

Old London		Purebred		Setup Changes		Faction Abilities	
Round Sequence — 4 rounds							
1st Action phase — each player takes 1 turn a. Round 1 only: Deploy leader and 3 agents as evenly as possible in neutral refuge regions (≤ 2 units per region). C&A: Choose nemesis leader; place a Faction token on their Leader tile. b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things. c. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things. 2nd Action phase — each player takes 1 turn a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things. c. For each feat on your pad with ≥ 2 outpost cubes of that color beside it, flip it face up to unlock it. 3rd Action phase — each player takes 1 turn a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things. c. C&A: You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn. d. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) (Confrontation variant: Skip.) Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) Cleanup phase (Skip in Round 4) a. Return all candy played on cards to the candy dish. b. TC: Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display. c. Move all face-down cards from Action phases to recycle bin. d. Return all face-up cards from your Action phases to your hand. e. Advance the Round marker. f. V: Discard the 1-scrapper Vengeance card (if any). g. W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.				3. In each region with a Call token, place a barracks (equivalent to refuge); return the others to the box. 8. Use any Purebred drone. 9. You have your own exclusive Feat tokens. 11. In each column, place a face-down Order token on 1 of the Mission cards. 24. (C: Skip) You may rotate each barracks region however you like (T: the Thames must still flow under London Bridge).			
Leader		Boris		Alternate Leader		Achab	
Master of the Markets: If you buy when he's in an outpost region you control, for a market matching an outpost there, instead of buying, you can put 1 Energy Cell token from the supply on a Market card that doesn't already have one, to use the card immediately without taking it. The Energy Cell token stays on the card to go to whoever eventually buys it.							
Purebred Drone		[any]		Alternate Purebred Drone		Jaeger	
You can choose any Purebred drone.				Armed Guard: Move ≤ 2 regions, ignoring altitude and majority. Units can move with Jaeger and/or join Jaeger's move. In turn order, each opponent with scrappers in the final region or adjacent to it chooses 1 scrapper among those for Jaeger to Kill.			
Purebred Feat Tokens							
		Stock Warehouse: You have infinite resource storage. Only 10 count for Missions, but all of them count for final scoring.				Mechanical Arm: After activating a drone, Collect from its final region.	
		Drone Command: When you Buy a Drone card, immediately apply its effect.				Motivation: When you use submission , if there are no resources in the region, take 1 from 1 submissive faction.	
		Sewers: All regions with a neutral refuge and/or your barracks are considered adjacent.				Inspection: When someone else Builds a construction, you may teleport an agent from anywhere on the map to that region.	
		Bribe: When you Buy, you may pay 1 additional Technology token to take a candy of your choice.				Corruption: After you Collect, if you have more resources than anyone else, you may Enlist.	
Your agents = scrappers ; consider the terms synonymous.							

White Death	Psionics
Round Sequence — 4 rounds	
1st Action phase — each player takes 1 turn Round 1 only: Deploy the leader from Setup Step 11 in a neutral refuge region. C&A: Choose nemesis leader; place a Faction token on their Leader tile. - Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things. - Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things.	
2nd Action phase — each player takes 1 turn - Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things. - Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things. Resolve your feats in order, top to bottom.	
3rd Action phase — each player takes 1 turn - Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things. - Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things. C&A: You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn. - Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) (Confrontation variant: Skip.)	
Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.)	
Cleanup phase (Skip in Round 4) - Return all candy played on cards to the candy dish. TC: Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display. - Move all face-down cards from Action phases to recycle bin. - Return all face-up cards from your Action phases to your hand. - Advance the Round marker. V: Discard the 1-scrapper Vengeance card (if any). W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.	

Setup Changes
11. Each leader has their own exclusive missions. Pick a random leader. Shuffle each micro-deck of 3 cards. Reveal 2 cards for the chosen leader. 20. Put the Echo tokens on Psionic Presence (Leader) tile. 21. You have no scrappers besides your 5 leaders.
Leader Elle Psionic Pulse: She uses an Enlist action to place the weakest available Echo token on an echoless Purebred Drone card that is either in play, or in a market, or on an opponent's pad. Immediately use that drone as if it were yours. If it was a Market card, when it's bought, leave the Echo token on the board.
Leader Kar'Ra Phantom Soldiers: She uses an Enlist action to place the weakest available Echo token on her Leader tile. Each Echo token on her counts its value for majority. Fear Influence: She uses an Enlist action and spends an Echo token from her Leader tile to move all opposing units from her region to an adjacent region (in turn order from you, each opponent chooses their region; ignore majority).
Leader Keith Mind Control: He uses an Enlist action to make an opponent's unit (leader or scrapper) Move or Collect. +1 candy to each opponent mind-controlled ≥1 time during this Action phase.
Leader Vladimir Echo Manipulation: He uses an Enlist action to place the weakest available Echo token in his or an adjacent region.
Leader Willow Levitation: If he Moves alone, he can move from roof to ground without an elevator. Telekinesis: For each Enlist action, he can move an Echo token from an adjacent region. Teleport: He uses an Enlist action to Move one of your leaders (even himself) from his region to a region with either an Echo token or one of your leaders.
Purebred Drone — Psionics are not associated with a Purebred drone.

Faction Abilities
Your feats are always unlocked. Your feats: Mind Map: If you control an outpost region where you have a leader, place the weakest available Echo token there. Genius Loci: Choose 1 outpost color you control. For each outpost of that color you control, change all 1-Echo tokens on the map to 2-Echo tokens. Expand Your Mind: +3 supplies for each set of 3 different-colored outposts you control. Rise of Psionic Leaders: 1st Action phase: Deploy a new leader. Reveal 2 Mission cards for the new leader. <i>So, Round 1, you deploy a leader with everyone else, and then another.</i> Infamous: Your leaders Move ignoring the majority rule. You can't build constructions, so build actions go to waste. If you get a build candy, replace it and return it to the candy dish. Echo Power: Echo tokens count their value for majority. At the end of Round 2, remove all 1-Echo tokens from the game. At the end of Round 3, remove all 2-Echo tokens from the game. Personal Agenda: 3rd Action phase, mission: Complete 1 of your exclusive missions; however, you can only ever do 1 of each leader's 2.

White Death	Fauns	Setup Changes	Faction Abilities
Round Sequence — 4 rounds 		3. Remove a random Call token after placing them. Place Gaia's Idol in a neutral refuge region. 11. Lay out your Street Life Mission card face up. Shuffle the rest of your Mission deck. Lay out 4 of these face up near your pad; return the others to the box. These are your own exclusive missions. 16. Keep your Improved Faction cards near your pad, where you can peruse them at any time. 19. Place a den in each neutral refuge region. Keep the rest near your pad.	Gaia Messenger: You can only enlist in a region containing both Lilith and a den. Raid: Instead of buying, pay the card's cost to use the card immediately without taking it; flip it over. Nobody can buy it. In cleanup, put these cards in your recycle bin. For game effects, raiding counts as buying. Nature Communion: You can't build constructions, but your dens count as constructions. All den regions count as connected to each other.
1st Action phase — each player takes 1 turn a. Round 1 only: Deploy leader and 1 + Priority scrappers as evenly as possible in neutral refuge regions. C&A: Choose nemesis leader; place a Faction token on their Leader tile. b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things. c. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things.		Leader	Final Scoring
2nd Action phase — each player takes 1 turn a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things. c. For each color, if you control ≥ 2 outposts of that color, replace 1 of them with a den; return the outpost to the box, and keep its cube where you like in your growth grid. You may teleport Gaia's Idol there. You may replace one of your starting Faction cards (played or in your hand) with an Improved Faction card.		Lilith Gaia Messenger: If she ends her move in a region where she controls ≥ 1 outpost, you may build a den there. Purebred Drone — Fauns are not associated with a Purebred drone.	Unlocked feats: Instead, +1 supply per growth cube.
3rd Action phase — each player takes 1 turn a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things. c. C&A: You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn. d. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) (Confrontation variant: Skip.) Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) Cleanup phase (Skip in Round 4) a. Return all candy played on cards to the candy dish. b. TC: Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display. c. Move all face-down cards from Action phases to recycle bin. d. Return all face-up cards from your Action phases to your hand. e. Advance the Round marker. f. V: Discard the 1-scrapper Vengeance card (if any). g. W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.		Special Unit	
		Gaia's Idol Move ≤ 2 regions, ignoring majority, but not altitude; it can't use bridges or elevators. Its abilities are powered by the cubes in the Growth grid.	

White Death	Automa's Fauns	Setup Changes	Faction Abilities
Round Sequence — 4 rounds 1st Action phase — each player takes 1 turn a. A: If round number in next empty slot on Automa board ≤ this round, Automa plays a card there and does it. Repeat. 2nd Action phase — each player takes 1 turn a. A: If round number in next empty slot on Automa board ≤ this round, Automa plays a card there and does it. Repeat. 3rd Action phase — each player takes 1 turn a. A: If round number in next empty slot on Automa board ≤ this round, Automa plays a card there and does it. Repeat. Cleanup phase (Skip in Round 4) a. Return all candy played on cards to the candy dish. b. A: Move all of Automa's cards on the Market boards to recycle bin. Refill the Market boards. c. A: Shuffle Automa's played cards into Automa's deck. d. A: Each outpost Automa controls comes off the board and goes on Automa's board face down. If there was a den there, move it to a same-color outpost without one; if none remain... e. Advance the Round marker. f. V: Discard the 1-scrapper Vengeance card (if any). g. W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.		3. Remove a random Call token after placing them. Place Gaia's Idol in a neutral refuge region. 6. A: For each outpost color, place 1 den & 1 scrapper in a region with 1 random outpost of that color (max. 1 den per region). 14. A: Use Lilith's Automa board. 16. A: Automa instead gets shuffled 24-card Automa deck. 18. A: Automa gets only 1 Faction token; it's for the Priority track. Automa always goes last. 19. Place a den in each neutral refuge region. Keep the rest near your pad. 20. A: Automa gets no Leader tile. 21. A: Lilith goes on a random neutral refuge where Gaia's Idol isn't (2p: with Gaia's Idol). Automa gets the remaining 12 scrappers. 22. A: Automa gets no Feat tokens. Special Unit Lilith A: If she is with the free units before their move, she will move with them as a group. Purebred Drone — Fauns are not associated with a Purebred drone. Special Unit Gaia's Idol A: If it is with the free units before their move, and there are no more resources or outposts there, it will move with them as a group, ignoring majority, but not altitude; it can't use bridges or elevators*. * My presumption, because the rulebook doesn't specify.	You can't use Purebred drones. You can't build constructions, but your dens count as constructions. A: Free units are any Faun units beyond what are required to keep the majority where there's an outpost or resource, and Faun units where (if there are no free units elsewhere) Automa doesn't have the majority. Tip: Have free units stand away from the majority. A: Your units can move from roof to ground (no extra cost). Your units can move from ground to roof by spending 1 Energy Cell token. Automa's Actions Raid: From the market indicated (or replaced color if playing with expansions), check the costs from right to left, ignoring controlled outpost requirements. If Automa can't afford any, skip to the next action. If Automa can afford one, Automa spends the resources and flips it face down. Automa performs the Automa actions depicted. Collect: If Automa has majority in 0 regions with the indicated resource, skip to the next action. If in only 1 region, Collect from there. If in ≥2 regions, Collect from the one with fewer of the indicated resource. If several have the fewest, assign a random Tiebreaker token to each tied region; highest-numbered token wins; retrieve the tokens. Move: See if any groups of free units can use the indicated movement to reach the indicated target. If not, skip to the next action. If only 1 group can, it does. If ≥2 groups can, the region-majority group with more free units / the region-minority group with fewer free units does. If tied, assign a random Tiebreaker token to each tied region; highest-numbered token wins; retrieve the tokens. Deploy: Deploy a scrapper to the indicated outpost color (or its replacement, if you're using market expansions), or Lilith's region (if ★ is indicated), or Gaia's Idol's region (if its icon is depicted). If she has none to deploy, she teleports one from the region with the most free units. Final Scoring Controlled outposts: A: Instead, Automa scores each outpost color on her board: ≥3 of a kind: +30 supplies; 2: +15; 1: +5.

White Death	Wild	Setup Changes	Faction Abilities	
Round Sequence — 4 rounds				
1st Action phase — each player takes 1 turn a. Round 1 only: Deploy leader and 1 + Priority wolves as evenly as possible in neutral refuge regions. C&A: Choose nemesis leader; place a Faction token on their Leader tile. b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things. c. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things. 2nd Action phase — each player takes 1 turn a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things. c. For each feat on your pad with ≥2 outpost cubes of that color beside it, flip it face up to unlock it. 3rd Action phase — each player takes 1 turn a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things. c. C&A: You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn. d. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) (Confrontation variant: Skip.) Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) Cleanup phase (Skip in Round 4) a. Return all candy played on cards to the candy dish. b. TC: Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display. c. Move all face-down cards from Action phases to recycle bin. d. Return all face-up cards from your Action phases to your hand. e. Advance the Round marker. f. V: Discard the 1-scrapper Vengeance card (if any). g. W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.		16. Lay out Tolstoj's 3 cards face up near the markets. 22. Cover each of Nikita's 3 Natural Feat icons with a Natural Feat token.	Leader Nikita Alpha: Wolves always deploy to her region. When she Moves, she and all wolves with her can use neutral elevators and bridges. Purebred Drone Wild are not associated with a Purebred drone. Special Unit Tolstoj Tolstoj Must be activated by a Tolstoj card, all of which start with Move ≤2 regions, ignoring altitude and majority. • Dig: If the new region has a neutral or opponent's construction, Collect all resources there. • Fury: In the new region, Kill 1 scrapper of each faction (+1 candy for them as usual). • Leader of the pack: In the new region, deploy 2 wolves. • Growl: Only during your current Action phase, he counts as 3 for majority, rather than 1.	You cannot build constructions. You cannot use Purebred Drone cards. When you buy a Purebred Drone card, immediately put it in your recycle bin, and take a Tolstoj card. Animal: Your wolves cannot use constructions unless they are Moving with Nikita. Retriever: If you Collect in a region with your wolves, 1 must then teleport to Nikita. Lone Wolf: When just 1 wolf Moves, it must use 1 of these options: • Run: Move ≤2 ground regions, respecting majority rule each time. • Jump: Jump from a roof region to another roof region in the same district. • Climb: Move from the ground to an adjacent roof.
			Natural Feats	
			Controlled outposts:	
			2 Howl: When you enlist, instead 1 wolf can scare 1 unit of each other faction to the same adjacent region, ignoring the majority rule.	
			4 Smell: When you enlist, the new wolf may move.	
			6 Wolfpack: A region with ≥3 of your wolves counts as +1 for majority.	
Your wolves = scappers; consider the terms synonymous.				

Cash & Rad	Rads	Leader	Dr. Pierre	Faction Abilities
Round Sequence — 4 rounds 		Unstable Scientist: If he ends his Move in a region with Technology tokens in it, replace 1 Technology token with 1 Energy Cell token .		
1st Action phase — each player takes 1 turn		Radioactives: Your scrappers Move and Collect ignoring the majority rule.		
a. Round 1 only: Deploy leader and 1 + Priority scrappers as evenly as possible in neutral refuge regions. C&A: Choose nemesis leader; place a Faction token on their Leader tile.		Purebred Drone Cherno		
b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things.		Nuclear Collapse: Move ≤2 regions, ignoring altitude and majority. In the new region, in turn order, each opponent there must move all units there to a single adjacent region, ignoring majorities.		
c. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things.				
2nd Action phase — each player takes 1 turn				
a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things.				
b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things.				
c. For each feat on your pad with ≥2 outpost cubes of that color beside it, flip it face up to unlock it.				
3rd Action phase — each player takes 1 turn				
a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things.				
b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things.				
c. C&A: You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn.				
d. Medical Camp (Rounds 1–3 only): You may build 1 refuge for free in a region where you have a unit.				
e. Nuclear Disease: You must remove a number of your scrappers from play equal to the current round number.				
f. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) (Confrontation variant: Skip.)				
Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.)				
Cleanup phase (Skip in Round 4)				
a. Return all candy played on cards to the candy dish.				
b. TC: Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display.				
c. Move all face-down cards from Action phases to recycle bin.				
d. Return all face-up cards from your Action phases to your hand.				
e. Advance the Round marker.				
f. V: Discard the 1-scrapper Vengeance card (if any).				
g. W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.				



Round Sequence — 4 rounds

1st Action phase — each player takes 1 turn

a. **Round 1 only:** Deploy **leader** and **1 + Priority scrappers** as evenly as possible in **neutral refuge** regions. **C&A:** Choose nemesis leader; place a Faction token on their Leader tile.

b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things.

c. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things.

2nd Action phase — each player takes 1 turn

a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things.

b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things.

c. For each feat on your pad with ≥ 2 outpost cubes of that color beside it, flip it face up to unlock it.

3rd Action phase — each player takes 1 turn

a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things.

b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things.

c. **C&A:** You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn.

d. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.) (**Confrontation variant:** Skip.)

Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.)

Cleanup phase (Skip in Round 4)

a. Return all candy played on cards to the candy dish.

b. **TC:** Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display.

c. Move all face-down cards from Action phases to recycle bin.

d. Return all face-up cards from your Action phases to your hand.

e. Advance the Round marker.

f. **V:** Discard the 1-scrapper Vengeance card (if any).

g. **W:** Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.

8. Shuffle the Zaius Market deck; place it on the leftmost space of its Market board; fill the 2 spaces to its right with face-up cards from it.

Leader

Apu

Trader: If he ends his Move in a region with outposts, you may buy from 1 matching market.

Purebred Drone

Zaius

Mobile Trading Hub: Move ≤ 2 regions, ignoring altitude and majority. Forcibly swap a face-up action card from your pad with a face-up action card from the pad of an opponent with units there. That opponent gains the supplies indicated on their new card (if any). The faction with majority in Zaius' region can buy from its Market board.

Round Sequence — 4 rounds



1st Action phase — each player takes 1 turn

a. **Round 1 only:** Deploy **leader** and **1 + Priority scrappers** as evenly as possible in **neutral refuge** regions. **C&A:** Choose nemesis leader; place a Faction token on their Leader tile.

b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things.

c. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things.

2nd Action phase — each player takes 1 turn

a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things.

b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things.

c. For each feat on your pad with ≥ 2 outpost cubes of that color beside it, flip it face up to unlock it.

3rd Action phase — each player takes 1 turn

a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things.

b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things.

c. **C&A:** You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn.

d. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.) (**Confrontation variant:** Skip.)

Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.)

Cleanup phase (Skip in Round 4)

a. Return all candy played on cards to the candy dish.

b. **TC:** Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display.

c. Move all face-down cards from Action phases to recycle bin.

d. Return all face-up cards from your Action phases to your hand.

e. Advance the Round marker.

f. **V:** Discard the 1-scrapper Vengeance card (if any).

g. **W:** Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.

Bully: He counts as 3 units for majority.

Alternate Leader

Z-07

Killer Instinct: At the end of each opponent's 3rd Action phase, if they have units in his region, he Kills 1 of their scrappers there (+1 candy for them as usual).

Purebred Drone

Draco

Reaper: Move ≤ 2 regions, ignoring altitude and majority. In the new region, Kill 1 scrapper of each other faction (+1 candy for them as usual). +1 supply, +1 candy.

Round Sequence — 4 rounds



1st Action phase — each player takes 1 turn

- Round 1 only:** Deploy **leader** and **1 + Priority scrappers** as evenly as possible in **neutral refuge** regions. **C&A:** Choose **nemesis leader**; place a **Faction token on their Leader tile**.
- Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things.
- Play a card in upper ***1** slot: face down to buy, face up for its actions (all are optional). Do the things.

2nd Action phase — each player takes 1 turn

- Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things.
- Play a card in upper ***2** slot: face down to buy, face up for its actions (all are optional). Do the things.
- For each feat on your pad with ≥ 2 outpost cubes of that color beside it, flip it face up to unlock it.

3rd Action phase — each player takes 1 turn

- Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things.
- Play a card in upper ***3** slot: face down to buy, face up for its actions (all are optional). Do the things.
- C&A:** You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn.
- Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.) (**Confrontation variant:** Skip.)

Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.)

Cleanup phase (Skip in Round 4)

- Return all candy played on cards to the candy dish.
- TC:** Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display.
- Move all face-down cards from Action phases to recycle bin.
- Return all face-up cards from your Action phases to your hand.
- Advance the Round marker.
- V:** Discard the 1-scrapper Vengeance card (if any).
- W:** Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.

Grapples: When she Moves, she (and only she) treats ground and roof as connected.

Alternate Leader

Argyl

Building Bridges: Before he Moves, you can teleport a neutral bridge to be connected to his region.

Purebred Drone

Simon

Transporter: Move ≤ 2 regions, ignoring altitude and majority. In the new region, Enlist ≤ 2 scrappers.

Round Sequence — 4 rounds



1st Action phase — each player takes 1 turn

a. **Round 1 only:** Deploy **leader** and **1 + Priority scrappers** as evenly as possible in **neutral refuge** regions. **C&A:** Choose **nemesis leader**; place a **Faction token on their Leader tile**.

b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things.

c. Play a card in upper ***1** slot: face down to buy, face up for its actions (all are optional). Do the things.

2nd Action phase — each player takes 1 turn

a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things.

b. Play a card in upper ***2** slot: face down to buy, face up for its actions (all are optional). Do the things.

c. For each feat on your pad with ≥ 2 outpost cubes of that color beside it, flip it face up to unlock it.

3rd Action phase — each player takes 1 turn

a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things.

b. Play a card in upper ***3** slot: face down to buy, face up for its actions (all are optional). Do the things.

c. **C&A:** You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn.

d. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.) (**Confrontation variant:** Skip.)

Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.)

Cleanup phase (Skip in Round 4)

a. Return all candy played on cards to the candy dish.

b. **TC:** Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display.

c. Move all face-down cards from Action phases to recycle bin.

d. Return all face-up cards from your Action phases to your hand.

e. Advance the Round marker.

f. **V:** Discard the 1-scrapper Vengeance card (if any).

g. **W:** Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.

Seeker: (1x per Action phase) If he Collects, +1 Collect.

Alternate Leader

Andromeda

Motorized: When she Moves with ≤ 1 scrapper, Move ≤ 2 regions, respecting the majority rule only in the final region.

Purebred Drone

Masamune

Harvester: Move ≤ 2 regions, ignoring altitude and majority. From the new region, Collect ≤ 2 resources.



Round Sequence — 4 rounds

1st Action phase — each player takes 1 turn

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- Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things.
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2nd Action phase — each player takes 1 turn

- Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things.
- Play a card in upper ***2** slot: face down to buy, face up for its actions (all are optional). Do the things.
- For each feat on your pad with ≥ 2 outpost cubes of that color beside it, flip it face up to unlock it.

3rd Action phase — each player takes 1 turn

- Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things.
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Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (**Rebel variant:** You may opt out.)

Cleanup phase (Skip in Round 4)

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- TC:** Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display.
- Move all face-down cards from Action phases to recycle bin.
- Return all face-up cards from your Action phases to your hand.
- Advance the Round marker.
- V:** Discard the 1-scrapper Vengeance card (if any).
- W:** Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.

Stealth: Every time she Moves, she and all scrappers with her ignore the majority rule.

Alternate Leader

Nathan

Extortion: If you buy when he's in an outpost region you control, you get a 1-resource discount from markets matching the outposts there.

Purebred Drone

Fly

Teleporter: Move ≤ 2 regions, ignoring altitude and majority. From the new region, Move either ≤ 2 scrappers to ≤ 2 ground regions, or ≤ 1 scrapper to ≤ 1 roof region.

Round Sequence — 4 rounds	
1st Action phase — each player takes 1 turn a. Round 1 only: Deploy leader and 1 + Priority wolves as evenly as possible in neutral refuge regions. C&A: Choose nemesis leader; place a Faction token on their Leader tile. b. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things. c. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things. 2nd Action phase — each player takes 1 turn a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things. c. For each feat on your pad with ≥ 2 outpost cubes of that color beside it, flip it face up to unlock it. 3rd Action phase — each player takes 1 turn a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things. c. C&A: You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who “contributed more” gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn. d. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) (Confrontation variant: Skip.) Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) Cleanup phase (Skip in Round 4) a. Return all candy played on cards to the candy dish. b. TC: Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display. c. Move all face-down cards from Action phases to recycle bin. d. Return all face-up cards from your Action phases to your hand. e. Advance the Round marker. f. V: Discard the 1-scrapper Vengeance card (if any). g. W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.	

Leader	Lisa Vicious	Faction Abilities
Hacking: At the end of each of your Action phases, if she is in an outpost region, you may place 1 Hacking token on an outpost there that doesn't have one; if you do, +1 supply immediately.		Revolt Against the System: When you complete a mission, you must complete both missions of a chosen Mission board column (place your Faction token on one of them). For each of the two missions, get its bottom reward, as if it were from a past round. Note: You still can't choose a column where you already have a token.
Purebred Drone	Skorpio	
Hook-Drill: You can move this up to 2 regions, then choose 2 different actions from the following to resolve there: Kill, Build, Collect.		

Faith & Anarchy		Cult of Crono	
Round Sequence — 4 rounds			
1st Action phase — each player takes 1 turn a. Round 1 only: Deploy leader and 1 + Priority wolves as evenly as possible in neutral refuge regions. C&A: Choose nemesis leader; place a Faction token on their Leader tile. b. Gift from the Future: Draw 2 Gift cards. Lay 1 face up near your pad; tuck the other under the Gift deck. Resolve the effect in the upper half. c. Play a card in lower 1 slot: face down to buy; face up for its actions (all are optional). Do the things. d. Play a card in upper *1 slot: face down to buy, face up for its actions (all are optional). Do the things. 2nd Action phase — each player takes 1 turn a. Play a card in lower 2 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *2 slot: face down to buy, face up for its actions (all are optional). Do the things. c. For each feat on your pad with ≥2 outpost cubes of that color beside it, flip it face up to unlock it. 3rd Action phase — each player takes 1 turn a. Play a card in lower 3 slot: face down to buy; face up for its actions (all are optional). Do the things. b. Play a card in upper *3 slot: face down to buy, face up for its actions (all are optional). Do the things. c. C&A: You may propose an alliance with 1 faction who has neither allied this round nor selected a mission this round. If they accept, you both place a Faction token on the same mission, you each score the other's supplies for the mission, but the person who "contributed more" gets an additional +3 supplies; skip claiming a mission in the next step. Your ally also skips it on their turn. d. Time Travelers: For each pad card that activated the Cathedral, remove 3 of your scrappers from the map. e. Gift from the Future: Check the requirement in the lower half of your Gift card. If you meet it, return the card to the box; otherwise, place it face down in your recycle bin: Its negative supplies affect your final score. f. Assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) (Confrontation variant: Skip.) Confrontation variant: In turn order, assign a Faction token from your pad to a mission; reap its reward. If the mission is from a past round, you get the bottom reward; otherwise, top. (Rebel variant: You may opt out.) Cleanup phase (Skip in Round 4) a. Return all candy played on cards to the candy dish. b. TC: Remove all Achab Action cards in the display and on your pad from the game. Reveal 4 new cards for the display. c. Move all face-down cards from Action phases to recycle bin. d. Return all face-up cards from your Action phases to your hand. e. Advance the Round marker. f. V: Discard the 1-scrapper Vengeance card (if any). g. W: Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck. h. Shuffle the Gift deck.			
2. Shuffle the Gift deck. 3. If Cathedral is one of the Purebred drones on the map, place the Cathedral cube atop it, and the 4 altars in the 4 ground regions surrounding it (cathedral grounds).			
Leader		Balthasar	
Conversion: Once per Action phase, if his group performed a Move action, you may Kill an enemy scrapper here to replace it with one of your own.			
Purebred Drone		Cathedral	
Time Travelers: Place 3 of your scrappers in one or more altar regions. Special Rules • The cathedral region is utterly inaccessible. • The cathedral is immobile and immovable. • The faction with majority across all 4 cathedral grounds at any moment immediately takes the Cathedral cube. • The Cathedral cube counts as an outpost cube; it takes on the color of other outpost cubes beside the same feat on your pad (and counts as 1 of the 4-of-a-color you're allowed). You cannot move it unless you lose it.			
Gift from the Future: When you complete a mission, you must complete both missions of a chosen Mission board column (place your Faction token on one of them). For each of the two missions, get its bottom reward, as if it were from a past round. Note: You still can't choose a column where you already have a token.			

Round Sequence — 4 rounds



- 1st Action phase** — each player takes 1 turn
- A:** If round number in next empty slot on Automa board ≤ this round, Automa plays a card there and does it. Repeat.
 - Gift from the Future:** Draw 2 Gift cards. Lay 1 face up near your pad; tuck the other under the Gift deck. Resolve the effect in the upper half.
- 2nd Action phase** — each player takes 1 turn
- A:** If round number in next empty slot on Automa board ≤ this round, Automa plays a card there and does it. Repeat.
- 3rd Action phase** — each player takes 1 turn
- A:** If round number in next empty slot on Automa board ≤ this round, Automa plays a card there and does it. Repeat.
 - Time Travelers:** For each pad card that activated the Cathedral, remove 3 of your scrappers from the map.
 - Gift from the Future:** Check the requirement in the lower half of your Gift card. If you meet it, return the card to the box; otherwise, place it face down in your recycle bin: Its negative supplies affect your final score.
- Cleanup phase** (Skip in Round 4)
- Return all candy played on cards to the candy dish.
 - A:** Move all of Automa's cards on the Market boards to recycle bin. Refill the Market boards.
 - A:** Shuffle Automa's played cards into Automa's deck.
 - A:** Sort Request tokens by cube tally: Most on +2; fewest on +0; tied: reverse previous order.
 - Advance the Round marker.
 - V:** Discard the 1-scrapper Vengeance card (if any).
 - W:** Cover the Weather card near the map with the top one from the deck, then reveal the top card of the deck.
 - Shuffle the Gift deck.

Setup Changes

- Shuffle the Gift deck.
- If Cathedral is one of the Purebred drones on the map, place the Cathedral cube atop it, and the 4 altars in the 4 ground regions surrounding it (**cathedral grounds**).
- A:** Place a random Crono Request token face up on each Crono Request space (+2, +1, +0).
- A:** Use Balthasar's **Automa board**.
- A:** Automa instead gets shuffled **24-card Automa deck**.
- A:** Automa gets only **1 Faction token**; it's for the Priority track. Automa **always** goes last.
- A:** For each outpost color, place **1 refuge** in a random region with that outpost color (max. 1 per region).
- A:** Automa gets no Leader tile.
- A:** Balthasar goes on the neutral refuge closest to the cathedral (**2p**: the only neutral refuge).
- A:** Automa gets no Feat tokens.

Leader	Balthasar
Conversion: Once per Action phase, if his group performed a Move action, you may Kill an enemy scrapper here to replace it with one of your own.	
Purebred Drone	Cathedral

- Time Travelers:** Place 3 of your scrappers in one or more altar regions.
- Special Rules**
- The cathedral region is utterly inaccessible.
 - The cathedral is immobile and immovable.
 - The faction with majority across all 4 cathedral grounds at any moment immediately takes the Cathedral cube.
 - The Cathedral cube counts as an outpost cube; it takes on the color of other outpost cubes beside the same feat on your pad (and counts as 1 of the 4-of-a-color you're allowed). You cannot move it unless you lose it.

Faction Abilities

Gift from the Future: When you complete a mission, you must complete **both** missions of a chosen Mission board column (place your Faction token on one of them). For **each** of the two missions, get its bottom reward, as if it were from a past round. **Note:** You still can't choose a column where you already have a token.