

STEP 1: You may draw a card.

STEP 2: You may take one Action:

Evade: Return your base card to your hand and then secretly put down either the same City card or an adjacent (connected by 1 line on the map) City card as your new base.



RETURN TO HAND



PUT DOWN EITHER

Sabotage: Name a City that is either adjacent to a card from your hand, or is adjacent to your base. If the Dynasty has that card in their hand, they discard it.



IN HAND / BASE



"I SABOTAGE
EPPOLD TOWERS"

Mission: Reveal a card from your hand to perform its Liberation Mission and then discard the card. If the Mission has a cost, you must pay the cost first.



Armed Resistance X

Choose a Dynasty-occupied city. Use its mission or discard it. If they only occupy 1 city, it can't be discarded.

STEP 3: Discard down to 3 cards. (Discards are face down.)

RESHUFFLING THE DECK

When the deck is empty and a player tries to draw a card, reshuffle the discard pile into a new draw pile.

After you shuffle, rotate the deck for the next act.



ACT I (START)



ACT II



ACT III

GLOSSARY

Occupy: The Dynasty places a City card face up in front of them to occupy it. That City is now occupied. The number of occupied Cities is not limited. The Liberation never occupies Cities.

Exploit: Rotate an occupied City card 90° to mark it as exploited. To unexploit a City, rotate it back to normal.

Attack: The Dynasty names a City to attack. If the Liberation has that City's card in their hand, the Dynasty takes it and chooses to occupy or discard it. But if the City is the secret base, the Dynasty wins!

Sabotage: The Liberation names a City to sabotage. If the Dynasty has that City's card in their hand, they reveal and discard it. Occupied Cities are unaffected.

Costs: X: discard 1 other card from your hand.

↻: exploit 1 other City.



LIBERATION
PLAYER REFERENCE

"Reports indicate that our sabotage plot failed. They'll be upon us in no time."

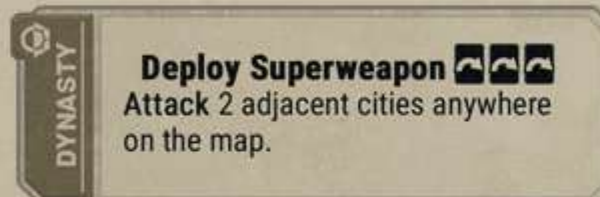
"Sound the general evacuation notice. Everyone to the transports!"

The Liberation's goal is to gain enough support to survive for **3 ACTS**.

STEP 1: You may draw a card, unexploit an exploited City (see below), or do neither.

STEP 2: You may take one Action:

Mission: Reveal a card from your hand to perform its Mission and then discard it. If the mission has a cost, you must pay the cost first.



Exploit a City: Rotate a card 90 degrees, to a horizontal position, using that City listed on it to do one of the following:



• **Occupy:** Choose a City card from your hand that is adjacent (connected by 1 line on the map) to the City you exploited, and place it face up in front of you. You occupy that City.



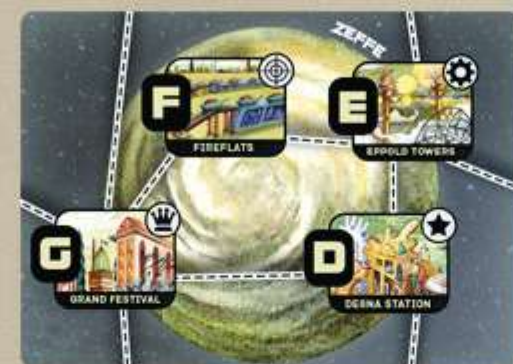
EXPLOIT

OCCUPY

• **Attack:** Name a City adjacent to the City you exploited. If the Liberation has that City's card in their hand, take the card and occupy or discard it (your choice). If you attack the Liberation's secret base, you win!



EXPLOIT



"I ATTACK GRAND FESTIVAL"

• **Mission:** Perform the Dynasty Mission of the City you exploited. If the Mission has a cost, you must pay the cost first in addition to exploiting the City.

Unexploit a City: Rotate a card 90 degrees, back to a vertical position.

STEP 3: Discard down to 3 cards. (Discards are face down.)

Tip: There are two different ways for the Dynasty player to use a card's Mission. If in hand, you can reveal it and discard it. And if it's an occupied City, you can exploit it to use its Mission.

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Sabotage: The Liberation names a City to sabotage. If the Dynasty has that City's card in their hand, they reveal and discard it. Occupied Cities are unaffected.

Costs: X: discard 1 other card from your hand.

↺: exploit 1 other City.

DYNASTY PLAYER REFERENCE

"Charge the primary weapon. The Liberation movement ends tonight!"

"Excuse me, Sir? Biosensors are showing minimal activity. If this is correct, it would seem they've abandoned this base."

The Dynasty's goal is to find and attack their opponent's secret base.

