

ROGUE AGENT

人間の特徴をもつ陰謀

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2048, Earth: The corrupt government has lost grip on Rain City, a brooding metropolis where crime runs amok despite the patrolling police squads. This desperate battle has recently seen a new player, a secret Agency of Bounty Hunters, attempting to control the endless assaults on inner city life.

Your task: Defeat and arrest criminals, defuse high-tech bombs that threaten to destroy city districts, and prevent assassins from completing their destructive path. You are one of the members of this secretive brotherhood of justice. So...are you ready to survive the crime waves in the big city and uncover the infiltrating androids amongst your team that plan a revolt?

Rogue Agent is a tense cyberpunk adventure game that pitches players against underground networks. The game features detailed plastic miniatures, a large variety of unique criminals to defeat, special icon-driven custom dice, and two different game play modes.

In Rogue Agent, players control an agent working for the shady corporation known as "The Agency", created to control Rain City's crime rate, which has rapidly outpaced the capabilities of the regular police force. Players win the game by obtaining the most power over the city in a race against the game system that creates a living city in which crime and other challenges await at every corner.

GAME MODES

Rogue Agent can be played in two modes. Choose before starting the game which mode you want to play:

Agent Mode is the default mode played by 2-4 players. This mode provides a competitive race for influence.

Android Mode is the extended mode that can be played by 3-4 players. It introduces the additional task of exposing Android infiltrators, disguised as fellow Agents, who follow a conflicting path to gain Influence.

Agent Mode is the default mode outlined in the rules. Android Mode rules can be found from page 13 and on.

GAME OVERVIEW

Each turn in Rogue Agent starts with the time phase, in which criminal elements awaken in the city.

This is followed by the action phase in which each player will move around Rain City performing actions and gaining influence. Finally, the city phase contains all the dynamic elements in the game, creating a "living city". The player who has the most Influence at the end of the game wins.

COMPONENTS



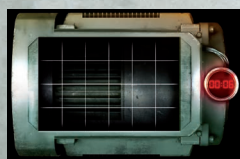
13 location tiles: 6x precincts and 7x standard locations



46 Criminal cards



4 Agent miniatures - one in each player colour



1 Bomb sheet



1 influence tracker



25 credits



9 special dice and 5 regular



28 Agent tracker markers



5 Clock tokens



4 Agent trackers



1 Police Squad miniature



20 event tokens: 4x Bomb, 4x Assassin, 12 Criminals (in two sets) including a cloth bag.



28 Informants - seven in each player colour



12 Identity tokens



4 influence markers - one in each player colour + 1 turn marker.



5 Investigate tokens in the 4 player colours

Note: Before playing your first game, paste the stickers on the tokens.
Each Criminal should have the same number on both sides, but with a different background: rampant (grey background) and subdued (red background).

LOCATION TILES

Location tiles represent the neighbourhoods of Rain City. There are two types of locations: standard and precinct.



A. Name of the location

B. Search icon: the number and colour of the dice that an Agent rolls during a location search (see page 8).

C. Informant slots: slots on which Informants can be placed to assist and protect their Agent.

D. Commodity: resources or upgrades an Agent can purchase at this location. The number indicates the cost in credits.

E. Thugs: the number of thugs that will confront an Agent that moves into this location.

F. Precinct number: ID of the precinct.



Locations with Informant slots are double sided. In Agent Mode, only the normal side is used. In Android Mode, tiles can be flipped to their damaged (red) side during the game.



CRIMINAL CARDS

Criminal cards represent the members of the syndicates in Rain City.

A. Name of the Criminal

B. Reveal effect: potentially triggered when an Agent reveals a Criminal by attacking him.

C. Syndicate icon: icon of one of the six different syndicates

D. Health: the number of hits needed to subdue the Criminal

E. Bounty: the number of credits an Agent receives for turning in the Criminal.

F. Retaliation effect: triggered when an Agent fails in an attack against the Criminal.

AGENT MODE

CITY SETUP

To play Rogue Agent, players must first build Rain City. All location tiles are to be placed normal side up

- Place the Headquarters tile in the center of the table.
- Shuffle the six precinct tiles. Place one precinct tile adjacent to each edge of the Headquarters tile. Place the remaining two so that a triangle shape is formed with the Headquarters tile at the center, as seen within the setup diagram to the right.
- Shuffle the remaining location tiles. Place one in each vacant city spot, so that the completed city has three location tiles in the top row, five in the middle row and five in the bottom row, with the Headquarters tile in the middle of the middle row.



example location tile setup

PLAYER SETUP

Each player starts the game with the following:

- One Agent tracker and seven Agent tracker markers. Place one marker on the blue starting space on each of the top three tracks (resources) on the Agent Tracker, one marker on the 0 space on each of the bottom three tracks (upgrades) and the last marker on the top space (beneath the blood drop symbol) of the track to the right (health).
- One Agent miniature, seven Informants and one influence marker - all in the player's chosen color.
- Four credits.

CRIMINAL DECK PREPARATION

Separate the criminals into two piles:

One with 1-2 Health villains and one with 3-4 health villains.

Now take 10 cards from the 3-4 health and 20 from the 1-2 health pile, and shuffle these 30 cards together and place the deck face down next to the board.

For an easier game, remove the blue syndicate criminals from the complete deck before forming 2 piles based on health.

FINALIZE GAME SETUP

- Place the players' influence markers and the red turn marker on the 0 space of the Influence Tracker.
- Place the Agent miniatures on the Headquarters tile
- Roll a regular die and place the Police Squad miniature on the precinct tile matching the die result.
- Place all Bomb tokens (minus 1), all Assassin tokens (minus 1) and one set of six Criminal tokens (numbered 1 to 6) into the DataStream (the cloth bag). The removed tokens will only re-enter play if at some point in the game there are not enough events available to pull from the datastream.
- Place the second set of Criminal tokens (numbered 1 to 6) next to the Criminal deck.
- Place the Bomb sheet next to the city.
- Place the remaining credits in a pool next to the city. Credits in the game are limited to those provided.
- Choose the Operations Chief (i.e. the start player), using whichever method you prefer. The chosen player takes the DataStream as a start player indicator.

COMPONENT RULES

Agent tracker

The Agent tracker keeps track of a player's resources, upgrades and health.



Resources

When an Agent gains a resource, he moves its marker one space to the right. A resource is spent by moving the marker one space to the left. If the marker is on the rightmost space, any further resource gains are ignored. Similarly, resources cannot be spent if its marker is on the leftmost space.



Upgrades

Upgrades are represented by icons on the upgrade tracks. A player can use an upgrade when the marker has passed the icon on a track (the marker is to the right of the icon's space). Once earned, an upgrade can be used for the rest of the game.

Note: The player gains 1 influence each time an upgrade marker reaches the rightmost space on its track.

Health

The health track is used to keep track of a player's health. When a player gains health, the marker is moved upwards. When health is lost, the marker moves downwards. If the marker is on the topmost space, any further gained health is ignored.



If a player's health marker reaches the skull icon space:

- The player loses 1 Influence.
- All Criminals in the Agent's custody are returned to the DataStream.
- The player's Agent is placed on the City Hospital location.
- The player's health marker is placed on the heart icon space.
- If a player gets hospitalized during the action phase of his turn, his action phase ends and he cannot perform any further actions.

Locations

All references to "adjacent" tiles refer only to tiles that share full sides, never tiles that touch diagonally. Shielded locations are defined as follows:



A location with the **Human shield icon** is a shielded location for Agents.



A location with the **Android shield icon** is a shielded location for Androids (only used when playing Android mode).

Dice rules

In situations where a player is allowed to trade in resources for special dice for an upcoming dice roll, they cannot acquire more special dice than those provided and available.

Influence Rules

Influence can never drop below 0.

Credits

Blue credits are worth "1" while red credits are worth "5".

GAME SEQUENCE

Rogue Agent is played over 8 rounds. Each round consists of three phases, played in the following order:

- A. **Time phase:** new Criminals, Assassins and Bombs enter Rain City.
- B. **Action phase:** all players perform their actions
- C. **City phase:** Criminals and Assassins cause trouble amidst exploding Bombs.

A. TIME PHASE

In this phase Criminals, Assassins and Bombs enter Rain City. The Operations Chief performs the following steps:

1. Advance the turn marker one space on the influence tracker.
2. Draw event tokens from the DataStream. The number of tokens depends on the number of players:

number of players	2	3	4
tokens drawn	3	4	5

3. Roll a number of regular dice equal to the number of event tokens drawn.
4. Allocate one die to each drawn event token.



Assassin

Place the Assassin token on the precinct location matching the die result.



Bomb

Place the Bomb token on the precinct location matching the die result. Roll a regular die and place it on top of the Bomb token. This is the timer for that Bomb. **If the precinct should be rolled where the Police Squad is present, re-roll the die.**



Criminal

Place the Criminal token (rampant side up) on the precinct location matching the die result. Take the top card of the Criminal deck and place it facedown next to the city. Take the Criminal token from the supply next to the Criminal deck with the same number as the drawn token and place it on the Criminal card, thereby linking the card to the token in the city. The Criminal card will remain facedown until it is attacked. Then the card will be revealed and remain face up while in play.

B. ACTION PHASE

In this phase all players perform actions. Once a player has performed all the actions they want/can perform, their turn is over and the next player will begin performing their actions. The Operations Chief starts.

The following actions are unlimited, and only have a restriction by their resource cost.

CRUISE

The Cruise action allows an Agent to drive from his current location to any location up to two spaces away. With each step the player must move to a adjacent location. He cannot enter a location twice during the same action. **The first cruise action is free. For each additional cruise action the player must spend one fuel.**

Cruiser upgrade – engine: if the player has this upgrade, he can move to any location up to three spaces away.

+1

Entering a precinct location

When entering a precinct, the player must fight the thugs (represented by skull symbols) before continuing his cruise action or performing another action at the precinct. The player loses one health for each thug icon. He can ignore thug icons based on the following conditions or actions:

- **Cruiser upgrade – shield:** if the player has this upgrade he can ignore one thug icon for each shield upgrade. 
- **Informants:** for each Informant the player has at this location one thug icon will be ignored.
- **Ammo:** for each ammo spent, one thug icon will be ignored.

The Cruise action can be interrupted by the following 3 actions:

RECRUIT

The player can pay two credits to place one of his Informants in the topmost vacant Informant slot at his Agent's location. If there are no vacant Informant slots, no Informant can be placed.

Each informant in the agent's color costs 2 credits and offers the agent the following functions at the location where it is positioned. An agent is allowed to recruit **one informant each turn** in any location he leaves, performing the cruise action. Informants offer the following advantages:

- Each informant protects an agent from 1 wound/health loss during an Assassin attack.
- Each informant removes the effect of 1 thug (skull symbol) at a precinct location
- An informant offers information on a criminal entering his location at the cost of 2 evidence. (see "Investigate")
- Each informant helps the agent during confrontations with assassins and criminals by adding one green die to the attack.
- Each informant protects an agent against an intercept at his location by removing one green die from the dice pool of the intercepting player. This die may be used in a defense roll against the intercept.

INVESTIGATE

The player can spend two evidence to look at one facedown Criminal card.

The information gained may not be shared with other Agents. He can only take a look at the Criminal that is at his current location or at a location with at least one of his Informants present. **To mark his investigation, he puts an Investigation token of his color on the facedown Criminal card.**

A player can perform the investigate action multiple times during his turn. It is allowed to interrupt the travel action to perform an investigate action (and continue that action after the investigation).

BUY COMMODITY

A player can buy the commodity shown on his Agent's location.

He can buy as much of this commodity as he can pay for. If the commodity is:

- a **resource:** for each one credit paid to the credit pool, move the marker on the matching resource track on the Agent's tracker one space to the right (up to two spaces if the resource icon appears twice on the commodity icon).
- an **upgrade:** for each two credits paid to the credit pool, move the marker on the matching upgrade track on the Agent's Tracker one space to the right.
- **Influence:** for each six evidence spent, the player gains 1 Influence.

JUSTICE ACTIONS

**A player may only perform 2 Justice actions per turn but may perform the same action twice.
A cruise action may never be interrupted by a Justice action.**

ATTACK

The player can either attack a Criminal or Assassin in their current location.
An attack consists of three steps:

1. Declare target

Choose a Criminal or Assassin in your current location.

2. Reveal Criminal

If the card of the attacked Criminal is face down, reveal it. **Execute the Reveal Effect** if the card has any:



A red Reveal Effect icon triggers only if the player **hasn't** previously investigated this Criminal:
No Investigate token of the Agent's colour on the card.



A white Reveal Effect icon triggers only if the player **has** previously investigated the Criminal:
An Investigate token of the Agent's colour was placed on the card.

Note: The Reveal Effect is executed only once for each Criminal and only when it is revealed.
Skip this step when the card has already been revealed.

3. Perform attack

The player takes **three red dice** and may add other dice to the attack pool:

- **Weapon upgrade – Gun:** for each Gun upgrade take 1 green die.
- **For each of their informants in the attacking location:** Agents receive 1 green die.
- **Ammo:** for each ammo spent take 1 black die.

Once the amount of dice is determined that forms your attack pool:

Roll the dice and determine how many hits have been rolled.

Each blast counts as one hit. Each boost makes one blast count as two hits instead of one. Only one boost can be applied to each blast.

A boost that cannot be applied to a blast has no effect by itself.



BLAST



BOOST

Each single ammo symbol on a black die allows a reroll of any die part of the attack roll. A double ammo symbol allows 2 rerolls of a 1 die or 2 different dice part of the attack roll.



When a player rolls a gun symbol during a confrontation, the die is considered "locked" and may not be rerolled. The gun represents the criminal during the confrontation firing his weapon during a firefight, wounding the agent for 1 Health.

This damage must be taken immediately and can not be negated.



The repercussions of the attack are determined by the target:

Assassin



If **two hits** are rolled:

- Return the Assassin token to the DataStream.
- **The player gains 1 influence.** ★

Otherwise:

- If the attack was made at a shielded location, there are no repercussions.
- If the attack was made at a non-shielded location, the Agent loses two health (less one for each of his Informants at the location).

Criminal



If the number of **hits** rolled **equal or exceed** the Criminal's health:

- The Criminal is now considered subdued. Flip both of the Criminal's tokens – at the location and on the Criminal card – to the subdued side.
- **The player gains 1 Influence.** ★

Otherwise:

- Execute the Criminal's Retaliation Effect. If the effect cannot be executed given the current game state, or can only be applied in a game mode other than that being played, ignore it.
- Place a number of credit markers on the criminal card equal to the successful hits rolled. Each of these credit markers represent a wound and reduces the health of the criminal by 1. [You do not receive the credit markers upon subduing the criminal.] This could potentially make stronger criminals an attractive target, as in weakened form they are much easier to subdue.



Some Retaliation Effects are marked with a clock symbol. These are ongoing effects which remain active until the end of the targeted Agent's next turn or until the Criminal leaves the city, whichever happens first. The targeted Agent takes a clock token as a visual reminder that he is subject to an ongoing effect. The token is discarded when the effect ends.

An Agent will be rewarded a number of resource and/or upgrade advancements on his tracker equal to the Stamina of the subdued Criminal. This advancements should be spread over at least 2 tracks.

When successfully subdued, the Criminal token is placed under his Agent to show that the Criminal is in custody. There is no limit to the number of subdued Criminals an Agent may have in custody.

INTERCEPT CRIMINAL

The player can attempt to intercept Criminals that are in another Agent's custody when his Agent and another Agent share the same location. An intercept consists of the following steps:

1. Declare target

The intercepting Agent declares the Agent being targeted.

2. Take dice

- first the Defender takes 1 green die per Informant
- then the Attacker can take up to 3 green dice, spending Fuel
- then the Defender can buy dice (if still some available) with Fuel.

3. Perform interception

Both players roll their taken dice.

At least one fuel icon renders the intercept succesful: **the intercepting player takes all the criminals of the targeted Agent in his custody.**

The targeted agent player can defend against the intercept if he has one or more green dice available, **with each fuel icon blocking a fuel icon of the intercepting agent.**

Remember: each informant the victim has at the location, claims him one of the green dice potentially used for the intercept which he can use in a defense roll against the intercept.

TURN IN CRIMINAL

The player can turn in all the Criminals he has in custody for the same action, if his Agent is at the Headquarters location:

- Return the Criminal token(s) to the DataStream.
- Place the Criminal card(s) faceup in the Agent's personal turned-in row of cards in front of him (for endgame scoring).
- The player takes credits from the credit pool equal to the bounty on the Criminal card(s). If there are not enough credits in the credit pool, take what remains.

SCOUT LOCATION

The player can search a location (for resources, upgrades, credits, and healing). Searching costs the Agent no credits but there is the risk of not finding what he seeks.

A search consists of the following steps:

1. Roll dice:

Roll the search dice, as shown on the location's search icon.

Note: White dice indicate a number of dice of the same colour of the player's choice.

2. Re-roll dice:

Re-roll any or all search dice once, if desired.

Agent Upgrade - Scouting skills: if the player has this upgrade, he may re-roll any or all search dice a second time.



3. Resolve dice:

Resolve each die rolled, in the order the player chooses.

Overview of search dice results:



UPGRADES AND RESOURCES

For each resource/upgrade symbol move the matching marker on the Agent's tracker one space to the right (up to two spaces for a double symbol).



HEAL

For each heal symbol the player gains one health.



CREDITS

For each credit symbol the player takes two credits from the credit pool. If there are not enough credits in the credit pool, take what remains.



BLAST

Each blast symbol indicates a harmful encounter with a thug while searching and causes the Agent to lose one health per blast symbol.

Some or all of this health loss can be prevented:

- **Informants:** for each of his Informants at this location, ignore one blast symbol.
- **Ammo:** for each ammo spent, ignore one blast symbol.
- **Boost:** each boost symbol may be used to block one blast symbol. Place the boost next to the blast to represent the block.
- **Agent Upgrade – Armor:** if the player has this upgrade, ignore one blast symbol.
- **Shielded location:** All blast symbols are ignored if the player is shielded by the location (shield symbol present on tile).



BOOST

Each boost symbol that was not used to allow a player to ignore a blast symbol may instead be used to double the benefit of one other rolled die. Only one boost can be applied to each die result.



DEFUSE BOMB

The player can attempt to defuse a Bomb at his Agent's location. This is achieved by performing a series of wire cuts (dice rolls).

After each wire cut, all dice showing X's and blasts must be placed on the Bomb sheet. The Bomb is defused by making a "line" of 3 X's. **This line can either be vertical, horizontal or diagonal.**

The player may continue to perform wire cuts until either the Bomb is defused, blows up, or a decision is made to stop defusing. The Agent may choose to stop defusing after each wirecut but must stop when there are no available dice left.

To start cutting wires place the Bomb's timer on the Bomb sheet's red circle without changing it's value.

Wire cut

Roll all special dice not yet placed on the Bomb sheet. Then place all dice showing an X or a blast on the Bomb sheet per the following rules:

- Each space on the Bomb sheet can contain only one die.
- A die must be placed in the topmost vacant space of a column.
- A new column can only be started when all columns containing one or more dice have an X as their bottommost die (exception: if there are four blasts in a column).
- Once an X is placed in a column, only X's can be placed in that column from then on.
- **All dice must be placed**, even if a line of 3 X's has been achieved.

Each new column started after the first column causes the Bomb timer to count down by 1 (i.e. set the Bomb timer die to one less than it currently shows). **If the Bomb timer reaches 0, the Bomb explodes: perform a Bomb explodes resolution and end the defuse Bomb action.**

Also, when a column should receive 4 blasts, the bombs defusing has been unsuccessful, but this doesn't result in the bom detonating if the timer has not reached "0".

Potentially an Agent could do another attempt, but often this will be risky with a low timer. Better get some distance from this device...

In order to successfully defuse a bomb, all columns should be safe: **ending with an "X" to close the circuit.** If at the end of the bomb defusing a column should remain open (blast being the last symbol in the column) the defusing was unsuccessful. Unless the timer reached "0" however, the bomb will not explode.

Defuse Bomb completion

If the Bomb has been defused:

- Return the Bomb token to the DataStream.
- Return the Bomb timer and all dice on the Bomb sheet to the dice pool.
- **The player gains 2 Influence.** ★

Bomb explodes resolution

If the Bomb timer reaches zero the Bomb explodes:

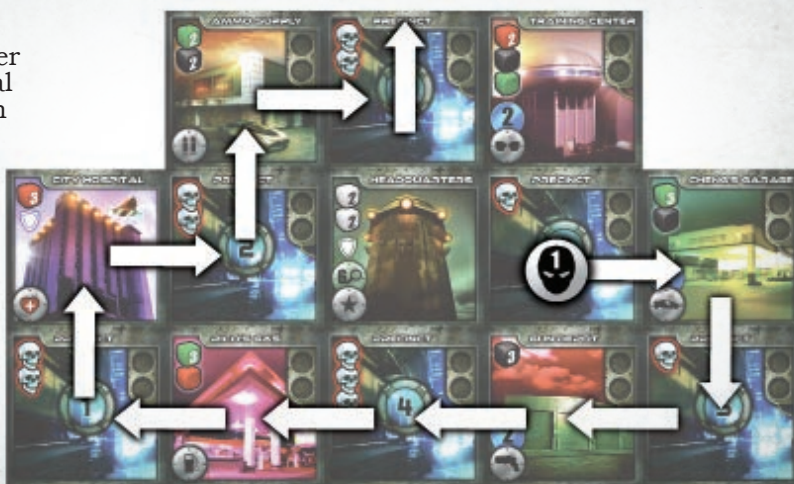
- All Informants **at the Bomb's location** are removed from the game (put back in box).
- Assassin and Criminal tokens at the Bomb's location are returned to the DataStream.
- Each player that isn't shielded at the Bomb's location loses 4 health.
- Each player in an adjacent location that isn't shielded loses 2 health.
- Agents that have lost health due to the Bomb exploding return all Criminals in their custody to the DataStream.
- Return the Bomb token to the DataStream.
- Return the Bomb timer and all dice on the Bomb sheet to the dice pool.
- Other Bombs present in the location detonate. Resolve steps above for each Bomb.

C. CITY PHASE

In this phase, Criminals and Assassins perform their sinister deeds. This phase consists of five steps. If a step has nothing to resolve, skip it and move to the next step.

1. ACTIVATE CRIMINALS

Starting with the Criminal with the lowest number in the city and continuing in ascending numerical order, each rampant Criminal moves one location along the event path, as defined in this diagram:



If a Criminal moves off the last location on the event path, it leaves the city.

When a Criminal has entered the city in this round's time phase at the top precinct, he will not leave the city, but starts a complete run through the city following the event path.

When a Criminal leaves the city, return the matching token on the Criminal card to the pile next to the Criminal deck and remove the Criminal card from the game (unless otherwise specified).

When a Criminal moves to a new location and the Police Squad isn't at this location perform the following two checks in order:

Check 1: Assassins

Each Assassin at the Criminal's location moves along the event path, one location at a time, until one of the following occurs:

- It leaves the event path: return the token to the DataStream.
- It enters a location without rampant Criminal token.

Check 2: Bombs

Each Bomb at the Criminal's location has its Bomb timer count down by 1. If a bomb is at 1 at the start of the bomb check phase, it detonates.

Important: Only rampant criminals move in this phase. All subdued criminals remain at their location.

2. ACTIVATE ASSASSINS

Each Assassin in the city is activated in the order that the Operations Chief decides, until all Assassins have been activated once. An Assassin's activation consists of the following steps:

1. Perform an Assassin resolution (see below) at its current location
2. Move Assassin: The Assassin moves to the next location along the event path and performs an Assassin resolution. If an Assassin leaves the event path, return its token to the DataStream.
3. Attack at next location: If there is at least one Agent at the next location along the event path, the Assassin moves there and performs an Assassin resolution.

Note: If at least one Agent has lost health during an Assassin's activation, it's activation ends. Skip all remaining steps for that Assassin and move on to the next Assassin.

Assassin resolution

If neither the Police Squad or any rampant Criminal is at the Assassin's location, the Assassin attacks Agents and Informants at this location, in the following order:

- Each Agent loses two health (less one for each of his Informants at the location) if positioned in a non-shielded location.
- If there is an Informant in the location's top Informant slot, remove this Informant from the game and move the Informant (if present) in the location's bottom Informant slot to the top Informant slot.

3. ACTIVATE POLICE SQUAD

Place the Police Squad on the precinct numbered one higher than the one it's currently on (or on precinct 1 if it's currently on precinct 6).

All Assassin and Bomb tokens on the Police Squad's new precinct are returned to the DataStream.

4. ACTIVATE BOMBS

Each Bomb in the city is activated, in the order that the Operations Chief decides.

Each Bomb timer counts down by 1. If the Bomb timer reaches 0, perform a Bomb explodes resolution.

5. DECLARE NEW OPERATIONS CHIEF

The player on the left of the current Operations Chief becomes the new Operations Chief. That player receives the DataStream.

END OF THE GAME

The game ends after the city phase in the 8th round. Each player determines their total Influence. This is the sum of:

- Influence: influence gathered through the game (as shown by their influence marker).
- Informants: **one influence for each of their Informants in the city.**
- Syndicate bonuses: Each player sorts the Criminals in their turned-in pile by syndicate icon. Criminals with a white syndicate icon are considered "wild". These are added to the syndicate group for which the player has the most Criminals. Each syndicate then provides a syndicate bonus as per the following table:

# Criminals in syndicate	1	2	3	4	5	6+
Syndicate Bonus	1	2	5	7	10	+5 for each additional one beyond the 5th

The player with the most Influence wins the game.

In case of a tie, the tied player with the most health wins. If there is still a tie, all tied players win.

ANDROID MODE

Android Mode is playable with 3 or 4 players and offers extra elements to make your trip to Rain City even more exciting. It introduces the possibility that Agents might be Androids disguised as humans, exerting their influence over Rain City in different ways as a result.

At the start of the game, nobody knows whether he is an Android or not. Some players have a bigger chance to become one.

Once an Agent is exposed as an Android, his role in Rain City will change: he'll try to destroy locations and attack other Agents to score influence points, but the remaining Agents will try to stop him from doing this...

The game is played according to the rules of Agent Mode with the following additions and modifications:

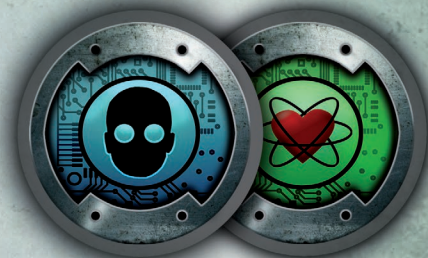
IDENTITY TOKENS

During the setup each player also receives identity tokens:

- In a game with three players, first remove one Android and two human identity tokens from the game.
- Shuffle the identity tokens and deal three identity tokens to each player face down. Each player may look at their own identity tokens, but should keep these secret from the other players.

If a player has two or more Android identity tokens, there is a chance he will be exposed as an Android during the game. However there is no guarantee for a player to be exposed as an Android, so all players should act as if they are human until their true identity is revealed.

As long as a player isn't exposed as an Android he is considered human and his goals and actions are the same as in Agent Mode.



Identity token revelation

Throughout the game, players will be forced to reveal their identity tokens. A player can always choose which hidden identity token he reveals. All revealed tokens are placed in the front of the player.

When a player reveals their second Android token, they are exposed as an Android and will remain an Android for the remainder of the game.

There are four events which forces an Agent to reveal one of their identity tokens:

1. A player loses his last health (action/city phase):

If an Agent's health marker reaches the skull icon space, the Agent must reveal one identity token.

2. Through a Criminal retaliation effect (action phase):

After failing an attack against a Criminal, the retaliation effect can force the player to reveal one identity token, if able.

3. The player is targeted by a scan action (action phase):

As an additional action in the action phase, and as long as the maximum limit of Androids isn't reached, an Agent can spend four evidence to force another player to reveal one hidden identity token. The targeted player must be in the investigating Agents current location, or at a location with at least one of his Informants. It is allowed to scan multiple players at the same location by spending four evidence for each scan. If the targeted Agent is exposed as an Android (he reveals a second Android identity token):

- The investigating Agent gains one Influence.
- The targeted player loses one Influence.

4. The Police Squad moves in an adjacent location (city phase):

If the Android limit has not been reached, starting with the Operations Chief and continuing clockwise, each Agent at the Police Squad's location or an adjacent location must reveal one of their hidden Identity tokens, if able.

Important: Each round a player can only reveal one identity token.

If an event forces a player to reveal another identity token this round, this event is ignored.

Android exposure

A player exposed as an Android is no longer considered to be an Agent. When a player is exposed:

- He returns all Criminal tokens in his custody to the DataStream.
 - He removes all his Informants from the game. For each top Informant slot that is vacated as a result, any Informant in that location's bottom Informant slot is moved to the top slot.
- No changes are made on the Agent Tracker.
If an Android loses its last health, it suffers the same repercussions as an Agent would.

The Android keeps its turned-in Criminal cards and will score them at the end of the game.
Androids are only shielded by locations with this icon:



Android limit

There is a limit of one Android in a game with three players and two Androids in a game with four players. Once this limit has been reached, all identity tokens are removed from the game. The events that force a player to reveal one of his identity tokens do no longer apply and are immediately aborted.

DESTROYED LOCATIONS

In Android Mode, locations with Informant slots can become destroyed. When a location is destroyed it is flipped to its destroyed side and remains in this state until the end of the game.

These rules apply to destroyed locations:

- If a Bomb, Criminal or Assassin token is moved to or placed on a destroyed location it is immediately returned to the DataStream. No replacement is drawn.
- In the action phase, players cannot search a destroyed location or buy commodities at it.
- An Agent loses 1 health (which cannot be prevented) each time he moves to a destroyed location. An Android can move to a destroyed location without losing health.

ANDROID ACTIONS

In the action phase a player exposed as an Android can perform the following actions:

CRUISE

The same rules apply to an Android as for an Agent (see page 5).

UNDERGROUND ACTIONS

The player can perform up to two underground actions per Action phase.
There are four different underground actions:

- A. Search location
- B. Buy commodities
- C. Attack Agent
- D. Attack location

Important: An underground action can be performed at a location where the Police Squad is present. But you cannot perform the same underground action twice at the same location in your turn.

A. SEARCH LOCATION

The same rules apply to an Android as for an Agent (see page 8).

B. BUY COMMODITIES

The same rules apply to an Android as for an Agent (see page 9).

C. ATTACK AGENT

The player can attack an Agent that is at his Android's location, as long as the Agent isn't shielded by that location. An attack consists of the following steps:

1. Declare target

The attacking Android declares the Agent being targeted.

2. Take dice

The attacking Android takes three red dice and can add other dice:

- **Weapon upgrade – Gun:** for each Gun upgrade add one green die 
- Ammo: for each ammo spent add one black die (max. three black dice)

If not all green dice are taken, the targeted Agent may **take one available green die for each fuel spend.**

3. Perform attack

Both players roll their dice simultaneously.

Determine how many hits have been rolled.

Each blast counts as one hit. Each boost makes one blast count as two hits instead of one. Only one boost can be applied to each blast. A boost that cannot be applied to a blast has no effect by itself.

Each cruiser rolled by the targeted Agent cancels one hit. Any excess cruisers are ignored.

The Agent loses one health for each non-canceled hit.

If the Agent loses their last health, on top of the usual repercussions the Android gains 1 influence.

The Android doesn't lose health for hits rolled by the Agent. Only cruisers rolled by the Agent are considered and are used to defend against the attacking Android.

D. ATTACK LOCATION

The player can perform an attack against its current location if the location is both undamaged and has Informant slots (whether vacant or not).

An attack consists of the following steps:

1. Take dice

The attacking Android takes three red dice and can add other dice:

- **Weapon upgrade – Gun:** for each Gun upgrade add one green die 
- Ammo: for each ammo spent add one black die (max. three black dice)

2. Roll dice

Roll all taken dice simultaneously.

3. Dice resolution

Each blast counts as one hit. Each boost makes one blast count as two hits instead of one. Only one boost can be applied to each blast. A boost that cannot be applied to a blast has no effect by itself.

- Any Informant in the top Informant slot cancels one hit and is removed from the game. Then the Informant in the bottom Informant slot, if present, moves up to the top Informant slot.
- Any new Informant now in the top slot cancels one hit and is also removed from the game. If there are at least two non-canceled hits:
 - All Bombs at the location detonate: perform a Bomb explodes resolution (see page 10)
 - All Criminals and Assassins tokens at the location are returned to the DataStream.
 - The location is destroyed – flip the location to its damaged side.
 - The player gains 1 Influence.

AGENT ACTIONS

Agents are provided a new justice action called Attack Android. It is bound by the same restrictions as the other Justice actions (see page 6).

ATTACK ANDROID

The player can attack an Android that is at his current location, as long as the Android isn't shielded by that location.

The attack consists of the same steps as outlined in the Attack Agent action, only with the roles reversed.

If the Android loses its last health, on top of the usual repercussions, the Agent gains 1 Influence.

Important: As long as no Androids are exposed (no player has revealed two Androids identity cards), players cannot perform this action.

END OF THE GAME

The game ends after the city phase in the 8th round.

Points are calculated as in Agent Mode. Androids still score points as normal for Criminals they've taken in while they weren't exposed as an Android.

CREDITS

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Special thanks to the playtest team of The Purgatory: Stef Pauwels, Tom Van de Sande, Bart Wynants en Steven Vercruysse. Your encouragements and enthusiasm has helped to shape the game to what it is now.

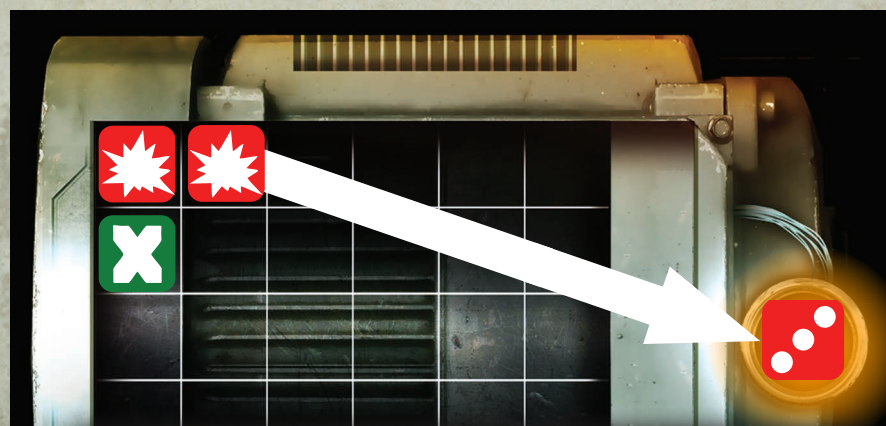
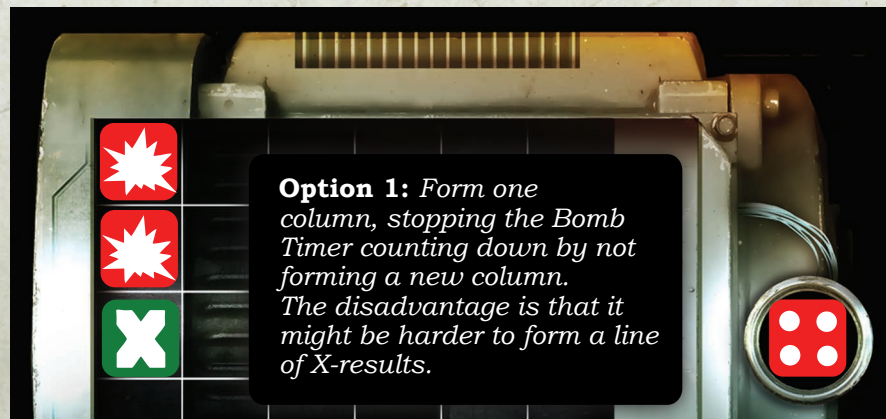
Appendix A: Defuse bomb example

The Bomb Timer is showing '4'.

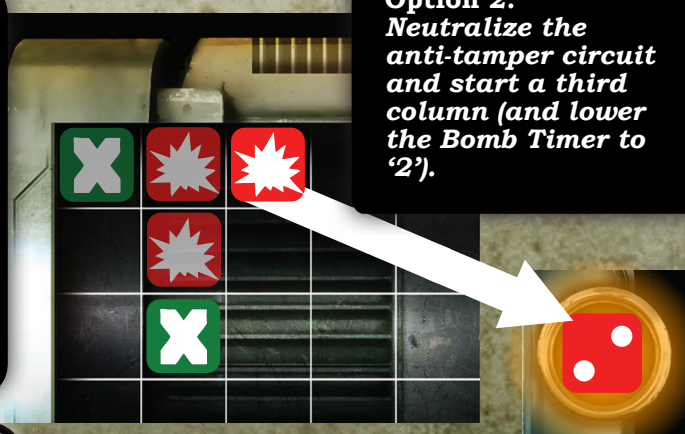
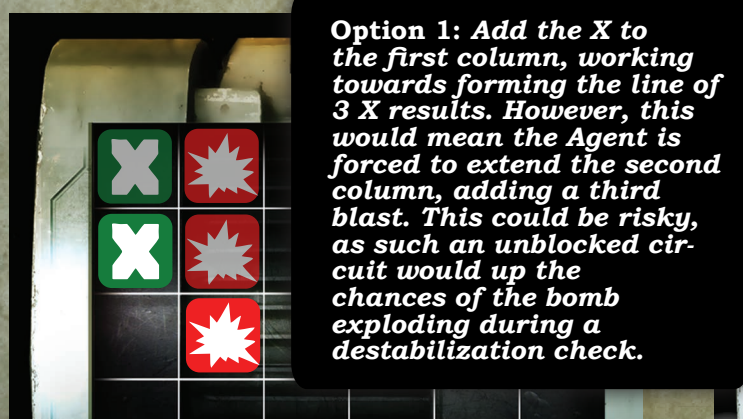
The Agent rolls all nine special dice. In his first roll, three results need to be used.



He now has three options:



The Agent chooses option 3. Then a second wire cut roll is performed and all remaining six special dice are rolled. Now two results must be placed:



He chooses the second option.
Now the Agent can only afford one more column without detonating the Bomb.

He rolls the remaining four special dice, resulting in a double X result.



He has two options:



Option 1: Add both X icons to the first column leaving an unblocked column active (column 3). All wires are cut and the Bomb is defused, but a Destabilization check must be performed for the third column.



Option 2: Form a diagonal line. The Bomb Timer counts down to '1' because a new column was formed, but the Bomb is successfully defused.