CARD</b>	<b>AP</b>	<b>AP</b>
+1 ENERGY	+1 CARD	1 AP	2 AP
1	2	3	4

energy

0	1	2	3	4	5	6	7	8	9	10
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passive ability

**THE RICH GET RICHER:** At the start of each turn you gain

action token

**CREDIT FREEZE:** Opponents must pay each time they reveal an action token in this area in order to activate that token.

you are never forced to discard this token when activating it

champion

## THE GNOME OF ZÜRICH

cost attack influence

When one of your units in this area is assigned a hit you may pay to prevent it.

When The Gnome of Zurich rolls a hit in combat gain .

## PLAN FOCUS:

Control many areas.

Each of your plan cards will have at least one objective requiring you to control many areas.

passive ability

**THE RICH GET RICHER:** At the start of each turn you gain

- Your gain two bonus resources at the start of each turn, this includes the first turn.

action token

**CREDIT FREEZE:** Opponents must pay each time they reveal an action token in this area in order to activate that token.

you are never forced to discard this token when activating it

- Once this token is activated, each opponent must pay to activate a token in this area, this is in addition to any other costs associated with activating that token.
- If an enemy player is unwilling or unable to pay this cost, then that token must be discarded without effect.
- If an opponent has multiple tokens in this area, then this cost will apply to each token an opponent would activate here.

**COMPONENT MIX**

x 7	x 7	x 4	x 3	x 1

x 3	x 3	x 1	x 1	x 1

- This cost still applies even if an effect would cause an enemy token to be placed face-down on a lower numbered token spot than an activated Credit Freeze (such as an earlier token being flipped face-down by the skill ability of the church).
- This token may be activated and kept in play even if there are no enemy tokens in the area to be affected by its ability.

champion

## THE GNOME OF ZÜRICH

cost attack influence

When one of your units in this area is assigned a hit you may pay to prevent it.

When The Gnome of Zurich rolls a hit in combat gain .

- When a hit is assigned to **any of your units** in the same area as the Gnome of Zurich (including the Gnome himself) you may pay a cost of to cancel that hit with no effect.
- This includes hits assigned to your units from special abilities like the Mafia's **hitman** action token.
- This ability has no effect when you are forced to **sacrifice** a unit.
- The Gnome of Zurich gains you a resource each time he rolls a hit when attacking, this includes when he makes attacks outside of combat such as with the **skill ability** of The Police.
- If Gnome of Zurich is granted additional attack dice, such as with the action card "**Massacre**", you will gain a resource for each of those dice that roll a hit when he attacks.
- Wow, the Gnome of Zurich has a whopping four influence!

**THE COMMUNISTS**

## THE NEW COLLECTIVE

captured enemy markers

+1 ENERGY	+1 CARD	+1 AP	+2 AP
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>

energy

0	1	2	3	4	5	6	7	8	9	10
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passive ability

**PEOPLE'S ARMY :** Your PATSIES have an attack of **9**. When you activate a DEPLOY token you may deploy one additional PATSY to that area (this doesn't count against your deploy limit).

action token **REFUNDED: GAIN** WHEN REVEALED

**RISE UP :** Your PATSIES in this area each produce

you are never forced to discard this token when activating it

champion **COMMISSAR PAPOVA**

cost **1** attack **5** influence skilled

After you activate a skill ability by exhausting this unit: move up to 3 of your units to this area from any areas, then each of your patsies here attack with +2 to their rolls.

## PLAN FOCUS:

High influence in areas.

Each of your plan cards will have at least one objective requiring you to have a large amount of influence in one or more areas.

passive ability

**PEOPLE'S ARMY :** Your PATSIES have an attack of **9**. When you activate a DEPLOY token you may deploy one additional PATSY to that area (this doesn't count against your deploy limit).

- This effectively grants you one additional deploy limit, but that extra deploy limit may only be used to deploy a pasty.
- If any effect would increase the cost of deploying units, such as the action card "**Police Payoff**", that additional cost will apply to deploying patsies in this way.
- You have **twelve patsies** in your unit mix, which is like a lot, and they shoot! Yikes.

action token

**REFUNDED: GAIN** WHEN REVEALED

**RISE UP :** Your PATSIES in this area each produce

you are never forced to discard this token when activating it

**COMPONENT MIX**

x 4	x 4	x 2	x 12	x 1
-----	-----	-----	------	-----

x 3	x 3	x 1	x 1	x 1
-----	-----	-----	-----	-----

- Once this token is activated your patsies in this area each produce one influence.
- This only applies as long as those patsies are in this area, if any patsies ever leave this area then this ability will no longer apply.
- Conversely any of your patsies that would enter this area after the token was activated will produce influence.
- If an effect prevents units from producing influence in this area, such as the action card "**Stand Down**", then your patsies will not produce any influence here.
- This token may be activated even if you have no patsies in the area, you are not forced to discard it even if it has no effect.

champion **COMMISSAR PAPOVA**

cost **1** attack **5** influence skilled

After you activate a skill ability by exhausting this unit: move up to 3 of your units to this area from any areas, then each of your patsies here attack with +2 to their rolls.

- Commissar Papova is **skilled**, she is readied during the Ready Skilled Units Step and may be exhausted to activate a skill ability. She does not have the **talent** unit type, for effects like the action card "**Slip in the Back**".
- If Commissar Papova is **exhausted** to activate an area's skill ability you may move up to 3 units to her area, then attack with your patsies there, you must fully resolve the skill ability first.
- After fully resolving that skill ability you may move up to three of your units to this area. This ability is optional, and is not limited by adjacency.
- After optionally moving your units, any of your patsies in this area each attack, and they get +2 to these attack rolls. These attacks are not optional, but they may target different players.
- Cards or abilities that modify your patsies attacks will also apply to these attacks.

**THE ALIENS**

## THE CENTARI INVASION

captured enemy markers

1 ENERGY	+ CARD	1 ENERGY	+ CARD	1 PP	1 PP
1 AP	1 AP	1 AP	1 AP	1 AP	1 AP
1	2	3	4	5	6

energy

0	1	2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	---	---	----	----

passive ability

**TELEPORTERS :** Cards and abilities can't prevent your units from entering or leaving areas.

action token

 **INVADE :** Treat this as a basic **DEPLOY** token in every way, except that you have no deploy limit for this action.

discard this token if no units are deployed when activating it

champion

## KAU THE OMNIPOTENT

cost  attack  influence  toughness 

Enemy champions may not be moved or deployed into the same area as Kau the Omnipotent.

## PLAN FOCUS:

### Possess enemy markers.

Each of your plan cards will have at least one objective requiring you to possess one or more **enemy markers** (enemy markers are claimed when you take control of an area belonging to an enemy).



- You may claim six enemy markers, instead of the usual three. This means you can gain more energy, cards, and area points from collecting enemy markers than other factions.

passive ability

**TELEPORTERS :** Cards and abilities can't prevent your units from entering or leaving areas.

- This effect allows you to ignore any action cards or special abilities that would restrict your unit's movement. This includes allowing you to completely ignore payment based effects like the action card "**Police Payoff**" or static abilities like "**Trapped Like Rats**".

**COMPONENT MIX**

 x 3	 x 8	 x 3	 x 3	 x 1
 x 1	 x 3	 x 2	 x 1	 x 1

action token

 **INVADE :** Treat this as a basic **DEPLOY** token in every way, except that you have no deploy limit for this action.

discard this token if no units are deployed when activating it

- This token counts as a **deploy token** for any effect that cares about deploy tokens, such as the card "**March the Streets**".
- This token functions identically to a basic deploy token when activated except you have no **deploy limit** for this action, instead of the default deploy limit of 2, allowing you to deploy as many units as you can afford to pay for.
- You must deploy at least one unit when activating this token to avoid having to discard it.

champion

## KAU THE OMNIPOTENT

cost  attack  influence  toughness 

Enemy champions may not be moved or deployed into the same area as Kau the Omnipotent.

- Kau the Omnipotent has the **toughness** ability, meaning he survives the first hit he is assigned (flip him to his wounded side).
- Kau the Omnipotent stops champion units from enemy players from moving or deploying into Kau's area. This includes deploying them via action cards like "**Mobilize**" or the Subway's skill ability.
- Kau has an attack value of 1, which means under normal circumstances he can't miss when attacking.

**THE CULT**

# THE CHURCH OF DOOM

captured enemy markers

**KILLER FACTION**

<b>ENERGY</b>	<b>CARD</b>	<b>AP</b>	<b>AP</b>
+1 ENERGY	+1 CARD	1 AP	2 AP

**energy**

0	1	2	3	4	5
---	---	---	---	---	---

**passive abilities**

**MYSTIC CABAL:** Your action tokens are placed for free.

**DEATH CULT:** Your units don't produce 🌟, but you gain one 🌟 in each area for every enemy unit you've killed there, and your PATSIES have an attack of 7

**action token**

**SECRETIVE:** These tokens do nothing (remove them when revealed).

these tokens are always discarded when revealed

**champion**

## BASTA, ROBED IN NIGHT

**cost** 0

When Basta, Robed In Night leaves an area, a player of your choice must sacrifice a unit from the area that she left.  
Deploying Basta doesn't count against your deploy limit.



- If any effect would cause units to leave an area's graveyard (such as the action card "All Hallow's Eve") those unit will no longer generate influence for you.
- You have no **moles** in your units mix, but your **patsies** have an attack of 7, as reflected on your unit tokens.

## PLAN FOCUS:

Kill enemy units.

Each of your plan cards will have at least one objective requiring you to kill a large number of enemy units.

**passive abilities**

**MYSTIC CABAL:** Your action tokens are placed for free.

**DEATH CULT:** Your units don't produce 🌟, but you gain one 🌟 in each area for every enemy unit you've killed there, and your PATSIES have an attack of 7

**•** Unlike other factions you do not have to pay a cost of 1 to place an action token, this allows you to freely to play all of your tokens each turn.

**•** Your starting energy is a mere 4 to compensate for this ability.

- None of your units ever produce influence**, this is reflected in the lack of influence icons printed on your unit tokens.
- Instead you gain one influence for each unit you kill** in an area, to calculate this simply count the number of units you have placed on your graveyard space in a given area this turn.

**action token**

**SECRETIVE:** These tokens do nothing (remove them when revealed).

these tokens are always discarded when revealed

- Yup, these tokens can not be activated, they produce no influence, and they must be discarded after being revealed.
- But hey, they were free to place! I suppose if you are the tricky type you can try to use them to bluff your opponents.
- On second thought you can use them to fill up areas to ensure combat markers get placed in those areas, given that **you do not have a battle token** that might prove pretty important...

**champion**

## BASTA, ROBED IN NIGHT

**cost** 0

When Basta, Robed In Night leaves an area, a player of your choice must sacrifice a unit from the area that she left.  
Deploying Basta doesn't count against your deploy limit.

- When Basta, Robed in Night leaves an area (by being moved or re-deployed away from that area), you **must** choose an enemy player, that player sacrifices one of their units there if able.
- The selected enemy player **gets to choose** which of their units that they sacrifice, but they must sacrifice a unit located in the area that Basta just left, not in her destination or any other area.
- Basta **must actually enter a new area** for this ability to trigger, if you re-deploy her to the same area where she was already located then this ability will not trigger.
- The **toughness** ability will not prevent an enemy unit from being sacrificed.

# ACTION CARDS

This section offers clarifications for some of the game's action cards, this is far from a comprehensive list of the entire deck and its various interactions.

## All Hallow's Eve

**"Return up to four of your killed units to play (skilled units are exhausted, two sided units are placed face up.)"**

- Those units return to play in the area where they were killed.
- These units will no longer count as kills for plan purposes.
- This effect does not count as deploying those units, so this will not cause any effect that triggers when a unit is deployed, (like **Dr. Tyrannosaurus** starting combat), and is not affected by action cards that tax deploys like **Police Payoff**.

## Benevolent A.I.

**"Draw an action card, you may play an additional card when activating your CARD tokens"**

- The ability to play an additional action card with each CARD token takes effect immediately, allowing you to play an additional card with the same token you used to play the **Benevolent A.I.**

## Go With God (also Military Cache, Massacre, Total War)

**"Units attacking you suffer -2 to their attack rolls"**

- These cards only affect attacks made by units, and not attacks like the ones made by the action card **Public Backlash**.

## Blackstone Encryption

**"Choose any area where you have a unit: activate that area's skill ability as if you had a readied unit there."**

- This allows you to activate a skill ability in any area where you have a unit, even if that unit is neither skilled nor readied.
- Place one of your player markers on that area's skill ability track just as if you

activated that skill ability normally.

- This ability will not allow you to activate a skill ability that you have already activated this turn. Nothing can. And I mean nothing.

## Cease Fire

**"Units may not attack in this area."**

- This only prevents units from attacking, it does not affect attacks from action cards such as **Public Backlash**.
- This will prevent combat from taking place in this area, so effects that start combat may not be activated here, such as **battle tokens**, or the factory's skill.

## Chicago Airlift

**"You may move any of your units in play to this area."**

- This ability isn't limited to adjacent areas.

## Display of Brilliance (also March the Streets)

**"Your CARD tokens in this area each produce an additional 2 influence."**

- This effect adds two additional influence to the appropriate action tokens, making each of those tokens produce three total influence each, instead of their usual one.
- This effect only applies to tokens that have been activated and remain in play. If a token is discarded without being activated, or somehow removed later it will no longer produce additional influence.
- This ability does not affect **The Robot's WILD** tokens, even if they were activated as a token of the appropriate type.
- This ability does however affect **The Scientist's Mr. Fusion** token, as that token specifically says "*treat this token as a basic CARD token in every way, except...*".

## High Noon

**"Choose a basic unit in an enemy's reserves, and a unit of the same type from yours. Place both of those units in this area for free."**

- You may only select a unit type that both players have in their reserves.
- You must place both of those units when resolving this effect.
- "Placing" a unit in an area is not the same as deploying a unit, and will not be affected by cards like **Police Payoff**.

## Let God Sort Them Out

**"Each player must sacrifice a number of units equal to the number of areas they control."**

- The sacrificed units may come from any area, not just each area that player controls.
- The person who played this card must also sacrifice the appropriate units.

## Mobilize

**"Deploy two units to this area without paying their unit costs."**

- This effect allows a player to deploy units without paying their unit cost, but this deployment will still be affected by additional costs like the action card **Police Payoff**.

## Slip in The Back

**"Deploy a talent to this area without paying its unit cost, then ready that unit."**

- This effect allows a player to deploy a Talent unit without paying its unit cost, but this deployment will still be affected by additional costs like the action card **Police Payoff**.
- This ability only allows a player to deploy a Talent unit, you may not deploy any other skilled units, such as **The Fixer**, or **Bully G.O.A.T.**
- This will not allow a player to activate the same area skill ability more than once in a turn.

## Police Payoff

“Opponents must pay an additional **1** for each unit they deploy or move into this area.”

- This cost is in addition to any other costs, multiple copies of this card will stack.
- If an effect allows a player to deploy a unit without paying its unit cost they must still pay this additional cost.
- This cost must be paid for **each** unit an enemy player wishes to deploy or move into this area.
- **Police Payoff** has no effect on **The Aliens**, as their **Teleporters** ability negates it.

## Public Backlash (also Fish in a Barrel)

“Make 2 attacks at 5 in this area.”

- These attacks are not effected by any cards or abilities that modify the attacks of your units, like **Military Cache**, **Massacre**, **Go with God**, or the control ability of **The Factory**.
- Each attack must be resolved one at a time, and may target different players.
- You must target an enemy player with units in this area, if able. You may not decline to take any of these attacks.

## Trapped Like Rats

“Choose an opponent, they sacrifice a unit in this area. Units may not leave this area.”

- You must target an enemy player with units in this area, if able.
- The **Toughness** ability won’t prevent a sacrificed unit from being killed.
- No remaining units may leave this area this turn, this includes moving them via a MOVE token, re-deploying them, or placing those units somewhere else with a special ability.
- **Trapped Like Rats** has no effect on **The Aliens**, as their **Teleporters** ability negates it.

## Stand Down

“Units do not contribute influence in this area.”

- This will stop the Communist’s patsies from producing influence with the **Rise Up** action token.
- This **will not** prevent the Cult from gaining influence for each of their kills in an area.

## To the Death

“Start a battle in this area, then any player with surviving units may choose to repeat this effect (until no player wishes to continue).”

- If no battle may take place in this area (for example the only units remaining in the area have no attack values), then this effect comes to an end.
- As soon as one battle concludes any player with units in the area may instigate another battle, this continues until all players with units in the area agree to stop (or a battle can no longer take place in this area).
- At the conclusion of a battle any player may instigate an additional battle even if that player had previously voted against further battles. Sometimes the tides of war shift in your favor unexpectedly.

## Market Instability

“Each opponent must pay **1** able.”

- Any opponent who has either energy or resources left must pay this cost.
- Your opponents do not make this payment to you, instead they simply deduct the appropriate amount of energy or resources from their faction sheet.

## Blown Cover

“Start a battle in this area, all units roll at +4 for this battle. Gain 2 influence in this area.”

- You gain the two influence in this area even if no battle actually takes place.
- The +4 modifier stacks with any other modifiers, and includes enemy units.
- You don’t need to have any units in this area to trigger this battle, let them fight!

## Suitcase Nuke

“You may sacrifice a unit in this area to kill all other units, remove all action tokens, and discard the control marker from here.”

If you do, no player may control this area for the rest of the turn, and you have exterminated this area.”

- This card may not be selected as a target, if this card is revealed when placing the **neutral player marker**, draw a new card.
- If a player plays this card, but is unable or unwilling to sacrifice a unit in that area then the card will be discarded with no effect.
- This effect kills all units in that area (even if they have toughness), removes all action tokens (revealed and unrevealed), and removes the control marker.
- This area will be uncontrolled after this effect resolves (its previous owner no longer has that area’s control ability). No player may gain control of it for the rest of the turn, even if they manage to produce influence or place units there.
- Resolving this effect counts as exterminating this area even if that player kills no enemy units there.
- Boooooooooooooom!