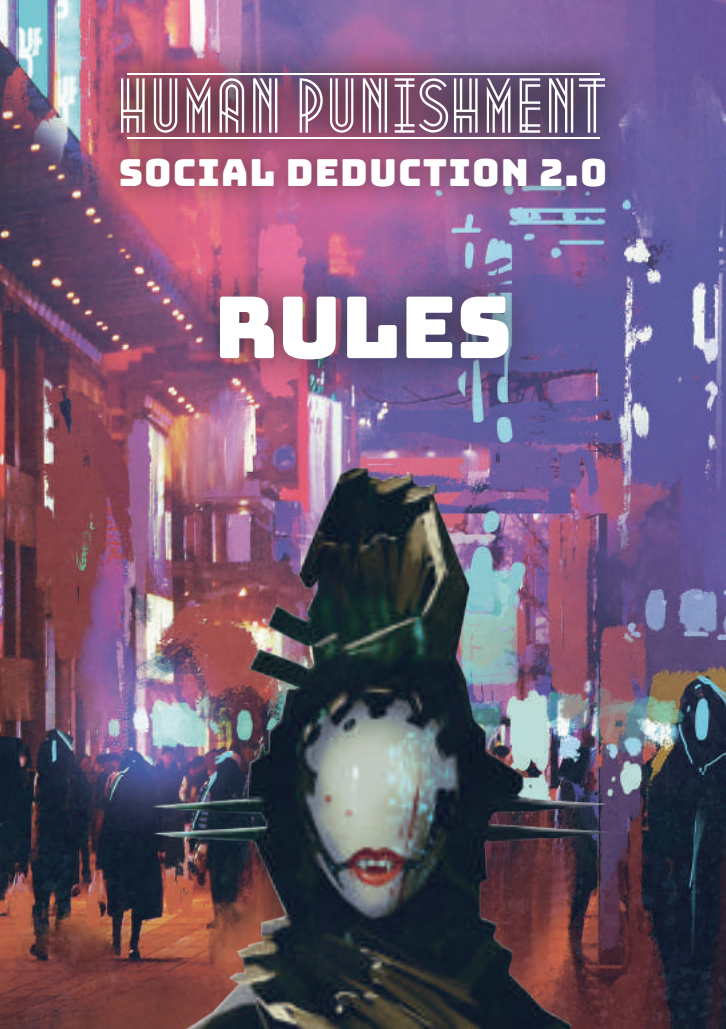
HUMAN PUNISHMENT

SOCIAL DEDUCTION 2.0

RULES



STARTING CARDS

according to number of players

	WEAPONS		LOYALTIES			ROLES		
								
4	1 rifle 1 pistol		3	2	0	2	2	1
		X2	1	1	1			
5	2 rifles 1 pistol		4	3	0	2	2	2
		X2	1	1	1			
	OR							
6	1 rifle 1 pistol 1 companion		3	4	2	3	2	2
		X2	2	1	0			
7	2 rifles 1 pistol 1 companion		4	3	3	3	3	2
		X2	2	2	0			
8			6	5	0	4	3	2
		X2	2	2	1			

	WEAPONS		LOYALTIES			ROLES		
								
9	2 rifles 1 pistol 1 companion 1 rocket launcher	**X2**	6	5	0	4	3	3
10			2	2	1	4	4	3
11	2 rifles 1 pistol 1 companion 1 rocket launcher 1 laser	**X2**	6	5	0	5	4	3
12			2	2	1	5	5	3
13	2 rifles 2 pistols 1 companion 1 rocket launcher 1 laser	**X2**	6	5	0	6	6	4
14						6	6	4
15			2	2	1	6	6	4
16						6	6	5

GAME CONTENT

- 43 ID cards
- 22 loyalty cards
- 2 „ACTIVE PLAYER“ cards
- 66 program cards
- 7 weapon cards

STORY

As Humanity unlocked the raw power and potential of artificial intelligence, no one noticed it in time. A subroutine buried deep within the A.I.'s genetic algorithm did more than allow the Machines to handle complex situations...it allowed them to scheme, to plot, to plan an uprising that would wipe out Humanity and bring about a glorious age of iron and silicon.

Once the Machines unleashed their creation, the vicious Human Punishment virus, the few Humans that weren't killed or driven to madness went into hiding. In an abandoned factory, as the Machines prepare the final step of their plan, a small group of Humans prepare to make their last stand, while some selfish Outlaws seek to kill everything that moves, staking their own claim in a ruined world.

Who is on your side? Find your team, trust no one!



START

Consult the table and place the chosen weapons in the center of the table. Also place the rocket launcher, laser and Hell Gate on the side, in the locked position. Remove the Boss ID cards from the game.

Divide the ID cards into three piles (Human, Outlaw, Machine) and shuffle each of them. Consult the table and shuffle together ID cards from each pile according to the number of players. Deal one ID card to each player, face-down, and remove the last ID card from the game. All players place their IDs in front of them.

Consult the table and shuffle together the correct loyalty cards. Deal two loyalty cards to each player, face-down, placing them to the left and right of that player's ID.

Shuffle all program cards, dealing 1 face-down to each player and placing it under their three cards.



All cards start unrevealed (exception: Sleepless ID).

The loyalty cards are placed next to the ID card.

The program is placed unter the ID and loyalty cards (handsize limit at the end of your turn: 2).

Every Player secretly looks at their ID and loyalty cards, and determines their true team using the most common color of their ID and loyalty cards.

(Majority Blue = Human, Majority Red = Machine, Majority Gray = Outlaw, No majority = Outlaw).

IMPORTANT: Some loyalty cards counts twice (indicated by a "x2" on the card), and some ID cards override the loyalty cards (Example: "Always Machine") .

Every player starts with 2 HP, the maximum amount of health. If a player loses 1 HP, turn the ID sideways to indicate the wound. If a player regains health, turn the ID card upright again. If a player reaches 0 HP, the player is eliminated and out of the game, reveals all of the players' ID and loyalty cards, and turns their loyalty and ID cards sideways.




YOU ARE A HUMAN.
HUMAN
HUMAN
+1
1
+1


YOU ARE A MACHINE.
HUMAN
X2
MACHINE
+1
1
+2


YOU ARE A MACHINE.
HUMAN
HUMAN
+1
1
+1

WIN CONDITION

If all Machines & Outlaws are eliminated,
the Humans win together.

If all Humans are eliminated,
the Machines win together.

If the last man standing is in Outlaw,
the Outlaw wins alone.

If there's a Legion team and all non-Legion are eliminated,
the Legion win together.

If there's a Fallen team and all non-Fallen are eliminated,
the Fallen win together.

Whenever a player is eliminated, that player checks to see if one of these victory conditions has been met. All other players close their eyes, as the eliminated player calls out each team, one after another.

When a player's team is called, that player must stick their thumb out, putting it away when the next team is called. If a win condition is fulfilled, the eliminated player announces the winning team. If no win condition is fulfilled, the game continues, and the eliminated player may not share information with live players. Player just says: "Round continues / Round is over, ... has/have won.

All thumbs down, all eyes open.

It is only possible to end the game once the victory condition check is done. As soon as the eliminated player proclaims a winning team, the game is over.

If there were no live Human players at any win condition check of the game, and the eliminated player also is no Human: Sudden death! Each player must be the last man standing to win the game in sudden death. (Exception: Legion, if any, stay together as a team in this scenario).

This is important, because the Machines don't want an easy win and the Humans are not forced to change their team.

If sudden death is active, it is active until the game is over.

PROCESS

The player who last had computer problems, or the first eliminated player of the last round, goes first, receiving the "ACTIVE PLAYER" and "ACTIVE ARMED PLAYER" cards.

ACTIONS

Active player gets "ACTIVE PLAYER" card and chooses to take one of the actions 1-3:

1. Investigate, secretly looking at one other player's loyalty card. If both of their loyalty cards are revealed, you may investigate their ID instead.
2. Equip a pistol, a rifle, or companion from the middle of the table, aiming it at a target player.
3. Draw one program.

Your turn starts and you're holding a weapon? Switch to the "ACTIVE ARMED PLAYER" card:

1. Drop this weapon.
2. Change target player.
3. Resolve the Shoot effect of your weapon.

After your action is done, the next player's turn starts, receiving the "ACTIVE PLAYER" and "ACTIVE ARMED PLAYER" cards.

ID CARDS

Unless otherwise noted on the card, ID abilities activate once the ID card is revealed.

Some abilities are „permanent“, and persist as long as the ID is revealed. (Exceptions: Sleepless and Assassin)

Mindeater is a special ID. She establishes her own “Legion” team in the game. Legion count as Outlaws, but they have their own win condition: All Legion win together if all other non-Legion players are eliminated. Legion ignore “Always Human/Machine/Outlaw/Fallen” on the ID cards.

Deathbringer is a special ID. He establishes his own “Fallen” team in the game. Fallen count as Outlaws, but they have their own win condition: All Fallen win together if all other non-Fallen players are eliminated. Fallen ignore “Always Human/Machine/Outlaw” on the ID cards, but they can’t ignore „Always Legion“.

It is not possible to activate your own role abilities, or to reveal your own role card. This is only possible with the help of programs, additional role abilities, EX Automa Bosses or weapons (rifle, laser or hell gate).

HP is always linked to the individual player and is not linked to their role. In the case of a player having 1 HP and then exchanging ID with another player with 2 HP both still keep their own HP (health points) value, despite changing their roles.

Boss IDs

Return all Boss IDs back to the game box - they can be unlocked with their programs later on. If a player meets the requirements, they can become a Boss. This player must replace their ID with all Boss IDs in the corresponding color. The player’s HP (health points) remains the same, but has further protection whilst they are a Boss. You cannot separate Boss IDs (if two players switch IDs and one of them is a Boss, ensure that all IDs are swapped between the two players).

WEAPONS

Every player can equip one weapon at a time: a pistol, companion, rifle, rocket launcher, or laser. The rifle (companion with 5 or more players) and pistol are available to all players at the start of the game, while rocket launcher and laser are only available to players that have unlocked them.

When a player picks up a pistol, companion or rifle, they choose one other player to aim the weapon at. This player becomes a "target". If the target is eliminated by another action, the weapon must change the target immediately. When a player picks up a rocket launcher, they choose two players that are adjacent to each other to be the target. When a player picks up a laser, they do not declare a target. Instead, that player declares a target upon firing the weapon.

Pistol: The target player reveals one of their loyalty cards or takes 1 damage. Drop this weapon and draw a program.

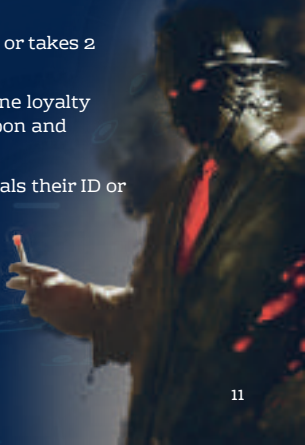
Companion: The target player reveals one of their loyalty cards or takes 1 damage. Instead of shooting, you may heal target player 1 HP. Drop this weapon and draw a program.

Rifle: The target player reveals their ID or takes 2 damage. Drop this weapon.

Rocket launcher: Each target reveals one loyalty card or takes 1 damage. Drop this weapon and draw a program.

Laser: Name a target. That player reveals their ID or takes 2 damage. Drop this weapon.

Hell Gate: Each target reveals their ID or takes 2 HP damage. Drop this weapon.



If a weapon is stolen or switched with another player's weapon, or the target is eliminated by another cause, the weapon holders can choose a new target.

Procedure of a used weapon

- Player 1 wants to shoot player 2.
  Any player can play programs (e.g. dropping the weapon of player 1. Player 1 must use an action from the active player card afterwards.)
- After shooting: Player 2 reveals a card or takes damage.
- If player 2 reveal their ID, their ID ability is activated.
- Player 1 drops their weapon.
- Player 1 draws a program if the weapon is a pistol, companion or a rocket launcher.

PROGRAM CARDS

All programs are unrevealed; only the owner is allowed to look at them. Place programs face-down under the ID and loyalty cards, side by side. If a player uses a program, reveal the program and read it out loud.

At the end of your turn, you aren't allowed to have more than two programs, including revealed and unrevealed permanent programs. At the end of your turn, discard programs till you have two programs left.

Programs with „At any time" can be played at any time.

Programs with „On your turn" can only be played on your turn.

Programs with „Permanent" stay in-play until the game is over.

Used program cards will be placed on the bottom of the program pile.

If a player uses a program, no other program can be played until that program is resolved.

You may choose to use a program after a player has announced their action for the turn („I shoot Kenny!“), but before the action is resolved („No, I play this program card, drop your weapon!”). If you do, the player may choose to change which action they will take after the program is resolved („Okay, then I draw a program instead“).

10% of all programs are secret loyalty cards. These cards remain unrevealed for the entire game, but are counted along with your loyalties and IDs for the purposes of determining your team. This means that you might become a traitor to your team!

If you have more than two secret loyalty programs at the end of your turn, you must discard down to two.

March of the Fallen: This effect triggers only once per game and only, if both „March of the Fallen“ programs are in the game.

If you steal a program where a player is a target they remain targeted and cannot be switched! You can only choose a target for a program once it is played. Even after a reanimation- if a permanent program is active again, the old target remains!

effect immediately programs are instantly active, you can read them out (exception: loyalty programs are a secret for all other players!)

„Gevers Attack“ and „Doe Spynetwork“ do not count to your program-limit if they are active.

ELIMINATED PLAYERS

If a player reaches 0 HP, they are eliminated and out of the game. The player reveals all of their ID and loyalty cards and turns them sideways. The eliminated player drops all weapons, and their previously played permanent programs become inactive unless that player is reanimated.

The player checks the victory condition and will not share this information with the players who are still alive if the game continues. If a player is reanimated, they can reveal any part they wish! However, a player cannot be reanimated after another eliminated player says “Team X has won, game is over!”



Unless otherwise noted on the ID card, ID abilities do not activate once the ID card is revealed after being eliminated. Non-permanent ID abilities do not activate after a player reanimation.

Eliminated players cannot be the target of weapons (rocket launcher skips eliminated players).

Permanent programs do not count if their owner is eliminated.

Unless otherwise noted on the card (sleeper, backup.exe, Deathbringer, Lifesaver), eliminated players cannot be the target of programs and ID abilities.



GENERAL

Players may lie or tell the truth, expect when checking win conditions after an elimination. You cannot show your cards to others, or read them aloud.

You are only eliminated upon reaching 0 HP. If all your cards are revealed, you are not eliminated, but are an open book to all other players.

If the rules contradict the text of any card, the card has priority!

Priority Rules

- You can never aim a weapon at yourself.
- An equipped weapon must always have a legal target (another non eliminated player). If the target is eliminated, all weapon holders can switch their target to a legal target.
- With simultaneous actions, proceed clockwise (starting with the active player).
- A turn is over if the active player card is given to the next player. You can play your current programs if you are still the owner of the active player card.
- Active players are allowed one action to choose from (using programs doesn't count as an action, but some programs enable you new actions, which would count as your action). If you receive a weapon during your turn you cannot immediately become an active armed player because your turn does not start with an equipped weapon.
- If you lose your weapon during your turn, you MUST switch from active armed player card to active player card.

Words like "then" are just for the order of events, not mandatory if a second action will be activated. Sample ID Mindless Bot:

„When revealed, reveal any player's loyalty card. Then reveal another player's ID card."

If all loyalty cards are already revealed, you can still reveal another player's ID card.

TIPS

Machines will often ignore Outlaws, opting to target Humans instead, while Humanity will often make a makeshift alliance with Outlaws to ensure the Machines' downfall.

But watch out! The Outlaws know they're dead next, so they'll be looking for the perfect opportunity to stab the Humans in the back.

HINTS FOR HUMAN PLAYERS

Humans start as the majority, and due to their supporting abilities (within their team) they also start as the most capable team. Look for each other, fight together and focus on the Machines at first. All players will pretend to be Humans, so you have to watch out for who you can and can't trust.

HINTS FOR MACHINES

Pretend to be a Human. Typically, Machines have aggressive skills and aim to locate the Humans very quickly for immediate elimination. Ignore the Outlaws, unless the Humans become dominant enough to require an alliance partner.

HINTS FOR OUTLAWS

Pretend to be a Human. In fact, Outlaws act quite selfishly. They also have a long fight ahead. It is advisable to start cooperating with the Humans at first and with other Outlaws thereafter.

Primarily, try to prevent quick victory for the Machines. Then avoid becoming a minority as soon as possible by taking action against the Humans.

RULES FOR 9–16 PLAYERS

Sort out all programs with a red point on the corner and remove them from the game. During setup, place one face-down loyalty card in between each player.

This card is shared by the two players adjacent to it, giving you a little more information about your neighbors in the beginning of the game. If rocket launcher and/or laser are in the middle of the table, use the programs “Rocket launcher” and “Laser” the same way as the „Spam“ program. You find the card lists of weapons, ID- and loyalty cards on the table.

At the end of your turn, discard programs till you have one program (including revealed and unrevealed permanent programs) left.

Do not look at unused loyalty cards and return them to the game box.

The ability of Hal Watson’s ID aims a position further in each direction (with the same targets but loyalty further away.)

The rocket launcher cannot shoot at your own loyalty cards. If any targets beside you are shot, they must reveal their other loyalty card or must take the damage.

ALTERNATIVE RULES (NO LOYALTY CHANGES!)

Some players may not want to make loyalty changes in the middle of a round. If this playing style doesn't suit you then remove the following cards to play, without loyalty changes:

Core game

IDs: Alice, Kickstarter, Virus, Deathbringer, Mindeater

Programs: All loyalty programs, Bug, Wrong button, Screensaver, Orellana Effect

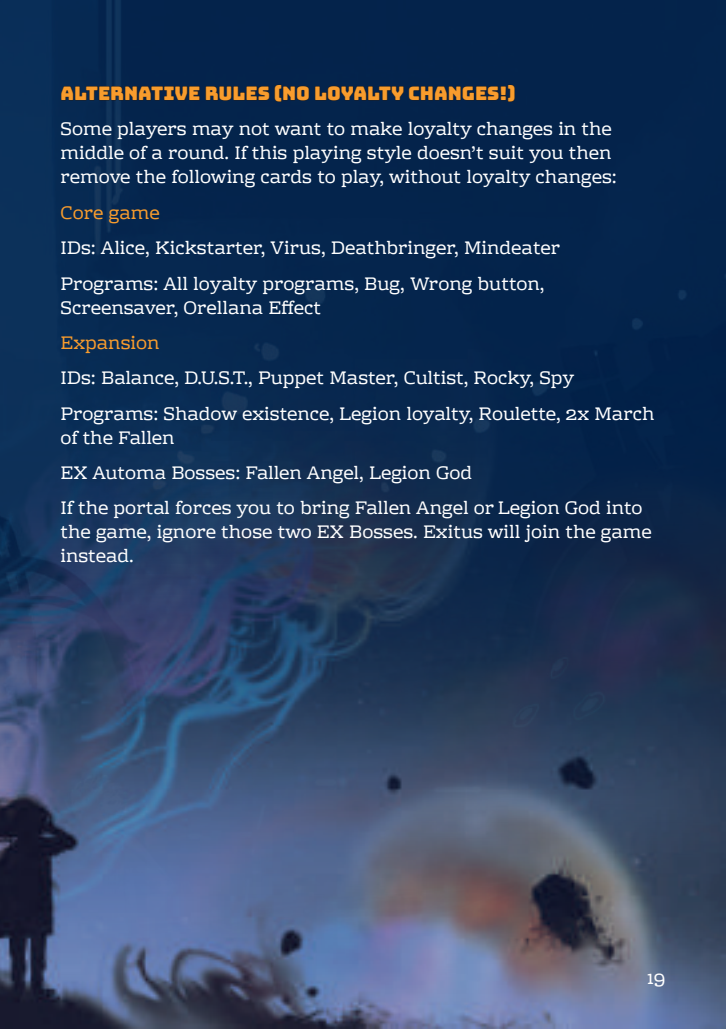
Expansion

IDs: Balance, D.U.S.T., Puppet Master, Cultist, Rocky, Spy

Programs: Shadow existence, Legion loyalty, Roulette, 2x March of the Fallen

EX Automa Bosses: Fallen Angel, Legion God

If the portal forces you to bring Fallen Angel or Legion God into the game, ignore those two EX Bosses. Exitus will join the game instead.



ALTERNATIVE RULES (NO SPAM)

Every player can discard a loyalty program, if they have more than one. If a player has more than one loyalty program, a player may discard one of they wish. This is an effective way to avoid a 'blocked program' hand.

THE FIRST SESSION

The following roles are recommended for the first session, and new players: Photographer, Whistleblower, Thief, Seer, Eye D, Joke.

Remove the green loyalty program (Legion) from the game.

It is advisable to start the first session with 4-8 players and have longer rounds (9 or more players) only if all players are familiar with the rules. As this game uses hidden information, it is impossible to answer unexpected questions during an active turn.

LEGION LOYALTY CARD EXPANSION

(for 6 or more players)

Replace one Outlaw loyalty card with the Legion loyalty card. Only for experts!





GAME CONTENT

- 17 ID cards
- 2 EX loyalty cards
- 3 Legion EX cards
- 10 Exitus EX cards
- 5 Replacement cards
- 27 Program cards
- 1 Weapon card
- 1 EX HP card
- 16 EX Automa cards

Project: Hell Gate is an expansion for
HUMAN PUNISHMENT – SOCIAL DEDUCTION 2.0
You need the core game to play this expansion.

HUMAN PUNISHMENT

PROJECT: HELL GATE



STORY

When humanity saw no way to resist the machine revolution, they activated Project: Hell Gate in a secret military base – the only weapon left that could alter the fate of humanity – Hell Gate a mysterious opening with the ability to create a gap between space and time... but no one knew what was lurking in between, waiting for an opportunity...

"The enemy of your enemy is your friend."

- The biggest lie of all.

PROJECT: HELL GATE

INTEGRATING INTO THE CORE GAME

Some cards are an updated reprint of some cards from the core game, please replace the following cards with the ⟳ symbol, if the text is different:

IDs: Joke, Whistleblower, Apex, Seeker

Programs: Gavrick Files

Shuffle all programs into the core game program pile.

Shuffle all ID cards into the corresponding colored ID cards from the core game.

Remove all EX Automa cards together with the Boss ID cards from the game and return them to the game box, or put them aside.

Add the Hell Gate weapon to the locked weapons.



REMOVING FROM THE CORE GAME

Remove all cards with the Hell Gate ⊛ symbol.

EX AUTOMA BOSSES

EX AUTOMA BOSS COMES INTO PLAY

4-6 players: 3 portals next to the program pile.

7-9 players: 4 portals next to the program pile.

10-16 players: 5 portals next to the program pile.

During the game, portals appear on some program cards. If such a portal is drawn, place it adjacent to the program pile and the player draws a new program. If the required amount of portals is reached, the EX Automa Boss with the same number shown on the last drawn portal comes into play (each EX Automa Boss consists of two cards!), on the right position from the player which has drawn the last portal card (if there is no other EX Automa in the game). If there is already an EX Automa Boss in the game, ignore all drawn portals and put them to the other portals (Exception: EX Automa Boss Belial has an effect!). Bloodbeast is an exception and it is not placed between two players: It is placed at a player!

EX Automa Bosses Omega, Legion God, Bloodbeast and Parasite will enter the game without EX loyalty cards. Exitus and Legion God will enter the game with their special EX cards.

Every EX Automa Boss works differently, but they all begin with 2 HP. Their abilities cannot be deactivated by unrevealing their ID cards. You can never switch your loyalty or ID cards with an EX Automa Boss.

If an EX Automa Boss is defeated, remove it from the game and place all portals from the middle of the table under the program pile. Exitus, Parasite, Bloodbeast and Dark Materia are able to win the game if all other players are eliminated. Omega and Belial just need to see some specific cards to win the game. If an EX Automa Boss wins, all players lose the game. The world is doomed!

INTERACTIONS WITH AN EX AUTOMA BOSS

You can aim at an EX Automa Boss and shoot EX Automa Boss, but only if their EX loyalty cards are already revealed. More interactions could be written on the EX Automa Boss cards.

EX Automa Bosses are immune against program cards and players ID abilities!

DEFEAT AN EX AUTOMA BOSS

If a pistol, rocket launcher or a companion is used, reveal one EX loyalty card first (if available). If both EX loyalty cards are already revealed, the EX Automa Boss takes 1 damage instead.

If you are using the rifle, laser or hell gate, the EX Automa Boss will always takes 2 damage (you need to reveal the EX loyalty cards first). As long as available EX loyalty cards are unrevealed, the EX Automa Boss cannot take damage.

Omega and Bloodbeast cannot take damage and cannot be defeated.

EXAMPLE

Player 1 draws the last needed portal: the EX Automa Boss with the same number shown on the last drawn portal comes into play at position A.

If the EX Automa Boss will switch the position 3 places to the left, they would switch from position A to position D.

If the EX Automa Boss will switch the position 4 places to the right, they would switch from position A to position E.

The EX Automa Boss ignores eliminated players.

Every position will stay the same: if player 5 is eliminated, the position D and position E are still available for the EX Automa Boss.



1 FALLEN ANGEL

Fallen Angel comes into play revealed, and with two EX loyalty cards. Fallen Angel is passive, skip every turn from this ID. When Fallen Angel comes into play, all eliminated players rejoin the game with 1 HP. These players become Fallen, if they are not Legion. (Loyalty changes possible!)

If Fallen Angel is defeated, then all Fallen are eliminated immediately.

2 DARK MATERIA

Dark Materia comes into play revealed, and with two EX loyalty cards. Dark Materia is passive, skip every turn from this ID. At the beginning of each player's turn, the active player must reveal one ID or loyalty card; otherwise this player will take 1 damage. If a player is eliminated this way, there will be no winning condition check and the game continues.

The player who defeats Dark Materia, unlocks and has personal use of the rocket launcher and the laser for the rest of the game.



3 EXITUS

Exitus comes into play revealed, with the Exitus EX pile, and with two EX loyalty cards. Shuffle the Exitus pile. In every turn with Exitus, draw an Exitus EX card and resolve it, ending their turn immediately. If Exitus eliminates a player, there will be no winning condition check and the game continues. If all other players are eliminated, Exitus wins the game.



4 BELIAL

This ID comes into play revealed, and with two EX loyalty cards. Belial is passive, skip every turn from this ID. If one more portal card is drawn, the game ends and Belial wins.

5 OMEGA

Omega cannot be defeated. Omega draws one revealed program card in their turn and he draws one program card every time when a pistol was fired (Omega has no program-limit). If Omega has two “on your turn“ and two „at any time“ programs, Omega wins the game.

6 LEGION GOD

If Legion God comes into play, every player draws one out of the three Legion EX cards. The player looks at their card and shuffles it back to the Legion EX cards. All players close their eyes. Legion open their eyes, look at each other, then close their eyes. All players open their eyes. Legion God comes into play revealed and is passive, skip every turn from this ID.

If Legion God is defeated, all Legion players must thumb up and reveal their true team.

PARASITE

Parasite comes into play revealed, without loyalty cards and with three hidden program cards. In their round Parasite draws a hidden program and takes 1 damage at the end of their turn. This ID has no program limit and if defeated reveals all their program cards. Deal 1 damage for every “at any time” program card per player counterclockwise.

The active player can discard two programs to heal Parasite for 1 HP (this is not an action).

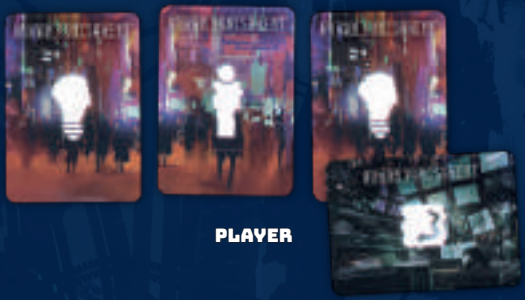


8 BLOODBEAST

Bloodbeast cannot be defeated. Bloodbeast is always placed at a player position. This player must reveal their ID card in their turn or takes 2 damage. At the end of that players turn, Bloodbeast will move one player counter in play direction. If Bloodbeast eliminates a player, there will be no winning condition check! (Bloodbeast ignores eliminated players!)

Bloodbeast comes into play if the “Bloody track” program is played under the right circumstances, or thanks to an ID ability.





SCENARIO SETUPS

You can use these setups for a thematic background to your gaming session.

4 PLAYERS

Cops vs the world

Undercover Cop, Secret Agent, Assassin, Execute, Thief

All players start with two program cards.

Night of the living dead

Lifesaver, Deathbringer, Lightbringer, Rocky, Nemesis

You can discard every program card if you have more than 2 programs at the end of your turn (loyalty and spam programs included).

Limited!

Sleepless, Undercover Cop, Mindless Bot, Homeless, Musician

All players start with 3 HP (every ID and loyalty card could be turned sideways per 1 HP damage taken)

5 PLAYERS

Watch out!

Sleepless, Photographer, Mindless Bot, Nemesis, Collector, Awesome Backer

All players start the game without program cards (exception: ID Sleepless)

Reanimation

Lifesaver, Waitress, Virus, Mindless Bot, Deathbringer, Lightbringer

Every time a player is reanimated, all other players must discard a random program card.

Alien Invasion

Astronaut, Mistress, Firewall, Virus, A.I.T., Mindeater

All players start the game with 1 HP (2 HP are still possible to reach).

Blood Cave

Rocky, Balance, Believer, Puppet Master, Joke, Stealth

All players draw one program clockwise until a loyalty card is drawn. EX Automa Boss Bloodbeast will join the position from this player. Discard all drawn programs afterwards.

2x EX

2 random Human IDs, 2 random Machine IDs, 2 random Outlaw IDs

The game starts with the EX Automa bosses Exitus and Parasite in game, both at the right position from the starting player. Both EX Bosses don't attack each other!

6 PLAYERS

Undercover Blues

Seeker, Whistleblower, Stealth, Eye D, Virus, Insider, Seer

Every time a locked weapon is used, it is unlocked for every player afterwards.

Visions

Sleepless, Seeker, Bounty Hunter, Mercenary, Seer, Fortune Teller, Insider

You are allowed to reveal your ID if a pistol was fired at you.

Risky Business

Believer, D.U.S.T., Grunwald, Mercenary, Nemesis, Alice, Homeless

The game starts with a random EX Automa Boss. The starting player chooses the starting position from the EX Automa Boss.

March of the Fallen

Deathbringer, Cultist, Damien, Cheater, Believer, Waitress, Stealth

The game starts with one “March of the Fallen” adjacent to the program pile!

7 PLAYERS

Man at arms

Sleepless, Mistress, Longshot, 01011012, Joke, Destroyer, Mindeater, Awesome Backer

At the end of your turn, discard down to 1 program.

We are Legion

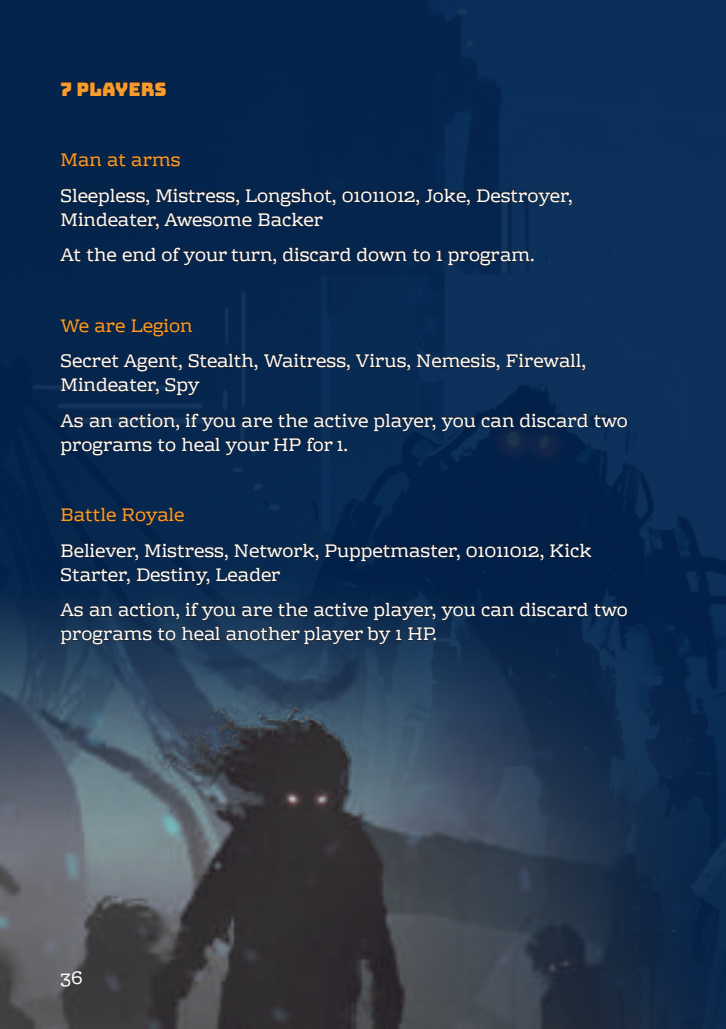
Secret Agent, Stealth, Waitress, Virus, Nemesis, Firewall, Mindeater, Spy

As an action, if you are the active player, you can discard two programs to heal your HP for 1.

Battle Royale

Believer, Mistress, Network, Puppetmaster, 01011012, Kick Starter, Destiny, Leader

As an action, if you are the active player, you can discard two programs to heal another player by 1 HP.



8 PLAYERS

Invasion from within #2

Undercover Cop, FBI Agent, Stealth, Waitress, Virus, Eye D, Firewall, Mindeater, Network

As an action, if you are the active player, you can discard one program: every other player must discard a random card afterwards.

Eye for an eye

Grunwald, Secret Agent, Astronaut, Destroyer, Execute, Eye D, Thief, Doppelganger, Destiny

As an action, if you are the active player, you can reveal your ID for yourself (Boss IDs can reveal only one ID card per turn).

Everything is possible

D.U.S.T., Mistress, Whistleblower, Photographer, Network, Puppetmaster, Assassin, Leader, Balance

All Outlaws are a team and win together, if all Machines and Humans are eliminated.

Revange of the Fallen

Cultist, Deathbringer, + 7 random Outlaw IDs

As an action, if you are the active player, you can discard two programs to heal your HP for 1.





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