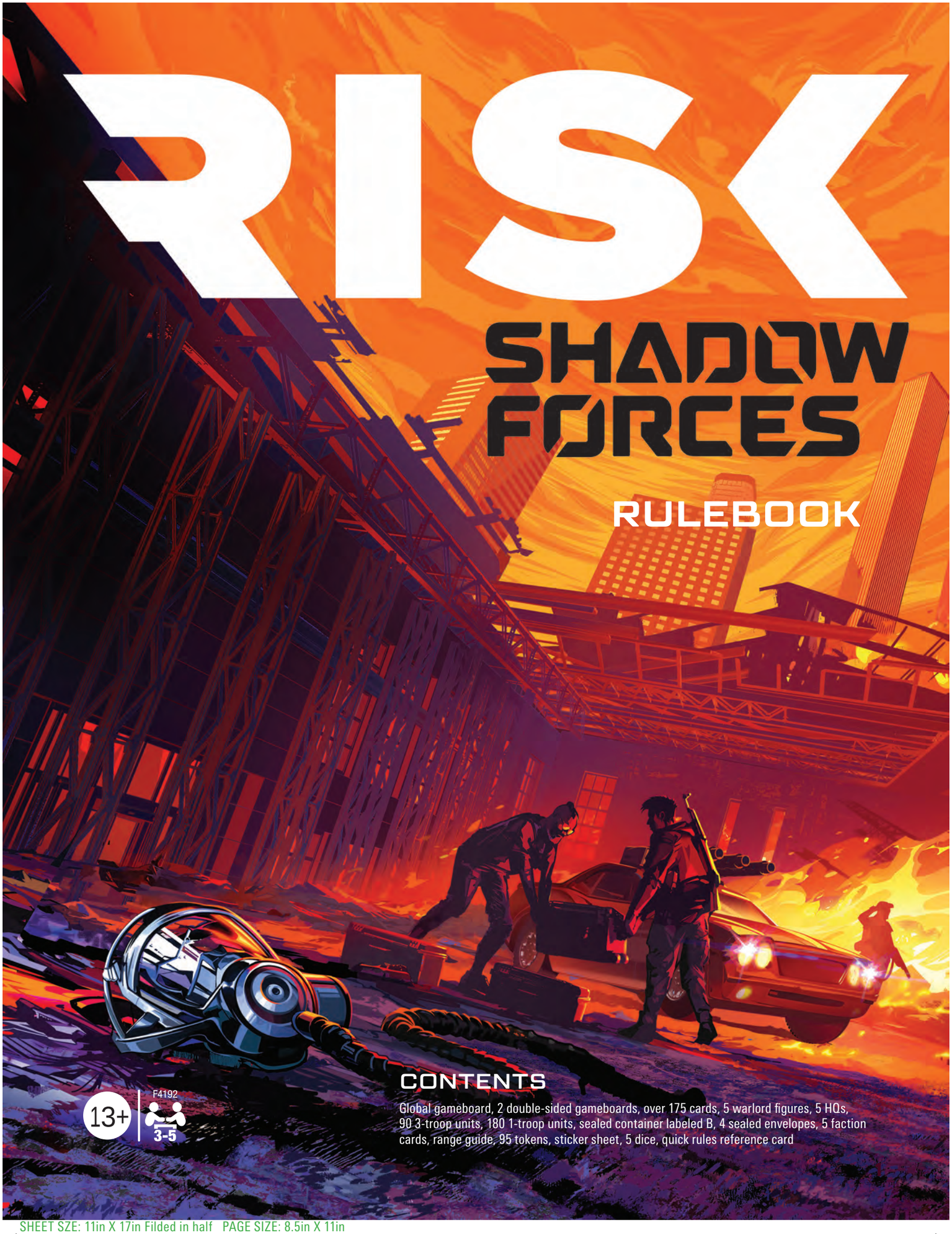
RISK

SHADOW FORCES

RULEBOOK



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Global gameboard, 2 double-sided gameboards, over 175 cards, 5 warlord figures, 5 HQs, 90 3-troop units, 180 1-troop units, sealed container labeled B, 4 sealed envelopes, 5 faction cards, range guide, 95 tokens, sticker sheet, 5 dice, quick rules reference card

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Legacy—A Different Way to Play

If you have not played a legacy game before, you are about to have a very different kind of gaming experience.

A legacy game is a popular style of board game that is designed to be played as a campaign made up of multiple individual games. In a legacy game, permanent physical changes can occur to components based on the choices you make as you play, and on the outcomes of those individual games. Choices in one game can affect future games—where actions have consequences, and where you will ultimately shape the history of your world.

In Risk Shadow Forces, you will write on your game, mark it, put stickers on it, and even throw away parts of it. That's how the game works. What you'll end up with is a game that has been through a war—your war. No two games will ever be close to the same.

The game includes four sealed envelopes and one sealed container. You will be directed to open these as you play your campaign games in order. You'll see that some sections of the rulebook are blank. New rules will come into play as games progress. This is all part of playing a legacy game.

Legacy Key Terms

If necessary, refer to these definitions as you play.

Controlled/Uncontrolled: In the global game, you control a territory when you have one or more troops in it. You control a territory if your warlord is in it. You do not control a territory if your HQ is the only piece in it.

Discard/Trash (a card): If a card is discarded, it is placed into its discard pile. If a card is trashed, it is removed from the game permanently. Rip it up and throw it in the trash. Really.

Marks: Marks are stickers that go onto faction cards and warlord cards, as well as territories on the global gameboard. A territory is marked when it has any sticker on it. Otherwise it is considered unmarked.

Natural: When text refers to a natural die roll, it is referring to the number you rolled on your die before any modifications were applied.

Occupied/Unoccupied: In the global game, a territory is occupied when any plastic piece is in it (troop, warlord, or HQ). It is unoccupied when there are no plastic pieces in it.

Remove/Lose/Destroyed: If you remove or lose a troop from the board, it goes back into your troop pile. If one or more of your troops are destroyed, they go back into your troop pile.

Scar: A scar is a mark. Scars modify a territory. A territory can only have one scar on it at any given time. You cannot cover an existing scar with another one unless otherwise noted.

Units: In the global game, troops and warlords are units. In the skirmish game, warlords and squad tokens are units.

RISK SHADOW FORCES

It is the year 2050 and the world is not as it should be. Our bright future has been denied to us. Tides lash the shorelines, smashing all in their reach. Hurricanes whip down out of nowhere and destroy entire cities. The sun scorches the bread baskets of the world and uncontrollable fire storms tear across nearly every continent. Viruses rage out of control.

What calamity drove the human race to the very brink? Some say it was rampant consumerism and unfettered greed, while others suggest it was the weight of overpopulation. Many think the crisis was orchestrated by shadowy groups intent on destabilization. Only history will record the truth if it has the chance. For the planet has been blasted beyond our worst fears.

Decades earlier, a mysterious energy source unknown to science or industry was discovered in meteors falling to the Earth. The incalculable value of this metal–now named Cruetonium–soon became clear, and the race to control it was on. Nefarious factions worked from the shadows conducting disinformation campaigns and mobilizing mercenaries to collect the new resource regardless of the cost.

There are now rumors that those factions are rising again and that forces that have quietly amassed in the shadows will be unleashed. The factions, led by ruthless warlords, are fighting for control of Cruetonium. But they are also simply battling for life.

The shadow conflict begins.

THE WAR

Warlords have emerged to not only head up the factions, but to also go on covert missions. Each of these missions is a squad-level skirmish game that will have a direct effect on the world map in certain undetermined secret locations. Each warlord also has covert tactics that will grow and expand as time progresses.

Cruetonium is the key to success for the rival factions. Whoever controls Cruetonium will win the wars. However, it is rumored that this new energy source is not entirely stable.

In the game, the factions will go to war. Some warlords will emerge victorious; others will fall. There will be alliances, secret deals, backstabbing, and moments of shock. Your destiny will be determined by the choices you make as a warlord. Choose wisely.

THE WARLORDS



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The Warlords



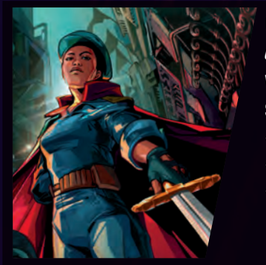
ANGUS SMITH

Exceptional strength.

Weapon: Submachine gun

Strengths: Covert operations and mobile warfare.

- Excels at performing high-mobility field maneuvers.
- Can quickly modify current troop deployments.
- Skilled in agility- and stealth-based operations.



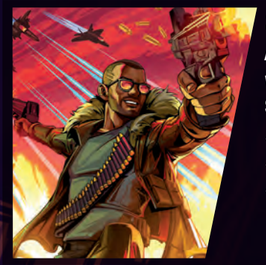
CASSANDRA EVANS

Charismatic recruiter.

Weapon: Cavalry saber

Strengths: Fast learner and technical wizard.

- Skilled at calling in reinforcements on the battlefield using decoys and feints.
- Excels in armed melee combat.
- Intelligent and dependable voice of reason.



JETT ST. CLAIR

Master of deception.

Weapon: Dual automatic pistols

Strengths: A rational radical – difficult to combat, impossible to control.

- Can implement devastating surprise attacks, trickery, and ruses.
- Expert at executing extremely aggressive blitzkrieg-style strikes.
- Often driven by Robin Hood-like altruism.



KAI WELLER

Defensive-minded strategist.

Weapon: Submachine gun

Strengths: A thoughtful and systematic problem solver.

- Capable of quickly reinforcing defensive positions.
- Combat medic and an expert in cyber-technology.
- Top-tier gamer with enormous clout.



RAAZ GARCIA

Ruthless–no real allegiance to anyone but himself.

Weapon: Assault rifle and advanced optics

Strengths: Expert marksman and premier weapons specialist.

- Long-range offensive assaults expert who employs advanced drones and AI assets on the battlefield.
- Chameleon who can shift personas skillfully to fit any situation.
- Skilled at applying additional energy to associated forces.

The Factions



The Green Faction

Off-the-grid paramilitary cells of independent thinkers in vast networks. Strong in manpower, resources, and knowledge. Armed and self-sufficient.



The White Faction

Merciless private corporations deploying their mercenaries across the world. Have been secretly accumulating power and influence. Well-equipped and trained.



The Blue Faction

A criminal syndicate led by godfathers and oyabuns, with moles in every city. Can make things happen when the military or corporations cannot. Will resort to random executions and torture if necessary.



The Yellow Faction

The unified armed forces who trace their heritage back to the great military strategists of history. They value honor, courage, duty, and sacrifice. They see themselves as the guardians of government.



The Red Faction

A disenfranchised civilian militia who view themselves as freedom fighters. They are the desperate masses who have risen up to resist tyranny and battle for survival.

One Campaign, 15 Games

You will play 15 games in order. There are two ways to play: global or skirmish mode. Games 1, 3, 5, 6, 8, 9, 11, 12, 14, and 15 are global games. Games 2, 4, 7, 10, and 13 are skirmish games.

There are standard rules for each of these types of games. The campaign games will introduce different ways to set up or play your games. Read the rules for the global games, and then skip to the Campaign Games section on page 22 and play game 1. After you play campaign game 1, you will need to read the skirmish game rules before playing campaign game 2. Or you can read all the rules at once.

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PLAYING THE GLOBAL GAME

Ten of the 15 campaign games are global games.

OBJECT OF THE GAME

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players. Some campaign games do offer other ways to win.

GLOBAL GAME COMPONENTS

Gameboard

The gameboard is divided into 42 territories. Players will place troops, HQs, and warlords into these territories.

Territories are connected by lines. Territories that are connected can attack each other.



Territories are grouped together into six different continents. If you control a whole continent at the start of your turn, you'll get bonus troops.



The top of the board defines the abilities of some of the marks. The game starts with four scars: Bunker, Ammo Shortage, Mercenary, and Fortification. The blank spaces on the board will get filled in as you open the envelopes.



Each territory has a shape showing you where to place marks in that territory. Scars go on the bottom and warlord stickers go on the top. By placing them on the shapes, you can be sure you don't accidentally put two scars in the same territory or cover up a name or put a sticker over a fold in the board, for example.

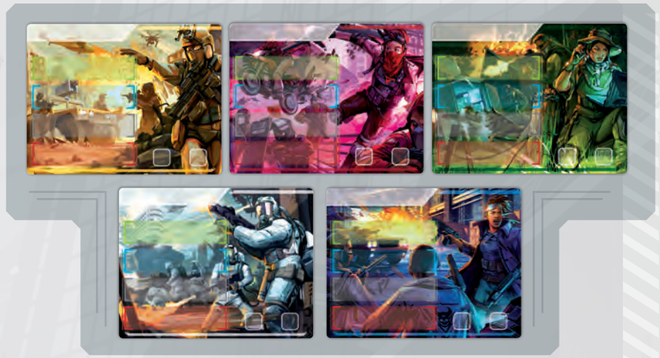


The energy track at the bottom of the board keeps track of all players' energy totals.



Faction Cards

Each army comes with its own faction card, which will evolve as you play more games. The back of the card shows the player who played this faction along with their warlord name and whether the faction won, held on, or was eliminated.



Plastic Figures

The plastic figures represent troops, HQs, and warlords. There are two different types of troops: the single figure represents one troop and the vehicle represents three troops. It makes no difference if you put three single troops or one 3-troop piece in a territory—either option represents three troops. The faction HQs are each worth one domination token (you need four domination tokens to win the game, so it is good to hold onto your HQ and to take other players'). Each player will select a warlord. Once you choose your warlord, it is yours. No one else can play with your warlord.



Dice

For the global games, the dice are two different colors. The three black dice are used when attacking. The two red dice are used when defending.





Domination Tokens

You need four domination tokens to win the global games. The other side of the domination token is used only in the skirmish game.

Draft Tokens



Draft tokens are used at the start of each global game. They are part of the opening draft.

Cyber-Operations Attack Tokens

Each player receives one cyber-operations attack token at the start of the game. Players also receive one cyber-operations attack for every game they have won, including skirmish games. The other side of the cyber-operations attacks are used only in the skirmish game.

Rogue Army Tokens

These tokens are used in certain campaign games. You will learn more about these tokens as you play through the campaign games.

Cruetonium Energy Canister Tokens

Each of these tokens represents 30 energy. The other side of the Cruetonium energy canister token is used only in the skirmish game.

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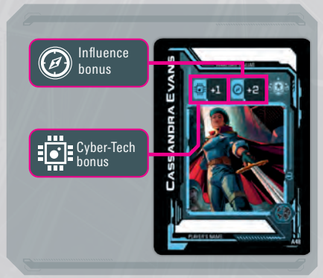
CARDS

Warfare Cards: There are 42 warfare cards in the game. They contain territory codes, tactics, and events.



Main Warlord Cards: Each warlord has a main warlord card. One side is used in the global games. The other side is used in the skirmish games.



Warlord Cards: Each warlord has a deck of eight warlord cards.



Scar Cards: Players will receive a scar card before most games. These will allow the player to permanently alter a territory on the board.



Starting Tactics Cards: These cards give the factions one starting tactic.



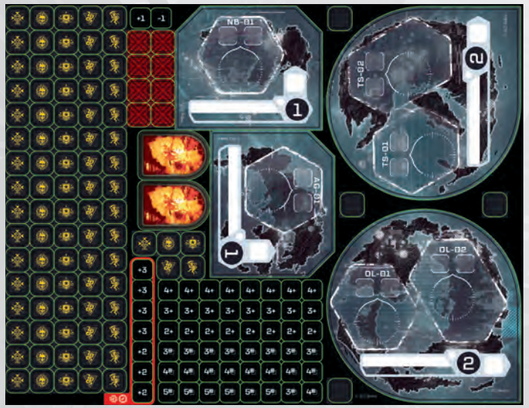
Warlord Upgrade Cards: These cards are used at the end of global games to upgrade your warlord cards.



Other cards will come into play as you open the sealed components.

Sticker Sheet

These stickers—called marks—are used throughout the game. The rules will tell you when to use them.



Sealed Components

Don't open these until you are instructed to in the campaign section of this rulebook.



SETUP BEFORE EVERY GLOBAL GAME

1 Place the global gameboard and the dice.

Place the global gameboard in the center of your playing area. Place the dice anywhere next to the gameboard.

2 Prepare the warfare cards.

Shuffle the warfare deck and place it next to the gameboard. Turn over the top five cards and place them face up next to the warfare deck.

3 Take a domination token.

If you haven't signed the back page of the rulebook (you sign this page when you win a game), take a domination token. If all players have signed the back page of the rulebook, each player starts with one domination token. Place the remaining domination tokens next to the gameboard.

4 Take one Cyber-Operations Attack token.

Each player takes one cyber-operations attack token. If you have signed the back of the rulebook, take one additional cyber-operations attack token for every time your name is signed. (See page 13 for more details on cyber-operations.) Place the remaining cyber-operations attack tokens next to the gameboard.

5 Give one scar card to each player.

Shuffle the available scar cards and randomly deal one card to each player. If there aren't enough cards for every player to get one, then no one gets a scar card for this game.

6 Take your warlord figure.

Each player takes their warlord figure, warlord cards, and main warlord card. Your warlord will be placed in your chosen starting territory after the draft. For the first game, players will select their warlords before the game begins. This is explained in the Campaign Games section on page 22.

7 Play the opening draft.

A. Lay out all the draft tokens. If there are three players, use only the "3 Players" draft tokens. Add in the "4 Players" tokens if there are four players. If there are five players use all the draft tokens.

B. Lay out the faction cards face-up and any extra warlord figures. These tokens and cards are drafted by players before each game to determine each player's starting troops, turn order, faction, and the order of choosing a starting location. Each player can only draft one faction card per game. You can also draft an extra warlord. If you do, return your warlord figure and their cards to the box. Take the warlord figure you drafted, along with their cards, and place them in front of you.

C. All players roll to see who picks first. Starting clockwise from the high roller, each player chooses a faction card, an extra warlord, or a draft token of a type they have not already chosen. So a player who has a turn order token cannot take another turn order token but may take a token of a different type.

D. After each player has chosen a faction card, extra warlord, or a draft token, reverse the selection order and each player, now going counter-clockwise, chooses a faction card, extra warlord, or a draft token.

In a four-player game, the draft order would be Player 1, Player 2, Player 3, Player 4, Player 4, Player 3, Player 2, Player 1, repeating this sequence until each player has a faction and a draft token of each color.

E. In order of starting placement, each player places their starting troops, warlord, and HQ on a legal starting territory (starting troops are determined by the starting troops card). You can place your starting units on any unoccupied territory with two exceptions; you cannot place your HQ adjacent to another faction's HQ and you cannot place your starting HQ on a territory with another player's restricted operating zone sticker. Restricted operating zones are further explained on page 16.

F. After all starting territories have been claimed, the player with the first turn order token takes the first turn. Play goes in order of the turn order tokens. Change your seats, if needed, so that play moves clockwise.

8 Place a troop on the Cruetonium energy track.

Each player starts with 5 energy and places a troop on the number 5 on the Cruetonium energy track. These troops are called energy troop markers. They are used to keep track of how much Cruetonium energy each player has.



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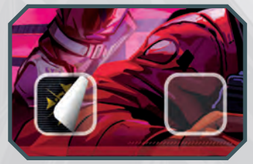
9 Place warlord stickers on faction cards.



Now that all players have a faction, each player may place a warlord sticker on their chosen faction if a warlord sticker slot is available and you still have warlord stickers available.

You cannot put a second warlord sticker on a faction card that already has your warlord sticker on it. If you selected a faction with one or more warlord stickers that are not yours, you must give each of those players one energy.

10 Draw two warlord cards

Each player shuffles their warlord deck and draws two warlord cards. Keep the warlord cards secret in your hand until you are ready to play them.

Rules addition A will go here.

As you play and open envelopes, you will get stickers to put in this book, explaining new rules. For now, you can ignore the brackets and gray text.

GOAL

In the global game there are two ways to win:

- Be the first player to have four domination tokens.
- Be the last player standing when all other players are eliminated.

Some campaign games do offer other ways to win. The rules for those games provide information on this.

Domination tokens can be gained in several ways:

- Players who have not yet won a game start with one domination token.
- If all players have signed the back page of the rulebook, each player starts with one domination token.
- Every HQ you control counts as a domination token. Taking over other players' HQs is one way to gain more domination tokens (note: you do not collect domination tokens from the pile; every HQ counts as a domination token).
- Domination tokens can be purchased at the start of your turn at a cost of 20 energy each.
- There are other ways to gain domination tokens that will come into the game the more you play it. These will be explained at the time.

A player's current domination tokens total is equal to the number of domination tokens they control on the board, plus the number of domination tokens they have in front of them. Domination tokens on the board (HQs and other things later in the game) can change hands many times but domination tokens can never change hands.

TURN OVERVIEW

Each player follows these steps, in order, to take their turn (though note that two of the steps are optional). After a player has completed their turn, the player to the left takes their turn. Play then continues clockwise until someone either gains their fourth domination token or has eliminated all other players.

1 **Start your turn**
2 **Join the war or recruit troops and energy**
3 **Expand and attack (optional)**
4 **Maneuver troops (optional)**
5 **Collect cards**
6 **End your turn**

A note on timing: There are some points when more than one player will want to play a card or a cyber-operations attack at the same time. If that happens, priority goes to who spoke up first. If it is unclear who spoke up first, then priority goes to the current player, then to the defender (if in combat), and then clockwise from the current player.

1. START YOUR TURN

At the very start of your turn, you may have a choice to make.

You may spend 20 energy to purchase one domination token. (You cannot buy more than one domination token per turn.)

If your warlord was destroyed on a previous turn, you may spend five energy to place your warlord on any territory you occupy. If you have less then five energy, you may spend all the energy you currently have to place your warlord on any territory you occupy.

2. JOIN THE WAR OR COLLECT TROOPS AND ENERGY

If you do not control a territory, because all your troops and your warlord have been destroyed, you must **join the war** during this part of your turn. Or, if you have three or fewer troops and you occupy three or fewer territories, you may choose to **surrender**.

If you control at least one territory and have decided not to surrender, then you must **collect troops and energy** during this part of your turn.

Do not do both steps.

Join the War

You may join the war provided there is a legal starting space for you to use. See step E under "Play the opening draft" on page 9 for the definition of a legal starting space.

Take half your starting troops (rounding up) and place them in a legal starting territory. You do not get another HQ. You will have to wait until your next turn to purchase your warlord.

Surrender

If you have three or fewer troops and you occupy three or fewer territories, you may choose to surrender. You may only surrender if there is a legal space to join the war. To surrender, remove all troops and your warlord (if your warlord is alive) from the board and join the war.

Elimination

If there are no legal starting territories, then you are eliminated from the game, even if a legal territory opens up later.

When you are eliminated, turn over your faction card and mark the "Eliminated" column for this game. Then sit back and actively root against the person who took you out. And plot your revenge for the next game. You will still participate in the end of game rewards for all players.

Collect Troops

The number of troops you collect at this point is a sum of the following:

- The number of territories you control divided by 3.
- Any continent bonus(es).

Territories

Total the number of territories you control and divide this number by 3 (round down). If this number is lower than 3, round up to 3. Place that many troops in front of you.

Continent Bonuses

If you control every territory within a continent, then you control the continent. (Note: Devastated territories are no longer territories you need to control to receive a continent bonus.) The chart next to the continent shows how many troops you recruit. Add these troops to the pile in front of you. You must control every territory in a continent to control it. If you have three out of the four territories in South America and the fourth one is unoccupied, you do not control the continent. Note: If you named a continent as a result of winning a previous game, you get one more troop than listed for controlling it (see "End of the Global Game" on page 15).

Placing Troops on the Board

After collecting your troops, place all of them into territories that you control. You can choose to put all of them into one territory or spread them out across any of your territories. If you do not have enough physical pieces of your color, you can substitute troops out by replacing three single troops with the one 3-troop token. If you are still short, you can substitute troops from a faction that is not being played or with any other pieces, as long as all players understand what the pieces represent.

Collect Energy

You collect the same amount of energy as you do troops. Move your energy troop marker on the Cruetonium energy track to show how much energy you gained. For example, a player collects five troops, so the player also collects 5 energy. The player had 5 energy at the start of the turn, so the player moves their energy troop marker up to number 10 on the Cruetonium energy track. If collecting energy would cause you to go over 30 energy, collect a Cruetonium energy canister token and start over counting at 0. For example, you currently have 25 energy. On your turn, you collect 7 energy causing you to have a total of 32 energy. You collect the Cruetonium energy canister token and place your energy troop marker on 2.

3. EXPAND AND ATTACK (optional)

At this point, you can expand into unoccupied territories and/or attack adjacent enemy territories in an attempt to take control of them. Expanding and Attacking is optional. Just like standard Risk, you can expand and attack as much as you want, providing you have the units to do so.

Units

Troops and warlords are units.

Expanding into Unoccupied Territories

Expanding into an unoccupied territory is pretty straightforward—move at least one unit from an adjacent territory you control into the unoccupied territory. You now control this territory.

How to Attack

If you want to take control of a territory that contains enemy units, you do not expand into it but, rather, attack it.

- Choose one of your territories that contains at least two units. Select one unit to "stay behind" and guard your territory. The remaining unit(s) are eligible to attack the enemy territory.
- Choose how many units will participate in this battle and declare the enemy territory you are attacking. You can send one, two, or three. Your attacking territory may contain more than three units, but no more than three can attack at once.
- The defender chooses how many units will defend—one or two units.
- Each side rolls one die for each unit in the battle. This means the attacker rolls one, two, or three dice and the defender rolls one or two dice.
- Both sides put their dice in order from highest to lowest. Compare your highest die to your opponent's highest die. The higher number wins and the loser removes a unit from the territory. The defender wins ties.
- Now compare your second highest dice in the same way. The loser removes a unit from the territory.
- If there is no die to compare yours to, meaning you rolled one or two more dice than your opponent, then ignore that die or those dice.

If the Defender Has No More Units in the Territory

Move the attacking units into the territory. You may also move in additional units from the attacking territory at this time. So even though you can only attack with a maximum of three units, you can move more than that into the conquered territory so long as you leave at least one unit behind. No territory can ever be left abandoned because all the units moved into a new territory.

If the conquered territory has an enemy HQ, leave the HQ in the

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territory. You now control that HQ and the domination token that it is worth. If this gives you your fourth domination token, then you win the game.

You may attack more territories if you want to and are able to.

If the Defender Still Has Units in the Territory

You may attack again if you want to and are able to, either between the same territories or between new ones.

Knocking Out Another Player

You knock out another player if you defeat their last unit on the board. That player keeps all their cards, domination tokens, and cyber-operations attack tokens. Depending on the state of the board, this player may or may not be able to join the war at the start of their next turn.

Warlords Expanding

Warlords count as a unit when expanding.

Warlords Attacking and Defending

Warlords count as a unit when attacking and defending. If your warlord is in the attacking territory, you can reroll any 1s rolled once. If your warlord is in the defending territory, you can reroll any 1s rolled once.

Warlord Gets Knocked Out

When you must remove units due to an attack, remove your troops first. Your warlord is your last unit removed. If your warlord is removed, you may no longer play warlord or warfare cards this turn. You will have the opportunity to purchase your warlord at the start of your next turn.

Three-Territory Bonus

During your turn, if you take three contested territories you immediately earn 1 energy and one warfare card. A contested territory is one that contains enemy units. This bonus is collected only once during your turn. Therefore, if you take 10 territories during your turn, you earn only 1 energy and 1 warfare card. The warfare card gained is drawn from the warfare deck, not taken from the line-up.

4. MANEUVER TROOPS (optional)

After you have finished with expansions and attacks, you may maneuver your units. Maneuvering units is optional. You can perform one maneuver per turn. Some cards and tactics will allow for additional maneuvers.

How to maneuver: take as many units as you'd like from one of your territories and move them to one other connected territory. Territories are considered connected if all of the territories in between are also controlled by you. You cannot pass through enemy territories, and you must always leave at least one unit behind in the original territory.

EXAMPLE OF ATTACKING

The green faction is attacking the red faction in AF-02. The green faction sends in the maximum three units and the red faction defends with the maximum two. The highest attack die is 5, as is the highest defense die. The defender wins ties so the green faction loses an attacker. The second highest dice are an attacker's 4 and a defender's 3. The attacker wins and the red faction loses a defender.



The green faction can only send in two attackers since one must stay behind. The defender can defend to the last unit. Both players roll two dice. In this case both the attacker's dice are higher than the defender's dice so the red faction loses their remaining two defenders.



The green faction must now move their two attacking units into the empty territory. If the green faction had more units in AF-01 to move in, the green faction could move more units into AF-02 at this time. The green faction cannot move in with their last unit as the green faction would be abandoning that territory.



MODIFYING DIE ROLLS

Some marks on the board as well as cyber-operations attacks and tactics on faction cards, tactics on warlord cards, and tactics on warfare cards may change the value of certain die rolls. The effects of marks are listed on the gameboard. The following rules are in effect for all die modifications in combat:

- Whether you are increasing or decreasing a die roll, the roll can never be higher than 6 or lower than 1.
- If more than one die is the same number, only one is modified. For example, if you are defending in a territory with a bunker and roll two 5s, only one would change to a 6 because of the bunker in your defending territory.
- Sometimes, a combination of scars, cyber-operations attacks, and tactics may affect which die is the highest one. Reevaluate your dice after all modifiers have been triggered to see which is now the highest.



FORTIFICATIONS

Fortifications are shields that protect a territory against offensive assaults.

When defending a territory that has a fortification, the defender adds 1 to both of their dice. If the attacker attacks with three units, the fortification gets worn down. After each attack with three units, mark one of the boxes around the fortification. Once all five boxes have been marked, that territory is no longer considered fortified and any player may play a scar on top of it. You do not need to first put a blank sticker down.



CYBER-OPERATIONS ATTACKS

Cyber-Operations Attack tokens can be discarded to affect die rolls in combat as noted below.

Any player (even those not involved in the battle) may discard cyber-operations attacks after dice are rolled, but before units are removed. For each cyber-operations attack discarded in this way, the player can change one die in the combat roll to an unmodifiable 6. A player may discard multiple cyber-operations attacks to change multiple dice per battle.

Players may discard cyber-operations attacks in any order and may respond to another player using a cyber-operations attack by using a second (or more). If two or more players are trying to play a cyber-operations attack at the same time, priority goes to the current player (attacker), then the defender, then each player clockwise around the table from the attacker.

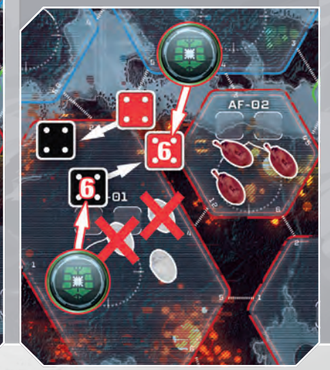
While attacking AS-02, the white faction is about to lose two units to the red faction.



Desperate for this win, the white faction player plays a cyber-operations attack, changing one attack die to a 6, changing the results of the battle to one casualty each.



The green faction player, who is not even in the battle, wants the defender to win and plays a cyber-operations attack, changing one defender die to a six. This means that the white faction will lose both attacking units.



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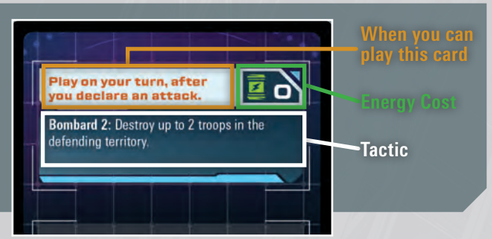
5. COLLECT CARDS

Do the following in this order:

1. Draw a card from your warlord deck. You cannot play this card this turn.
2. Select and draw one of the five cards in the warfare card line-up. You cannot play this card this turn.
3. Draw a warfare card to replace the one you selected, face up in the line-up. If the drawn card has an event, read it aloud and perform the event.

Warlord Cards

Let's take a look at a warlord card.



On each turn, draw a warlord card. Keep warlord cards secret in your hand until you are ready to play them. Each warlord card has at least one tactic, and some cards have two. When you play a warlord card, you must spend energy equal to its cost. Move your energy troop marker down the Cruetonium energy track according to the amount spent. In the early games, most cards have a zero energy cost. At the end of each global campaign game, you will add a tactic to one of your warlord cards. If you play a card with two tactics you can carry out both tactics if you can afford the cost for both tactics and you are allowed to play both tactics at the same time. For example, if you had a card that included a tactic that is played any time on your turn and a tactic that is played any time on an opponent's turn, you cannot play both of these tactics at once because the timing does not allow you to.

When you play a warlord card, place it in your warlord card discard pile face up. If no cards are in your warlord card discard pile, create a warlord discard pile next to your warlord deck.

If you go to draw a warlord card and your warlord deck has no cards in it, shuffle your discard pile to create a new warlord deck. Then draw a card from your warlord deck.

Warfare Cards

Now let's look at a warfare card.



On each turn, you will select a warfare card from the warfare card line-up. Keep warfare cards secret in your hand until you are ready to play them. Then draw a warfare card to replace the one you selected, face up in the line-up. If the drawn card has an event, read it aloud and perform the event.

There can be up to three different sections of a warfare card: *Event*, *Warfare Tactic*, and *Territory*.

Event Section

Some cards have events. If a card with an event is flipped over when replacing a card in the line-up, immediately perform that event. This card remains in the line-up.

Warfare Tactic Section

All warfare cards have a warfare tactic. When you play a warfare card to use its tactic, you must spend energy equal to its cost. Move your energy troop marker down the Cruetonium energy track according to the amount spent. Then perform the tactic.

When you play a warfare card to use its tactic, place it in the warfare card discard pile face up. If no cards are in the warfare discard pile, create a warfare discard pile next to the warfare deck.

Territory Section

Each territory has a warfare card. Only look at this section when directed to by other cards.

If you go to draw a warfare card and the warfare deck has no cards in it, shuffle the warfare discard pile to create a new warfare deck. Then draw a card from the new warfare deck.

6. END OF TURN

Scars and Marks

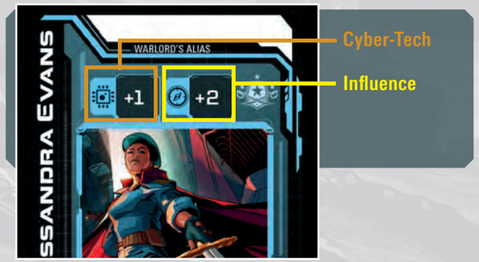
Some scars and marks on the global board trigger at the end of your turn. More scars and marks will become available as additional envelopes are opened.

CYBER-TECH AND INFLUENCE

The Cyber-Tech value indicates how tech-savvy a warlord is. The Influence value indicates how competently a warlord can manipulate other warlords, factions, and situations.

Some campaigns and tactics require players to make a Cyber-Tech check or an Influence check. The check will have a number to equal or exceed. For example, to make a Cyber-Tech check of 5+, roll one die and add your warlord's Cyber-Tech bonus. If the total is 5 or higher, that unit successfully made the check.

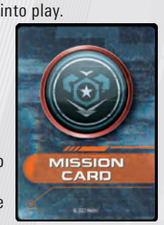
Some campaigns and tactics will require a Cyber-Tech roll off or an Influence roll off. Here, all involved players roll one die, adding their bonus. The player with the highest total, adding the bonus to the die roll, wins the roll off. If there is a tie reroll, add in bonuses. Continue rolling until there is no longer a tie.



OTHER TYPES OF CARDS OR MARKS

As you make your way through more games of Risk Shadow Forces, different types of cards and marks will come into play.

MISSION CARDS



You will only encounter mission cards when you open certain envelopes. Until then, you won't need to use these rules.

At the start of the game, shuffle the mission deck and turn over the top card. Place the top card face up, next to the mission deck. Any player may try to complete the mission on the card to gain a domination token.

At the end of your turn, if you have completed the face up mission, you may discard that mission card back to the box and take a domination token. If the game is not over yet, draw the top card and place it face up next to the mission deck to replace the completed mission. You can only complete one mission per turn.

Rules addition B will go here.

Rules addition C will go here.

Rules addition D will go here.

SCAR CARDS

Each scar card has three stickers on it to start. On your turn you can play a scar card. To play a scar card, choose from the available stickers on the card to apply to the gameboard. If there is only one sticker left, you must choose that sticker. You can only place one scar sticker per game when playing the scar cards. You can place a scar sticker on any territory, even a territory you do not occupy. There are two types of scar stickers: blanks and places.

Places are the scars that are not blanks. Places can only be placed onto empty scar areas, on top of blank scars, or on top of a fortification that has five boxes marked.

Blanks are placed onto places that are already on the board. Blanks negate the places they cover. Blanks cannot be placed on devastation scars.

If you remove the last of the three stickers from a scar card, trash it. If you remove a sticker and there is at least one sticker remaining on the card, place it with the other scar cards that were not used in this game.



END OF THE GLOBAL GAME

A game is over if any player has four domination tokens or if all other players are eliminated. At that time, rewards are given out to all the players. Certain campaigns can also end the game in different ways. The changes made in those campaigns will alter how future games are played. All players do the following in this order.

1. Write on your faction card.

Players write their names and their warlord's names on the back of their faction cards for the current game they just played.

All players record whether that faction:

- Won the game.
- Held on (didn't win but was still in the game).
- Was eliminated.

If you have no troops or your warlord on the board when the game ends, you are considered eliminated even if you could've joined the war on your next turn.

Mark "X" on the back (under player) of any factions not chosen for this game to show that they did not take part, and then return them to the box.

2. Place a warlord sticker on a territory.

All players place a warlord sticker on a territory, starting with the player who won the game. The winner also chooses the order in which players can place their warlord stickers. Here are rules for placing stickers:

- You can place a warlord sticker on a territory in any empty box.
- You cannot place a warlord sticker on a territory where you already have a warlord sticker.

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- You can place a warlord sticker on a territory you occupied or a territory you did not occupy at the end of the game.
- You cannot place a warlord sticker on a territory that already has two warlord stickers.
- You cannot add a third warlord sticker to any starting continent until they all have two of your warlord stickers already.



Now look at the warlords who were not chosen to play in this game. If any do not have a player assigned to them, the winner chooses a territory for each of these warlords and places their warlord stickers on the chosen territories.

If one or more players drafted an extra warlord, that player or those players select a territory and place their alias-named warlord's sticker onto the selected territory. And, as stated earlier, the winner chooses the order for placing warlord stickers.

If there are alias-named warlord for players who did not play in this game but played in one or more previous games, then the winner selects a territory for each alias-named warlord that did not play. Place the appropriate warlord stickers on the selected territories.

During global games, at the end of your turn, if you control a territory with your warlord sticker on it, add one troop to it.

3. Choose a tactic from the warlord upgrade cards



All players choose a tactic from the warlord upgrade cards. After choosing, the players will place the stickers on the chosen card onto an empty spot on one of the warlord cards for the warlord that they played with during this game. If there are no empty spots, you can cover any spot. If you remove the last sticker on a card, rip the card up and trash it. If you remove a sticker and there are stickers remaining on the card, place the card back to where it came from so another player can select a sticker from it.

Start by shuffling the warlord upgrade cards and turn over the top six cards. If there are not six warlord upgrade cards available, turn over all the warlord upgrade cards. If after turning over the cards, there are fewer than six total stickers, then no upgrades will be made for this game. Starting with the player who won the game, each player selects a sticker from one of the face-up warlord upgrade cards. The winner also chooses the order of when players can choose their warlord upgrade stickers.

Now look at the warlords that were not chosen to play in this game. If any do not have a player assigned to them, the winner will select a sticker for each of these warlords. Stickers placed must share timing colors, and must go on empty spots, if empty spots are available.

If one or more players drafted an extra warlord, those players will each select a sticker to upgrade their alias-named warlord's card. The winner chooses the order for selecting these stickers.

If there are alias-named warlords for players who did not play in this game, but played in one or more previous games, then the winner will select warlord upgrade stickers for their warlord cards. These selections and upgrades are completed last. Stickers placed must share timing colors, and must go on empty spots, if empty spots are available.

4. The winner signs the rulebook.

The winner signs and dates the back page of the rulebook. They may add any slogans, comments, mottos, or trash talk they like.

5. The winner gets the reward.

After that, the winner gets to do one of the following:

Name a continent (+1 reinforcement for you only).

The continents start out unnamed. You may name any unnamed continent with whatever name you see fit to give it. If you name a continent, then that continent gives you a bonus of one more troop if you control it in future games. For example: You name South America "Paradise." Paradise gives a bonus of two troops to anyone who controls it but gives you and you alone a +1 for a total of three troops. You may put your initials here to remember you named it.

Place a restricted operating zone sticker (only you can start the game on this territory).



You can only place a restricted operating zone sticker if you have an empty spot next to one of your warlord stickers. In future games, you cannot place your starting HQ on a territory with another player's restricted operating zone sticker. Only you can start on a territory with a restricted operating zone sticker and your warlord sticker on the same territory.

Change a continent bonus (+1 or -1 to that continent forever).



There are two continent marks in the game: a +1 and a -1 mark. These marks are placed next to a continent bonus on the board to permanently affect that continent. A continent can only be changed once (either up or down).

Cancel a warlord sticker or a restricted operating zone sticker



Take one of the four "black" square stickers and place it over any warlord sticker or any restricted operating zone sticker. A new sticker can be placed on it in future games.

6 Check your campaign game.

Be sure to check your campaign game for anything you might need to do at the end of your game.

PLAYING THE SKIRMISH GAME

Five of the 15 campaign games are skirmish games. The factions are not involved in these skirmish-level battles. These battles are fought by the warlords and their most trusted soldiers.

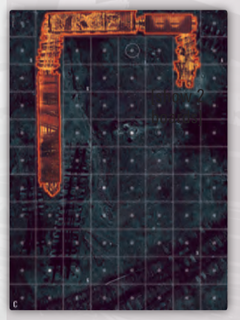
OBJECT OF THE GAME

The objects of the skirmish games are all different. Follow the general rules presented here, along with the campaign-specific rules that follow.

SKIRMISH GAME COMPONENTS

Two Double-Sided Gameboards

There are two double-sided gameboards for a total of four different gameboards. The gameboards are labeled A, B, C, and D. Each campaign game uses a combination of two boards.





Warlord Figures, Squad Tokens, and Main Warlord Cards

Each player will have a set of these to play the skirmish games.



Wound Tokens

Wound tokens are used to track the number of wounds a unit has.



Door Open Tokens

These tokens are placed to show that a door is open. Once placed, treat this space like an open space.



Hostage Tokens

These tokens are only used in campaign game 2.



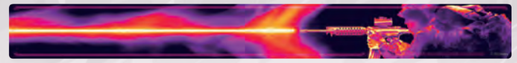
Dice

You will roll dice to attack and block. It does not matter which color dice you roll in the skirmish games.



Range Guide

The range guide is used to see if you can attack a unit with a range attack.



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SETUP BEFORE EVERY GAME

Warlords

Each player takes the following: their warlord figure, their main warlord card, and their two squad tokens.

Extra Warlords



If there are extra warlords and a player decides to play with an extra warlord instead of their alias-named warlord, that player returns their warlord and squad tokens to the box and takes their preferred extra warlord and their squad tokens. Players must make this decision before reading the campaign they are about to play.

If more than one player would like to play with extra warlords, these players roll a die. High roller chooses an extra warlord. Selection continues clockwise from the high roller, if there are extra warlords still available. If there are no extra warlords available or a player does not want to play with any of the available warlords, then the player will play with their alias-named warlord.

Skirmish Gameboards

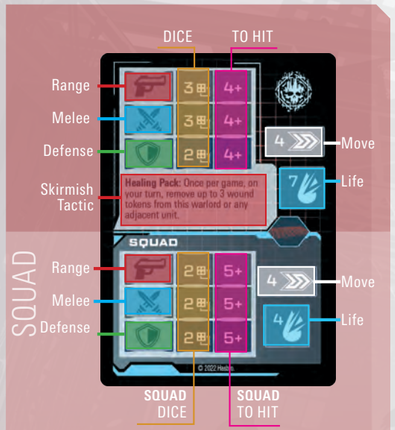
1. Take the gameboards for the campaign game you are playing and place them on your playing surface according to the campaign game setup image.
2. Follow any campaign-specific setup instructions.
3. Place the wound tokens in a pile next to the gameboard.
4. Place the five dice next to the board.

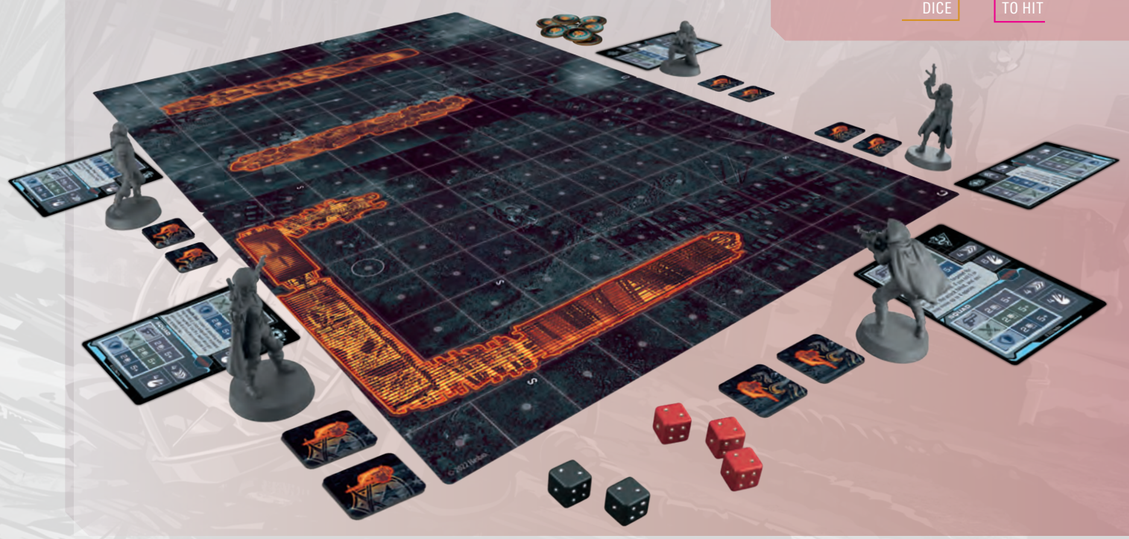
Each player rolls one die. High roller places first and goes first. Play then passes to the left. If there is a tie, tied players continue rolling until the tie is broken.

The high roller places their warlord on any space marked with an "S." They then place their two squad symbol tokens on space(s) next to the warlord. For squad token placement, you cannot place a token on a space that is in a diagonal direction from your warlord. Then each player does the same in turn order.

The Skirmish Warlord Card

For the skirmish games players will use the skirmish side of the warlord cards. Let's take a look at the card.





TURN OVERVIEW

Each player takes their turn using the following steps, in order. The player who placed first takes the first turn. Play then continues clockwise until someone wins according to the object of the campaign game being played.

Move (optional)
Attack (optional)

1. MOVE (optional)

- You may move all, some, or none of your units. Your warlord and your squad tokens count as units.
- You can move forward, backward, and side to side. You cannot move diagonally.
- You do not have to move the full amount.
- You cannot move through your opponents' units.
- You can move through your own units.
- You cannot move through doors, walls, and debris.
- If you move onto a space with a hostage you must end your movement on that space.
- You cannot end your move on a space that contains a unit.

2. ATTACK (optional)

Once you have completed moving your units, you can attack with all, some, or none of those units. Only units that are in an attack position can attack. You can attack in any order you choose. You can only attack once with each unit. There are two types of attacks: **melee** and **range**.

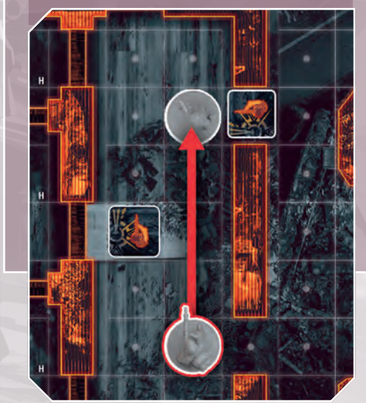
Melee Attack

In order to attack an opponent's unit with a melee attack, you must be in melee attack position. If your unit is adjacent to an enemy unit, including diagonally, that unit is in melee attack position.

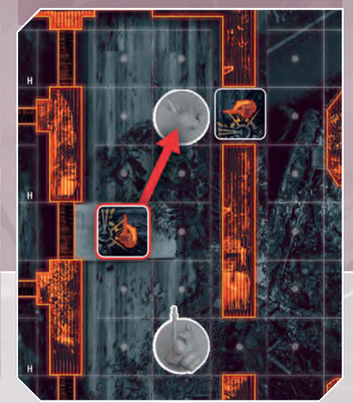
To melee attack, call out your attacker and which unit is being attacked. You cannot attack your own units. Roll the correct number of dice based on the current number on your card for melee dice. Then look at your melee "to hit" number. Any dice rolled that equal or have a greater number than your "to hit" number are considered hits. Then if at least one hit is rolled, the defending player rolls to block. The defending player looks at the shield dice number for that unit and rolls that many dice. Any dice rolled that equal or have a greater number than your shield dice number are considered blocks. Blocks block hits. Any hits that get through the blocks are wounds. See the example of an attack below.

For example, the player controlling Raaz Garcia has three units in attack position on Kai Weller.

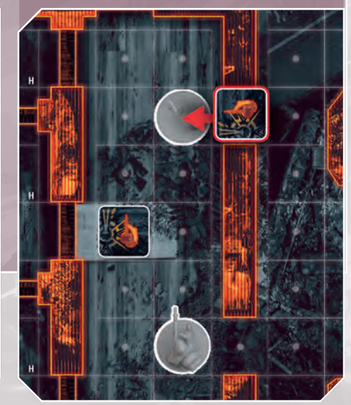
First, the player decides to attack with Raaz. Raaz is in range attack position, so he rolls three dice. He rolls 4, 3, and 2. He hits on 3+, so that's two hits. Now, Kai blocks. She rolls two dice. She rolls 3 and 1. She needs a 4+, so she did not block any of the hits. Two wound markers are placed on Kai's main warlord card.



Raaz's Squad unit 1 also is in range attack position on Kai. He rolls two dice. He rolls a 4 and a 6. The squad unit hits on 5+, so that is one hit. Kai blocks. She rolls a 5 and a 3. She needs a 4+ to block so she blocked the one hit and takes no wounds.



Raaz's Squad unit 2 is in melee attack position on Kai. He rolls two dice. He rolls a 5 and a 6. The squad unit hits on 5+, so that is two hits. Kai blocks. She rolls a 6 and a 1. She needs a 4+ to block so she blocked the one hit. One hit got through, so one wound is placed on Kai's main warlord card. She now has three wounds. Once she has seven, she will be Knocked Out.



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Wound Tokens

If an attacked warlord takes wounds because a number of hits got through the blocks, then place a number of wounds equal to the number of hits that got through on the warlord card. Wound tokens come in values of 1, 2, and 4. You can use whatever combination you desire to represent the wounds taken.

If an attacked squad unit takes wounds because a number of hits got through the blocks, then place a number of wounds equal to number of hits that got through under the squad token.

Knocked Out Units

Once a unit has a number of wound tokens equal to or greater than the total life of the unit, that unit is knocked out. Remove it from the board.

Range Attack

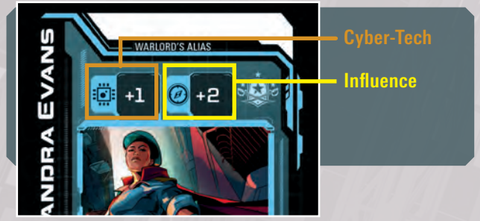
To attack an opponent's unit with a range attack, you must be in range attack position. Range attacks can travel any distance. You cannot shoot through units, doors, walls, or debris. To see if you can attack, call out your attacker and the unit you are attacking. Remove both units, remembering their locations. Use the range guide to connect the center dots of each space. If there is a clear path to your target, with no units, doors, walls, or debris in the way, you can execute a range attack. Most of the time, it will be easy to tell if you have a clear path and you will not need to use the range guide. Only use it when the path might not be clear.

To range attack, call out your attacker and which unit is being attacked. You cannot attack your own units. You cannot range attack an adjacent unit. Roll the correct number of dice based on the current number on your card for range dice. Then look at your range "to hit" number. Any dice rolled that equal or have a greater number than your "to hit" number are considered hits. Then if at least one hit is rolled, the attacked player rolls to block. The defending player looks at the shield dice number for that unit and rolls that many dice. Any dice rolled that equal or have a greater number than your shield dice number are considered blocks. Blocks block hits. Any hits that get through the blocks are wounds.

Hostage Tokens

When a player lands on a hostage token the player secretly looks at the token and then returns it back to under the warlord figure or the squad token. Landing on a hostage token ends that unit's move. The hostage token moves with the warlord figure or the squad token. If this warlord or squad token is knocked out by a melee attack, the hostage token is placed under the attacking unit. If the warlord or squad token is knocked out by a range attack, the hostage token remains on the space where the unit was knocked out.

CYBER-TECH AND INFLUENCE CHECKS



Some campaigns, door openings, and tactics require players to make a Cyber-Tech check or an Influence check. For example, to open a door, a unit will need to make a Cyber-Tech check of 5+. To make the check, roll one die and add your warlord's Cyber-Tech bonus. If the total is 5 or higher, that unit successfully made the check and the door will open. Squad units do not get any bonuses.

OPENING DOORS

Some campaign games have doors. These doors are sealed electronically. To open a door a unit must be adjacent, this includes diagonal spaces, to a door and roll a Cyber-Tech check of 5+. If you successfully make the check, place an open door token on that space. If you do not successfully make the check, the door remains closed. You may attempt to open a door before or after you move all your units. You can attempt to open a door and attack.

SKIRMISH TACTICS

All warlords have a skirmish tactic. Using these tactics could help you win the game, so don't forget to use your tactic.

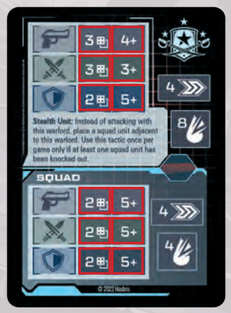
END OF THE SKIRMISH GAME

When the skirmish game is over, rewards are given out to all the players. The changes made will alter how future games are played. Do the following in this order.

1. Upgrade a stat on the main warlord card.

All players can upgrade one of these stats.

The winner upgrades first and chooses the order for the other players to select their upgrades. When choosing an upgrade sticker, players may only select a number that is one higher or one lower than the current stat. If you are upgrading a "to hit" stat, you must select a number that is one lower than your current stat. If you are selecting a "number of dice rolled" stat, you must select a number that is one higher than the current number.



2. Winner chooses a stat sticker for warlords not selected.

Now look at the warlords that were not chosen to play in this game. If any do not have a player assigned to them, the winner selects a stat sticker for each of these warlords. If one or more players chose to play with an extra warlord, those players select stat stickers to upgrade their alias-named warlord's card. The winner chooses the order for selecting these stat stickers.

If there are alias-named warlords for players who did not play in this game but played in one or more previous games, then the winner selects warlord upgrade stickers for their leader cards. These selections and upgrades are completed last.

You cannot weaken a warlord's stats.

3. The winner signs the rulebook.

The winner signs and dates the back page of the rulebook. They may add any slogans, comments, mottos, or trash talk they like.

4. The winner upgrades Cyber-Tech or Influence.

Select either your Cyber-Tech or your Influence stat to upgrade.

When choosing an upgrade sticker, the winner may only select a number that is one higher than the current stat.

If both your influence and your Cyber-Tech have been upgraded once or if the number you need is not available, you may select one of the following End of Global Game options. See page 16 for details:

- Name a continent (+1 reinforcement for you only).
- Place a restricted operating zone sticker (only you can start the game on this territory).
- Change a continent bonus (+1 or -1 to that continent forever).
- Cancel a warlord sticker or a restricted operating zone sticker.

5. Check your campaign game.

Be sure to check your campaign game for anything you might need to do at the end of your game.

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CAMPAIGN GAMES

Play all 15 games in numerical order. After you play the 15 games in order, you can go back and play any of the numbered games in any order.

Only read one campaign at a time. Do not read future campaigns until you are ready to play the next game.

BEFORE YOU START GAME 1

Before you start your first game, choose your warlord and place two devastation scars.

Choose a Warlord

There are five warlord figures. Each warlord has a figure, a main warlord card, and a warlord deck of eight cards. Once you choose your warlord it is yours. No one else can play with this warlord.

See page 4 for descriptions of the warlords.

All players roll to see who picks first. Starting clockwise from the high roller, each player chooses a warlord and takes their cards. Players may look through the warlord decks before choosing. Once each player has a chosen a warlord, they write their name on the main warlord card and come up with an alias for their warlord and write that alias in the allotted space.

If There are Extra Warlords

If you are playing with fewer than five players, you will have one or more unclaimed warlords. Do not write on the cards for these extra warlords. If a new player wants to join in on a future game, that player can claim one of the extra warlords.

Drafting Extra Warlords

The extra warlords can be drafted during the draft. If a player drafts a warlord that is not theirs, they play with the drafted warlord during that game. Players do not write on this warlord card. Any player can play with an extra warlord if they simply want to try a different one. If a player drafts an extra warlord, they take the corresponding warlord card, and place the named warlord and the corresponding cards back in the box.

Place the Devastation Scars

A devastation scar is placed on a territory to show that something catastrophic has happened. A territory that is devastated cannot contain troops, warlords, or HQs, and no troops, warlords, or HQs may be placed on or enter this territory.

Now all players look at their main warlord cards. They roll one die and add their Cyber-Tech bonus. The player with the highest total chooses which two territories receive a devastation scar.

Shuffle the warfare deck and flip over four cards. First, make sure the territories on the four cards that were drawn are eligible for a devastation scar. You cannot place a devastation scar in a territory that would cause territories to be disconnected from the rest of the world. For example, at the start of the game, AS12 and OC-01 are ineligible because if either one of these territories were to be devastated it would cut Australia off from the rest of the world. If either of these cards are in the four that were drawn, replace them with new cards. The player with the highest total now selects one of the four territories and places a devastation scar on it.

The remaining three cards should be checked again to make sure they are all still eligible. If any territories are now ineligible, replace them with new cards. Then the player with the highest total (who already chose the first territory) selects one of the three territories remaining and places a devastation scar on it.

Trash the two warfare cards used to identify the territories devastated. That's right, rip up these two cards.



GAME 1 *GLOBAL*

The Shadow Conflict Begins

Debris from space has rained down upon the earth. Chaos has ensued. Emergency broadcasts claimed the debris is falling from random meteorites. Media networks spoke of unresponsive space stations, but if that is the case, why is it all coming down at once? And why were there explosions in the night sky hours before these impacts began? Communications across the world are now disrupted, so perhaps the satellites have been compromised. But some say that this is not the case, that the strikes are far too massive and strategic to simply be a random event. It can only be the vast manufacturing facilities made in the 2030s now crashing back to earth…or worse, a hidden weapons system. The carnage is simply too great to comprehend.

In desperation, clashes begin across the globe as this event threatens every faction and all blame the secret machinations of others for their losses and pain. This is the final straw, the sparking point. The shadow conflict begins and all of these factions race to secure as many resources and as much territory and manpower as possible from the end of a barrel.

Objective

Be the first player to have four domination tokens, or (or much more rarely) eliminate all other players.

Special Rules

After the draft, players customize their factions.

Customize the Factions

After the draft of game 1, when each player now has a faction card, players will customize their chosen faction. Unlike warlords, factions may be played by different players in future games.

Start by naming your faction. There are no guidelines to naming your factions. Name it anything you want. See the descriptions of the factions on page 5 for inspiration if necessary.

Now select the starting tactics. Each faction has two possible starting tactics, shown on the starting tactics card that matches your faction's color. Choose a tactic and remove its sticker from the card. Apply the sticker to the green space on the faction card.

Extra Factions

If you are not playing with five players, you will have one or more unclaimed factions. Players should select starting tactics for these factions. There's no right or wrong way to choose starting tactics for the extra factions. You can think it through or do it randomly. One person can do it, or it can be a group decision.

You will also need to name the extra factions. One person can do this, or you can do it as a group.

Once each faction has a starting tactic, trash the remaining starting tactic sticker cards. That's right, rip them up and throw them in the trash.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" on page 15.



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GAME 2 *SKIRMISH*

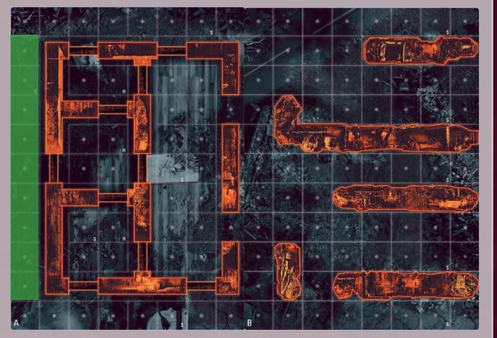
In Search of Answers

The shadow conflict is in full swing, but the factions are now all too aware of the fingerprints of some hidden puppet masters. Was it they who were responsible for this catastrophe and the recent global pandemonium arriving from space? All that is known for certain is that a deadly warlord named Xenia Jones has arisen, modelling her persona after the pit gladiators of ancient history. She has no support in any of the established factions, yet she commands a highly advanced and well-equipped force that has strategically struck out across the world, weakening every other faction as a result. She must be the fulcrum point and the only real lead to unravelling the mystery of the conflict–the identification and location of this mysterious Cabal of Shadows.

The race to catch Xenia Jones has reached its climax. Tech genius Kai Weller has located one of Xenia's bases, yet Cassandra Evans and the other warlords are hot on the trail as well. In one of the old eco-refining facilities, previously thought dismantled by the world's military order, the bottom level and many of its primary technical functions are intact! Worse than this, they have been constantly in operation, altering the world's crust. There Xenia Jones has been cornered, her meager defenders overwhelmed and captured by unknown agents. Ripe for the taking, the warlords gather their most elite bodyguards and enter the old facility. They don't know how busy it is about to get in there.

Objective

Find the target hostage, Xenia Jones, and bring her to the pick-up zone. You can also win when you are the only player with units on the gameboard.



Pick-up zone spaces

The pick-up spaces are shown here in green.

Special Rules

1. Place boards A and B as shown.
2. Place the door open tokens in a pile nearby.
3. Locate the three game-2 hostage tokens. Place them game-2 side up, and mix them up. Then place each on an "H" space.
4. Players now choose starting spaces. They can choose only the starting spaces on board B. Kai Weller places first, and then placement passes to the left. Kai Weller also goes first and play passes to the left. If Kai Weller is not being played, use standard skirmish rules to determine who places first and who goes first.

The game ends when one player reaches a pick-up space with a warlord or a squad figure who is carrying the hostage Xenia Jones. The game can also end if you are the only player with a unit on the boards. If the game ends this way, the remaining player captures all three hostages.

- When the game ends, players carrying Joseph Moore and Celia Rodriguez capture their hostages. They do not have to reach the pick-up spaces.
- The player who captured Xenia Jones in this game (game 2) starts game 3 with 5 additional energy.
- The player who captured Joseph Moore in this game starts game 3 with 3 additional energy.
- The player who captured Celia Rodriguez in this game starts game 3 with 1 additional energy.

When the Game Ends

Give out the rewards detailed in "End of the Skirmish Game" on page 20. Shuffle the warfare deck and draw a card. Look at the territory on the card. If this territory has at least one empty warlord sticker spot, this is the territory that contains Xenia's location. If the territory has both spots filled, keep drawing cards until you draw a territory with an empty spot. Place a Xenia warlord sticker on the territory. Xenia's warlord stickers are in container B.

Xenia Jones is an extra warlord but for this game, the winner does not upgrade her card.

Read this and then open container B!

Xenia has a will of iron and interrogation has not been successful. Any information she has relayed is seen as more propaganda than truth. She states that the factions have no idea what they are dealing with, that this Cabal of Shadows has been pulling the strings of human development since mankind's first city was established, and that it has moles everywhere. They cannot be defeated, they cannot be stopped, and any empire foolish enough to try has been lost in the sands of time. Xenia relays that the eco-refining sites were not all destroyed, as the media reported. It was merely the external and unimportant "window dressing" elements that were allowed to be dismantled all the way back in the 2040s. The real machines have been reforming the world all this time, hidden beneath the refuse shown to the cameras.

And the proof of all of Xenia's wild claims comes only days later when her cell is found empty and entirely new landmasses rise from the ocean's floor.

All players now roll one die and add their Influence bonus. Reroll ties if needed. The player with the highest total chooses the location of the continent containing the territories TS-01 and TS-02. That player decides where to put the lines. The player with the second highest total chooses the location of the continent containing the territory AG-01. That player decides where to put the lines.

The continent containing the territories TS-01 and TS-02 can go in one of three possible locations. After applying the sticker, the player must connect each of the new territories to two different territories using lines. After that, the player may draw an additional line. This line is optional.



The player with the second highest Influence total now places the continent containing the territory AG-01. This continent can go in one of three possible locations.



After applying the sticker, the player must connect the new territory to two different territories using lines. After that, the player may draw an additional line, but this line is optional.

Add the three new warfare cards to the warfare deck.

Jett St. Clair had the highest total Influence, so he decides to place the continent containing the territories TS-01 and TS-02 west of South America.



He then draws a line from TS-01 to SA-04, and a line from TS-02 to NA-09. He decides to draw a third line, from TS-02 to SA-03.



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GAME 3 *GLOBAL*

A Rogue Element Erupts from the Darkness

The Cabal of Shadows functions like a secret organization hidden within all aspects of society, government, the military, and global corporations. Its agents are hidden in all of the factions. Now the Cabal of Shadows makes its move, and its highly advanced military forces erupt into activity across the globe, bringing on unbridled chaos. They are using weaponry only found in the most advanced prototyping labs of the other factions, and they are decades ahead of their adversaries. Perhaps more organized, disciplined, and ruthlessly efficient, the Cabal of Shadows is striving for complete world domination. While the Cabal's forces appear small in numbers, intel suggests they are elite in equipment and training. With what appears to be no central command and control apparatus, their offensive strikes seem utterly random, their methods of transportation impossible to pinpoint. Their onward rush could bring the entire world to its very knees if the other factions do not resist or even unite against this terror claiming to be from antiquity!

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players. You also can win by destroying the last troop of the rogue army.

Special Rules

The player who captured Xenia Jones in game 2 starts game 3 with 5 additional energy.

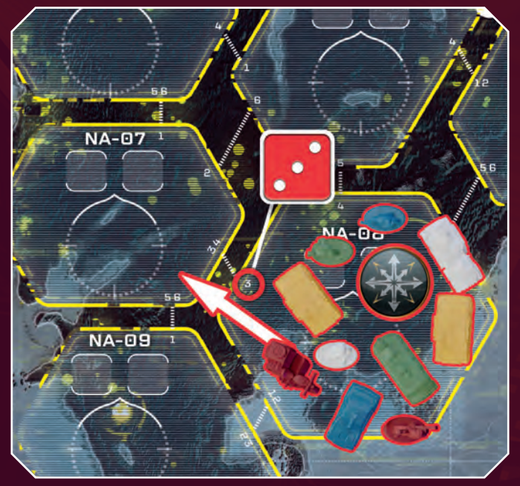
The player who captured Joseph Moore in game 2 starts game 3 with 3 additional energy.

The player who captured Celia Rodriguez in game 2 starts game 3 with 1 additional energy.

Before setting up the game, shuffle the warfare cards and turn over the top card to identify a territory. If you turned over one of the three new territories, keep turning over cards until you get a territory card from one of the original six continents. Place one rogue army token in that territory. Then place three 3-troop pieces from each of the factions in this territory. These troops are secretly embedded and they are part of the rogue army now. You can still exchange a 3-troop piece with three 1-troop pieces at any time. If the territory identified has a restricted operating zone sticker, ignore the restricted operating zone rule and place the troops accordingly. The rogue army token counts as a 1-troop token for the rogue army. Place the remaining rogue army tokens in a pile next to the board.

No one controls the rogue army.

The rogue army moves at the start of every player's turn, according to a die roll. The territory with the most rogue army units will attempt to expand, attack, or maneuver into a territory. Roll the die. Look at the borders and lines of the territory with the most rogue army troops. The number rolled is the direction the troops will go, and this is how you determine the rogue army troop's destination territory.



For example, the rogue army started the game in NA-08. You rolled a 3, which means the rogue army troops want to move into NA-07.

What is in the destination territory determines what happens next.

- If the destination territory is empty, the rogue army will expand into it. Leave a rogue army token in the territory you are expanding from and place all other troops into the destination territory. Then remove a 1-troop plastic piece from the destination territory and place a rogue army token in that territory. The first time the rogue army moves, you will need to exchange a 3-troop piece with 3 1- troop pieces, so that you can remove a 1-troop piece.
- If the destination territory has any rogue troops in it, it will maneuver all but one troop into the destination territory. Leave a rogue army token in the territory you are moving from and place all other troops into the destination territory.
- If the destination territory has any enemy troops in it, it will attack continuously until it has only one troop in the attacking territory always using the maximum dice. If all the enemy units are removed in the destination territory from attacking, the rogue army troops will move in with all but one troop. Leave a rogue army token in the territory you are attacking from and place all other troops into the destination territory. Then remove a 1-troop plastic piece from the destination territory and place a rogue army token in that territory.

Sometimes you will need to reroll based on the result.

- If you roll a territory that has been devastated, reroll. Keep rerolling until your destination territory is one that is not devastated.
- If you roll a territory which the rogue army came from on the previous turn before this one, reroll one time.

Some tactics do not work against the rogue army during game 3. Any tactic which requires the rogue army to make a decision cannot be used against the rogue army.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

GAME 4 *SKIRMISH*

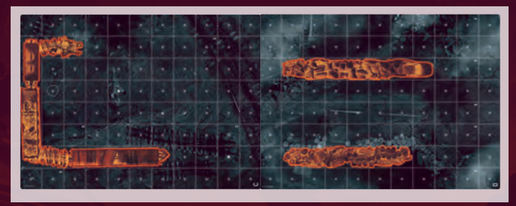
The Destruction of Eco-Refining Station Epsilon

The eco-refining stations were mostly false fronts. Their true operations were automated and were hidden deep within the bedrock of the planet. When the stations were "destroyed" in the 2040s it was simply a ruse, leaving them operating in secret ever since. When the existence of these stations became common knowledge in the media, likely as a result of the interrogation of Xenia, the eco-refining stations were targeted for either destruction or reclamation by the various factions. But massive defenses left standing above the inner workings make entry difficult and dangerous for large troop movements. Time is of the essence, however, as eco-refining has been occurring uninterrupted and the last continental creation attempts caused absolute devastation across most coastlines of the world.

For this reason, all of the factions are now sending in elite squads led directly by the warlords to either secure or destroy the last facilities, in order to stop them or to control and redirect them. Some suspect that the stations are performing a secondary role as well. But, with recent seismic activity across the globe, all fear that the stations will complete their programming and the coastal regions will suffer horror once again. Jett St. Clair has contacts in nearly every city and town, and therefore is informed before the other warlords and gets a head start on them.

Objective

Reach the eco-refining control station (circle space) and hold it until it is your turn again. You can also win when you are the only player with units on the gameboard.



Special Rules

- Place boards C and D as shown above. Players can choose only the starting spaces on board D.
- Jett St. Clair places first, and then placement passes to the left. Jett St. Clair also goes first and play passes to the left. If Jett St. Clair is not being played, use standard skirmish rules to determine who places first and who goes first.
- All warlords start the game with two wounds and all squad units start the game with one wound.
- If you knock out a unit on the circle space with a melee attack, you may immediately move onto the circle space.
- The game ends when one player reaches the eco-refining control station circle space and holds it until their next turn.

When the Game Ends

- Give out the rewards detailed in "End of the Skirmish Game" (see page 20).
- Shuffle the warfare deck and draw a card. This is the territory that contains the eco-refining station location. Search the scar cards for a fortification sticker. If the place where the fortification goes is unscarred, place a fortification sticker on this territory. If there are no available fortification stickers, do not place one.

Read this, then open envelope C!

A continent-sized land mass rises from beneath the waves, adding yet another critical warzone to the shadow conflict. As the news of this advanced technology of the Cabal of Shadows spreads across the communication channels, the potential destructive force of Cruetonium has each faction desperately conducting research into new methods of warfare.

The shadow conflict now reaches every corner of the globe, Warlords seeking any advantage possible against their adversaries find themselves following up on every possible lead on Cruetonium stockpiles and conducting an unprecedented number of classified missions to unravel the mysteries of this new ultimate energy source.

The mission cards will now be used in all future global games. The three extra tactic cards will be part of game 5's draft. Place those cards in the box for now.

Place the two rules stickers in the rules.

The player who won game 4 chooses the location of the continent containing NB-01. The winner also decides where to put the lines. This continent can go in one of two remaining possible locations. After applying the sticker, the player must connect the new territory to two different territories using lines. After that, the player may draw an additional line. This line is optional. Also decide on a name for the continent and write it on the sticker.

Now add the five warfare cards to the warfare deck.

Place the nine warlord upgrade cards with the other warlord upgrade cards.

Place the four scar cards with the other scar cards.

Place the two scar card stickers on the gameboard.

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GAME 5 *GLOBAL*

Communications Compromised

The warlords were not fast enough to prevent the carnage inflicted on the environment, so the rising of this latest new continent caused the unprecedented destruction that was predicted. As the final eco-refining facility was brought offline, weather distortion and other atmospheric anomalies across the globe have decreased. However, the repercussions of the seismic upheaval generated by the creation of another continent-sized land mass continues to spread throughout the world's oceans, creating towering tsunamis obliterating entire coastlines.

Temporarily, the violent aftershocks, electrostatic discharges in the planet's atmosphere, and various climactic echoes of this fundamental alteration to the face of the earth have brought unfathomable chaos. Communications have been greatly disrupted by the cataclysm, and forces are searching for new safe locations and to reengage with their command-and-control networks. Invariably, the confusion and fog of war lead to further confrontation.

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

- Before the draft, deal out the territory cards: 12 cards each for a three- player game, nine cards each for four players, and seven cards each for five players.
- Each player places one troop in each of their territories once they draft a faction.
- After the draft, return all warfare cards to create the warfare deck for play.
- For starting placement, players must select one of the territories they already occupy.
- Ignore the restricted operating zone rule for game 5. Any player can start in restricted operating zone territories.

Before the draft place the three extra tactic cards face up so all players can look at them. These tactics are now part of this draft. After a player selects a faction, that player can then select one of the tactics and stick it on the faction card they picked, placing it over the light blue brackets. Each faction can only have one extra tactic, and each player must select one extra tactic during this draft.

After the draft, any tactics not selected will go on the factions that were not selected. If you are playing a three- or four-player game, the winner of game 4 selects which tactics go on which unselected factions.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

GAME 6 *GLOBAL*

Strange Days

Unexplained massed relay glitches, data encryption breaches, and energy surges sweep the globe. The barely reorganized factions are kept off balance. But these glitches strike at such inopportune times as to seem carefully planned. Most often these errors cause faction armies to march directly into each other and desperate battles then result. The lack of control of the engagements leads to entire forces scattering, disappearing due to routing. But just as likely, the engagements can also devolve into utter butchery, as neither side knows its mission objectives or purpose outside of simple survival.

With forces dispersing one minute, and then rallying and collecting again the next, being misdirected or floundering onto one another, the shadow conflict grows even more complicated. Only the warlords with adaptability, resolve, and lightning reflexes will be able to lead their factions out of this horror.

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

Each player will need a pen and paper for this game. Any time an event is triggered and is completed, a secret movement phase takes place. All players secretly write down a location they occupy, and then a territory adjacent to this territory. The adjacent territory can be empty. It can contain either units you control or enemy units. Then players write down a number, which is the number of troops that will move into the adjacent territory. Players cannot move into territories that contain warlords. Once all players are finished writing, reveal the orders. Players take turns moving their troops.

After all movement has completed, special shadow combat might take place. If there is a territory that now contains more than one faction's units, special shadow combat takes place. All scars are ignored during special shadow combat, and no cards can be played until the combat is resolved. The faction with the most total units wins the combat. However, the winning faction must remove units for each opponent's unit in the territory. Then remove all opponents' units.

If there is a tie for the most units, remove all units from that territory. If three or more factions are in the same territory, the winner is still the faction with the most total units. The winner will remove units equal to the faction with the second most units. Then all units of the factions that did not win are removed.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

GAME 7 *SKIRMISH*

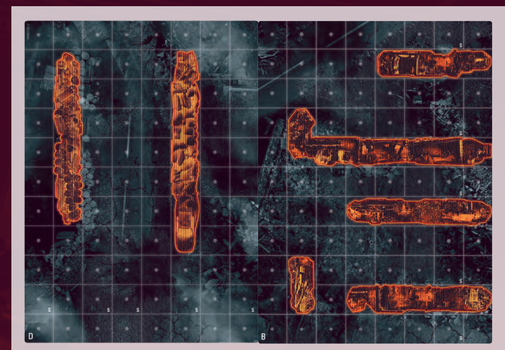
Every Prize Has Its Price

The disruption comes to an end and the factions are reeling. Into this backdrop, Raaz Garcia takes steps to up the stakes and throws open his strategic stockpile of Cruetonium energy. Using his cache of this priceless energy source he can augment his weaponry, enhance his vehicles, and overwhelm the communications networks and relay nodes of every other faction.

The other warlords must act swiftly as Raaz races toward his largest cache, his motherlode. But as the armies approach the destination, strange readings are thrown off that could spell danger to any coming within miles of it. These readings show that Raaz's motherlode is actually the highest concentration of Cruetonium that has ever been collected. Is this an effect caused by storing unstable Cruetonium? Has this high concentration truly never been seen before? Or is it a trap that only Raaz knows how to survive? It does not matter. The warlords know that if they do not secure the stash, they will be utterly defeated by Raaz, and the Assassin is not known for his clemency. Therefore, all lead their best units into Raaz's lair to beat him to the prize!

Objective

You win when you are the only player with units on the gameboard.



Special Rules

Place boards B and D as shown above.

Raaz Garcia places first and then placement passes to the left. Raaz Garcia also goes first and play passes to the left. If Raaz Garcia is not being played, use standard skirmish rules to determine who places first and who goes first.

Each player must roll for energy damage at the end of their turn.

To roll for energy damage, select any unit you control. Roll the die. If you roll a 1, put two wounds on the selected unit. If you roll a 2 or a 3, place one wound on the selected unit. If you roll a 4, 5, or 6, no wounds are placed. You must roll for energy damage twice. You can select the same unit or pick a different one. Remember, you must select a unit before you roll.

When the Game Ends

Give out the rewards detailed in "End of the Skirmish Game" (see page 20).

Read this and then open envelope D!

After Raaz Garcia's daring attempt to end the shadow conflict, the warlords come to the inevitable conclusion that ultimate victory will be claimed by the faction willing to show no mercy to their adversaries. Almost immediately a desperate arms race accelerates across the globe, as each faction constructs even more powerful weapons of war and expands their vast networks of hardened defenses to secure their territory and prepare for the impending onslaught. Little time is spent reflecting on the missed opportunities of previous encounters, as each warlord seeks to discover every competitive advantage possible in aggressively defeating their enemies and claiming dominion over the entire world.

Place the three scar cards with the other scar cards.

Place the two scar card stickers on the gameboard.

Place the six warlord upgrade cards with the other warlord upgrade cards.

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GAME 8 *GLOBAL*

Targets of Opportunity

The massive turbulence of the lands, seas, and air is finally clearing, as the eco-refining facilities have halted operations. The disruption to the communications relay nodes has been mostly contained. The factions are now firmer in their convictions, and know the depths to which their adversaries will sink for ultimate power. It is now time for strategic consolidation and expansion. Everyone realizes there can be no runner up in this confrontation—this shadow conflict. The factions now coalesce over the world and take regions one by one, systematically and methodically. These engagements may bring short-term bloodshed, but they will be the bedrock of a new order.

The warlords are now evolving, developing, and becoming masters of their own domains. Their time is now so precious that to lead from the front is not always possible. The burden of the administration and management of each emerging empire means that many worry for their battlefield leader's welfare. Warlords who take too many risks run the danger of being recalled to the capital "for their own protection."

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

After the draft, placement will be different for this game. All players place their starting HQ, troops, and warlords. Then, in placement order, players place one troop on any empty territory. Players keep doing this in placement order until they have the correct number of total territories based on the number of players in the game. In a three-player game, each player starts with 12 territories. In a four-player game, each player starts with nine territories. In a five-player game, each player starts with seven territories.

Warlords cannot be placed back on the gameboard. If a warlord is knocked out, that warlord cannot be purchased and placed on a territory. Players can play warlord and warfare cards without a warlord in game 8. Players cannot attack a territory with a warlord in it until their second turn. When a warlord is knocked out, the player who knocked out the warlord takes all that player's warfare cards.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

GAME 9 *GLOBAL*

The Veil of Intrigue

Cruetonium has been revealed as the game changer and ultimate leveler of the shadow conflict. With multiple experiments being trialed by all the factions, demonstrations of extreme power have occurred. Entire swaths of territory have been turned to glass seas from explosions that were more thinly veiled threats than legitimate scientific tests. The populations of millennia-old cities have been exterminated in the blink of an eye from a simple suitcase explosion.

It makes research and development easy, solving so many problems. Even the reverse engineering of the powerful armor and weapons systems of the defeated Cabal of Shadows are now an attainable goal if enough of this rare energy can be acquired. With the warlords now becoming true figureheads, the factions prototype new states. The race for this extremely rare resource forces battles between the many factions, but strange dealings and unexpected alliances are also created in this time of political maneuvering and downright manipulation. Cruetonium refineries change hands fast in this game of carousel. But who will be left with the most power when the music stops?

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

After all players have placed their starting troops, HQ, and warlords, deal four warfare cards to each player. Players secretly look at these cards to identify territories. They now each select three of the four cards and place them face down next to their main warlord cards. Players discard the cards that were not selected.

After players' second turns, players may reveal these cards. To reveal a territory card, the player must occupy it. Once revealed, roll a die and collect that amount in energy. Reroll ones. Discard the revealed warfare card.

Each player will need a pen and paper for this game. Any time an event is triggered, after the event is carried out, a secret voting phase takes place. All players secretly write down a warlord in play. They can write down their own warlord. The warlord with the most votes will roll two dice for a reward. The winning warlord may keep all of the reward or share it with the other warlords. Deals may be struck before voting occurs. If there is not a clear winner, tied warlords roll a die adding their Influence bonus. High roller wins. Reroll ties if needed.

Rewards

2 = 2 energy
3-5 = 10 energy
6-8 = 6 energy and 6 troops
9-11 = 8 troops
12 = 16 energy

Troops gained must be placed in territories occupied by your troops.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

GAME 10 *SKIRMISH*

The Race Against Extinction

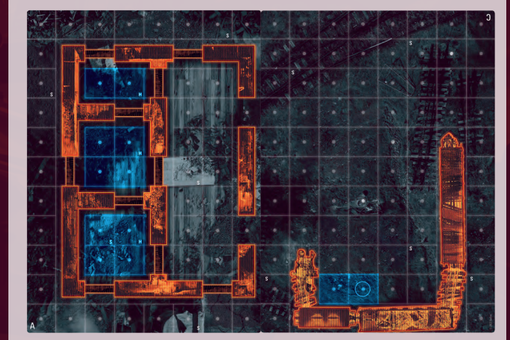
Some suspected that the Cabal of Shadows was not as dead as the world believed, and that it had at least one more ace up its sleeve. Cassandra Evans believes this. More, she thinks that she has located their central leadership. For half a decade she has hunted the inner circle of the Cabal and today she attempts to take them all in one fell swoop. But her actions are too bold—her excitement finally cracking her usually flawless and precise planning—and word of her mission leaks to the other factions.

The warlords go to settle scores by taking a hand in this strike and then seizing the facility containing this Cabal of Shadows. But when everyone turns up with their bodyguards in tow, there is no shadow council. It is yet another unknown eco-refining facility, and it has vast hordes of Cruetonium within, building up to what seems like a fatal reactor overload. If the factions do not turn the facility on, reports from their scientists claim that the explosion of that much Cruetonium could create a cataclysmic extinction event. Time is of the essence, and for once, the goal is to activate one of the eco-refining facilities. Cassandra leads the charge.

Objective

The game ends after eight rounds. The player with the highest total life on the key blue spaces wins. If there is a tie, all tied players roll a die adding their Cyber-Tech bonus. The highest total wins.

For example, Cassandra and one of her squad units are on the key blue spaces at the end of round eight. Angus is also on the key blue spaces, but his squad units have been knocked out. All other units have been knocked out or are not currently on key blue spaces. Cassandra has four wounds, and her squad unit has three wounds. So, her life total is 5 (8-4=4. 4-3=1; 4+1=5). Angus has only two wounds. So, his life total is 6 (8-2=6). Angus wins.



Special Rules

Place boards A and C as shown. Players can start on any of the starting spaces except the two "S" spaces on board A inside the building.

Place the door open tokens in a pile nearby.

This game uses a round track. Place a domination token on the 1 space. Use the domination token to keep track of the rounds. A round consists of each player taking one turn. After each player takes a turn, move the domination token up one number. After round eight is complete, the game is over.

Cassandra Evans places first then placement passes to the left. The player to the left of Cassandra Evans goes first then play passes to the left. If Cassandra Evans is not being played, use standard skirmish rules to determine who places first and who goes first.

When the Game Ends

Give out the rewards detailed in "End of the Skirmish Game" (see page 20).

Read this and then open envelope E!

The eco-refining facility is turned on and another land mass rises from the depths of the oceans, but this time the machine's reactor functions as originally intended as it continues to clear the skies overhead and calm the unnatural tides, preventing the catastrophic upheaval that accompanied the creation of new land masses in the past. The factions dare not turn off this function, finding it a single moment in this conflict they can all agree upon. The dream of a future for mankind upon this planet is alive and the facility now begins to work as it was originally designed to.

The three energy tactic cards will be part of game 11's draft. Place those cards in the box for now.

Place the rules sticker in the rules.

All players now roll one die and add their Influence bonus. If there are ties, then reroll. The player with the highest total chooses the location of the continent containing the territories OL-01 and OL-02. That player decides where to put the lines.

The continent containing the territories OL-01 and OL-02 can go in one of two remaining possible locations. After applying the sticker, the player must connect each of the new territories to two different territories using lines. After that, the player may draw an additional line. This line is optional.

Now add the six warfare cards to the warfare deck.



ROUND TRACK

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GAME 11 *GLOBAL*

The Cabal of Shadows Rises

Cassandra Evans was right. The Cabal of Shadows is very much alive, and now it is making its true intentions known. The earlier "defeat" of its forces led most to believe it was completely destroyed, which left the remaining factions to exterminate each other on the battlefield, as has occurred just as planned. But things have changed. The final land mass has risen, the eco-refining of the planet is running its course as it always should have, and the revelation of the power of Cruetonium weaponry now threatens this oncoming paradise of earth. The Cabal of Shadows now throws off its veil and makes an authentic attempt at total world domination. With the re-emergent Xenia Jones at its head of course.

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

No one controls the rogue army.

Before the draft, place the three energy tactics cards face up so all players can look at them. These tactics are now part of this draft. After a player selects a faction, that player can then select one of the tactics. After picking an energy tactic, apply it to the faction card you picked, over the gray brackets. Each faction can only have one energy tactic, and each player must select one energy tactic during this draft.

After the draft, any tactics not selected will go on the factions that were not selected. If you are playing a three- or four-player game, the winner of game 10 selects which tactics go on which unselected factions.

After the draft and before placement, draw three warfare cards. Place eight rogue army tokens in each territory. The rogue army does not take a turn. If a territory with rogue army units is attacked, anyone can roll defense dice for the rogue army. Always roll the maximum number of dice when defending. Ignore the restricted operating zone rule when placing the rogue troops.

Any player who clears a territory of all rogue army tokens immediately draws a warfare card.

Some tactics do not work against the rogue army during game 11. Any tactic that requires the rogue army to make a decision cannot be used against the rogue army.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

GAME 12 *GLOBAL*

Beating Plowshares Into Swords

The battle to resist the Cabal of Shadows is finally over but the cost was extreme and the shadow conflict is far from won. The factions should be exhausted from the recent years of cataclysms and endless attrition. Instead, new adherents are flocking to banners in the full knowledge that this is the end time. All can sense the tension rising, like a pall that sits over the entire planet and all of its inhabitants. The final confrontations are coming, when most will be forced to take sides.

As the enormous armies of the factions raise their banners and stride forth into battle, many sectors that had been neutral are taking up causes, desperate for survival in the face of absolute annihilation.

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

Players cannot place their starting troops, HQ, and warlords in a territory containing their warlord's sticker. Players also cannot start in a territory adjacent to a territory containing their warlord's sticker.

After all players have placed their starting troops, HQ, and warlords, deal four warfare cards to each player. Players secretly look at these cards to identify territories. Players then each select three of the four cards and place them face down next to their main warlord cards. Players discard the cards that were not selected. Then each player places six troops on each card.

Any time after the second turn, players may reveal these cards. To reveal a territory card, the player must occupy it. Once revealed place the troops on the card in the territory. Discard the revealed warfare card.

When the Game Ends

Give out the rewards detailed in "End of Global Game" (see page 15).

GAME 13 *SKIRMISH*

Visions of a New Dawn

The Snake, Angus Smith, has laid a desperate trap. And if it succeeds, it may well end the shadow conflict. He has been biding his time, placing his spies, moving his pieces into position. And now, finally, he strikes. The Snake has discovered a facility of the Cabal of Shadows that was one of the last to be evacuated. A secret laboratory inside contains the ultimate prize: the design formulas and manufacturing equipment to create Cruetonium weapons systems capable of discharging electromagnetic radiation across entire regions, rendering useless all forms of technology. Controlling these intensely powerful weapons is an opportunity that cannot be missed.

But the reality of the situation is that a huge engagement would undoubtedly threaten the laboratory and the delicate equipment inside. So, each of the factions is forced to only send a small strike team led by their warlord. But Angus is waiting for them. It is a last brutal gambit, as anyone who is injured here cannot be extracted. They will be permanently removed from the shadow conflict—another casualty lost to history.

Objective

This game can end in one of the following ways:

- When a warlord is knocked out the game ends. The winner is the player who knocked out the warlord.
- When every squad unit has been knocked out. The winner is the player who knocks out the most squad units. If you are playing with Cassandra Evans and she uses her Stealth Unit tactic, remember who knocked out one of her units, because it counts toward the total number of squad units knocked out.

The game ends after eight rounds if the above two conditions have not been met. The winner is the player who knocks out the most squad units.

Players can agree not to attack warlords.

If there is a tie for total units knocked out, tied players roll a die and add their Influence bonuses. The highest total is the winner.



Special Rules

Place boards D and B as shown in the previous column.

This game uses a round track. Place a domination token on the 1 space. Use the domination token to keep track of the rounds. A round consists of each player taking one turn. After each player takes a turn, move the domination token up one number. When round 8 is complete, the game is over.

Angus Smith places first and then placement passes to the left. Angus Smith also goes first and play passes to the left. If Angus Smith is not being played, use standard skirmish rules to determine who places first and who goes first.

- When a warlord knocks out an enemy squad unit, take the knocked-out squad token and place it on the card of the warlord who knocked it out.
- If a squad unit knocks out an enemy squad unit, take the knocked-out squad token and place it on the card of the warlord of the squad unit who knocked out the enemy squad unit.

If the game ends after the eighth round, the player with the most enemy squad tokens wins. If there is a tie, tied players roll a die and add their Influence bonus. The highest total is the winner.

If the game ends after the last squad token is knocked out, the player with the most enemy squad tokens wins. If there is a tie, tied players roll a die and add their Influence bonuses. The highest total is the winner.

The Death of a Warlord

If the game ends with a warlord getting knocked out, that warlord is permanently eliminated. This warlord cannot be chosen to play in games 14 and 15. Do not improve this warlord's stats after this game.

When the Game Ends

Give out the rewards detailed in "End of the Skirmish Game" (see page 20).

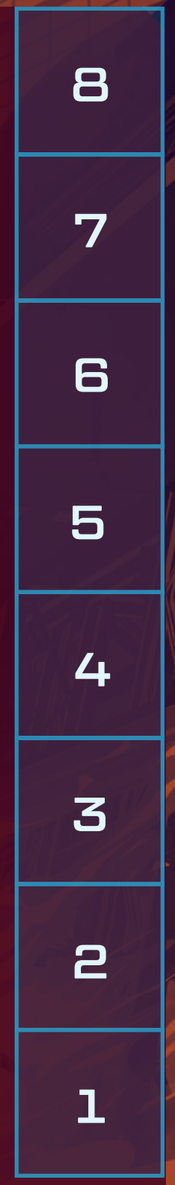
Read this and then open envelope F!

With the ultimate power of weaponized Cruetonium capable of turning conventional weapons silent at each warlord's fingertips, what little mercy each faction might have felt for their adversaries is now lost in the flames of war.

Three cyber-operations attack tactics cards will be part of game 14's draft. Place those cards in the box for now.

Place the rules sticker in the rules.

Now add the two warfare cards to the warfare deck. (The cardboard crisis token is only used during game 15.)



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GAME 14 GLOBAL

Hidden Enemies Revealed

The awesome wrath of weaponized Cruetonium is now unleashed on the world, but there was one last secret of the Cabal of Shadows–its hiding place. While the Cabal itself may have been destroyed, its last operations bases and secret hideouts are still to be uprooted, but the recently seized laboratory contained its exact locations and reason for existing. There are fortified shelters in case of a global Cruetonium weapons exchange. Each base has nearly limitless resources and supplies with barely a skeleton crew, if any, to resist. It is now a race for the factions to gain the last resources of the Cabal of Shadows, both their hidden bases and their advanced weapons manufacturing laboratories. For both will be needed if the factions are to survive.

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

Before the draft place the three cyber-operations attack tactics cards face up so all players can look at them. These tactics are now part of this draft. After a player selects a faction, that player can then select one of the tactics. Pick a cyber-operations attack tactic and stick it on the faction card you chose. Place it over the red brackets. Each faction can only have one cyber-operations attack tactic, and each player must select one cyber-operations attack tactic during this draft.

After the draft, any tactics not selected will go on the factions that were not selected. If you are playing a three- or four-player game, the winner of game 13 selects which tactics go on which unselected factions.

After placement and before you start the game, all players draw a warfare card to identify a territory. If this territory is occupied, draw cards until you get a territory that is not occupied. Players keep this information secret. Place the territory card next to your main warlord card, face down. If you occupy this territory, immediately turn your card over and place a domination token on the territory. This token counts as a domination token for the win, and it is like an HQ in that other players can take control of it. If you fail to turn over this card when you occupy the territory you do not get to put a domination token down.

On your turn, you may spend 2 energy to look at any one opponent's secret territory.

If a warlord was eliminated in game 13, that warlord can return for a price. If a player chooses to play with this warlord, that player will start with no warlord cards and this player's starting energy will start at 2 instead of 5, for this game only. Once this price is paid, this warlord can be chosen in game 15 and any future games without any penalty. From now on, this warlord can be upgraded as normal.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

GAME 15 GLOBAL

Fire and Brimstone

The world is now teetering on the edge of complete annihilation, or more unlikely salvation. All depends on these next few hours. After so much chaos, little now remains of the society and infrastructure we once relied on to survive. Chaos reigns as the collapse of human civilization unfolds across the map.

Each faction is now unified in their conviction, well organized and equipped, with experienced veterans in charge. The endless months and years of constant war have honed those that remain into the unforgiving weapons of war. Each faction is now more an army, a people, a nation, and they are all prepared for the last stage. The final showdown.

Skirmishes and engagements between the factions are now replaced with elaborate campaigns and massive pitched battles with battlelines drawn across every corner of the globe. The doomsday clock ticks and each faction will try their last to achieve absolute world dominion over the planet, before this Cruetonium arms race leads to the extinction of all life on earth. The shadow conflict's zenith is reached. After this last battle only one faction, one warlord, one victor will remain to rule over it all.

Objective

Be the first player to have four domination tokens, or (much more rarely) eliminate all other players.

Special Rules

After the placement, deal out four warfare cards to each player. Players will look at their hands, take one warfare card, and pass the remaining cards to the left. Keep taking one card and passing until you are handed your final card. These cards are now part of your starting hand.



Then locate the crisis token. Draw a warfare card and place the crisis token on that territory. If the territory is occupied, draw again until you draw a territory that is unoccupied.

The crisis token moves at the start of every player's turn, according to a die roll. Roll the die. Look at the borders and lines of the territory with the crisis token. The number rolled is the direction the crisis token will go and this is how you determine the crisis token's destination territory.

The contents of the destination territory determines what happens next.

- If the destination territory is empty, nothing happens
- If the destination territory has any units in it, roll the die. If you roll a 1 or a 2, remove half the units, rounding up. If you roll 3 or a 4, the player who occupies this territory loses 7 energy. If you roll a 5 or 6, remove one unit.

Sometimes you will need to reroll based on the result.

- If you roll a territory that has been devastated, reroll. Keep rerolling until your destination territory is one that is not devastated.
- If you roll a territory that the crisis token came from on the previous turn before this one, reroll one time.

When the Game Ends

Give out the rewards detailed in "End of the Global Game" (see page 15).

Overall Winner

Once all rewards are chosen, the player who signed the back page of the rulebook the most times is the overall winner. The overall winner signs the back page of the rulebook in the overall winner spot. If players are tied for most wins, those tied players roll off, adding 1 to their die roll for each continent they have named.

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GAME WINNERS' LOG

GAME	DATE	WINNER	WARLORD	TRASH TALK/COMMENTS
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
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14				
15				

OVERALL WINNER

GAME	DATE	WINNER	WARLORD	TRASH TALK/COMMENTS

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