



Homeland (2015)

3-6 Players

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Object: Work towards your hidden agenda to help or stop Terrorists Threats and earn VPs

Setup

- Each player gets: 1 **Agent**, 1 **Rep token**, 1 **Clout token**, 3 **Intel cards** and **case leads cards** of color
- Take 1 Case Lead card from each player, shuffle to make **Initiative deck**
- Build **Agenda deck** for # players below. Shuffle Agendas and **deal 1 to each player**. [keep hidden]
3p: 2Agent/1PO/1Mole 4p: 3Agent/1PO/1Mole 5p: 3Agent/2pO/1Mole 6p: 4Agent/2pO/1Mole

Terrorist Turn

- Move Terrorist Marker:** give Terrorist Marker to owner of top card of Initiative deck - cycle through
- Analyze Threats:** put **Plot card** for each **Imminent Threat** on the Threat Analysis board 1 by 1. Shuffle Intel cards and reveal 1-by-1. Apply effects of **Gold Intel cards** immediately. **Red total** = Complexity + Sophistication + **red Intel cards**. **Blue total** = Agents + **blue Intel cards**.
- If **red** >= **blue**, **plot was successful**, give all players **Political Clout tokens** & add **Terrorist tokens** to Progress Track = **Impact #**. Apply Global Fallout [all players] or Fallout [case lead only]
- If **blue** > **red**, **threat neutralized**, give case lead **Agency Rep tokens** & add **Agency tokens** to Progress Track = **Impact #**. Case lead gets **Advantage** on Organization card [1-time bonus]
- If called to **Burn** an Asset, discard one of your active face-up Assets
- Exposure** means all Agents and Intel cards in hand are flipped and remain face-up until played
- If Fallout requires you discard Clout/Rep tokens & can't, remove 1 lead card from Threat on board
- Advance Threats:** starting at top, advance all threats straight up to next Threat level
- New Threats:** reveal new threats = # players. Take top Org cards, add hidden Plot card and hidden Intel card. Place in left-most open spot on level indicated on Org card.

Player Turn

- Starting with player with Terrorist Marker, claim case & play 2 intel cards, then optional actions.
- Claim** an unclaimed Threat by placing case lead card on Threat
- Play 2 Intel cards** – 1st to another player's case, 2nd to any other claimed case.
- Exchange** 1 Intel card face-up in discard pile and claim the tokens shown
- Recruit** 1 Agent or 1 Soldier for free, or 1 Asset for 3 tokens [of any type]. For Asset, draw top 2, choose 1 and place face-down [Deactivated], discard other face-up.
- Deploy** any # of **Soldiers** to 1 claimed or unclaimed Threat. May then look at Intel, but must then add 1 random Intel from deck. When 2 soldiers deployed, enables Drone Strike on threat.
- Deploy** any # of **Agents** to 1 claimed or unclaimed Threat. Look at Plot card.
- Activate Assets:** choose to activate any deactivated Assets [puts at risk for burn or being taken]
- Utilize Assets:** use active Assets [even just activated]
- Drone Strike:** remove Threat with 2 soldiers, do not reveal any of the cards
- After taking all actions, draw new Intel cards to default hand size of 3. Next player's turn clockwise.

Game End

- If Terrorist Track is full, **Terrorist Mole** has won. If there is no Mole, nobody wins.
- If Agency Track is full, make Mole accusation. Take 1 case lead card from each player, select 1, place face-down on table. If you think no Mole, play own card. If anyone accuses Mole, they lose.
- +6 VP** for correctly accusing Mole. **-3 VP** for false accusation.
- +VP** for Agenda card mission and Assets [active or deactivated]. Agents get **+1 VP** for each Rep token. Opportunist get **+1 VP** for Clout tokens. Mole gets **+2 VP** for each token on Terrorist track.
- Most VP wins. Tie: tied Agents beat Opportunists, both beat tied Mole