Shadowy Cabal

# Basic Concept

Each player receives a random character card, with the objectives they need to complete in order to win the game.

Each player then receives a hand of X asset cards.

# Cabal Projects

**Title Assets Description**

Inflate Stocks 1,2,X

Fix Event 1,X

Suppress Ideas 5,X

Control Assets 1,4,X

# Assets

**Id # Title Description**

1 Man on the inside

22 2 Mass media

3 Fence

4 4 Arms dealer

5 Lobbyist

6 6 Educator

# Characters

**Title Description**

Mogul Controls the majority of the world's media companies, simultaneously allowing them to control what people know and how they should think.

Attorney Technically, not a member of the Cabal, but fortune and a deep understanding of human law has given them power over an ancient member. Their understanding of the law and how to bend it to fit their purposes helps protect their Cabal.

Cleric The Cleric holds sway over a large organised religion, able to use their power to influence millions of devout followers.

Politician Having built a network of influence within the political scene, both within and outwith their domestic arena, the politician is perfectly placed to act on behalf of the Cabal.

General

Scientist

Fraudster? Runs a series of confidence schemes/timeshares/pyramid schemes

Banker Runs a large conglomerate bank. Bankrolls the cabal

Human Trafficker

Tech Merchant

Law Enforcer

# Player Actions

**Action Description**

Discard an Objective Player can discard an un-started objective, replacing it with a new objective from the Objectives Stack.

Sell an asset Gain the monetary value indicated on the asset

Complete objective task Discard an asset named on an Objective card, paying the toll indicated on the objective.

Activate an asset What would this do?

# Money

Money can be amassed by completing objectives, (selling assets?, ?). You need money to use assets on objectives.

# Objectives

Objectives name a number of tasks that need to9 be completed before the objective can be declared complete. Any player with the required asset and funds can complete a task, placing a stakeholder token on the objective's task.

When an objective is completed, rewards are split between the stakeholders, and the objective goes into the accomplishments stack.