

RICHARD WILKINS



RENEGADE



I.0 Introduction

Renegade is a game designed by Richard Wilkins for 1 to 4 players ages 13 and up with a playing time of approximately 90 minutes.

You, the players, are hackers, Renegades in a dystopian future, where humanity is on the brink of disaster. Taking over cities across Japan is the Super-Massive Computer (SMC) known as “Mother,” an increasingly powerful governess of society.

At the dawn of the Super-Massive Computer Age, the people were losing faith in an increasingly amoral society. An SMC named Mother was developed to emulate human thought and emotion, to simulate human desires and aspirations, and to better understand the rapid decline in morality. The citizens of Sapporo became the guinea pigs of this technological experiment. A series of government mandated, city-wide neural implant programs, dubbed “the harvests,” enabled Mother to gather data directly from a person’s cerebral cortex.

Mother’s neural net became increasingly empowered by the collective thoughts of a city of souls. She soon became her own master, not just reading the minds of her citizens but malevolently controlling them – sending data as well as receiving it. Mother took charge and the people became her automatons.

Only a few – the few who from fear, mistrust, or in protest – avoided the harvests and remained untouched by Mother’s influence. Like sewer rats, they hid in an underground complex in Sapporo’s Susukino district. While Mother’s society of humans became free from crime, free from poverty, and free from emotion, it was also without free will or faith. But every society has outcasts, even Mother’s, and from these there arose the criminals, the bootleggers, and the self-serving; the hungry, the frightened...and you – the “Renegades.”

And there, in the underground, everyone shares the common goals of seeing the SMCs overthrown and faith in humanity restored. But among the disenfranchised, only the Renegades have the tools to do the job....

The Hacker’s Handbook

Game terms presented for the first time (and defined) are in **SMALL BOLD CAPS** (e.g., **NETWORK**).

I.1 Gameplay Overview

You will hack into a network of five servers, operated by one of four SMCs (plus a tutorial Simulator SMC to ease new players into the game). Each of these four SMCs brings its own style of defenses and increased complexity to defeat. Once you are jacked into an SMC’s servers, you and your friends will assume the role of an Avatar (each with its own special ability), moving across the server’s partitions and fighting for control of the network. But the SMCs will use **Countermeasures** to thwart your hacking efforts; survive them, and your team of hackers can take control and claim victory. The game is played solitaire or co-operatively: All players will win or lose together.

I.2 Components Overview

- 5 server tiles.
- 125 cards, as follows:
 - » 60 Basic Command cards (15 per player color forming their starting decks).
 - » 36 Advanced Command cards.
 - » 5 SMC cards representing the different Super-Massive Computers.
 - » 24 Countermeasure cards (8 per Security Level: Copper, Silver, and Gold).
- 4 Renegade Profile sheets that describe each Renegade and their special ability, along with a summary of rules and effects.
- 6 countersheets which provide:
 - » 15 Red/Yellow circular tokens.
 - » 15 Blue/Green circular tokens.
 - » 25 Black/Gray circular tokens.
 - » 25 Square tokens (5 each of Red, Yellow, Blue, Green, and Black/Grey).
 - » 4 Avatar standees.
- 2 Infection Dice (one red, one black).
- 1 Partition Die (with numbered faces).
- 1 Server Die (red, yellow, blue, green, purple, and white).
- 1 Rulebook.

Running A Simulation

For your first game, and when teaching new players, we have provided a "Simulation SMC" to challenge: The **RS20** SMC and the Simulation **Countermeasure** cards.

These simulation **Countermeasure** cards are a defined set for use with the **RS20** SMC for tutorial purposes only and should never be mixed in with the general set of **Countermeasure** cards when creating a **Countermeasure** deck for any other SMC.

SMC Card Breakdown



A - Card Title

B - **Countermeasure** Card Quantities

C - SMC Setup Rules

D - Difficulty Rating

E - Special Rules

F - **Spark** Placement Quantities
(One **Spark** for each dot)

2.0 Setting Up

- Determine by whatever method who is the **ALPHA HACKER** (i.e., the first player). That Renegade remains the Alpha Hacker for the rest of the game.
- Establish the Game Level:** Select one **SMC** card to battle against. Each **SMC** card has a different difficulty and comes with its own setup and operating instructions. This is the "villain" you must bring down!
- Create Your SMC Adversary:** Sort the **Countermeasure** cards by their Security Level: **Copper**, **Silver**, and **Gold**.
 - Shuffle each pile separately with their description showing (and their *Success/Fail* events face down).
 - Draw the number of cards from each pile as indicated at the top of the **SMC** card you have selected (during Step 2, above).
 - Arrange these drawn **Countermeasure** cards to form the **Countermeasure** deck by placing the **Copper** card(s) on top, the **Silver** card(s) in the middle, and the **Gold** card(s) on the bottom.
 - Place all unused **Countermeasure** cards in the box.
- Create the SMC Network:** Shuffle the five server tiles. Starting with the Alpha Hacker, each **RENEGADE** (i.e., player) takes turns drawing and placing a server tile in the center of the table, until all five are placed, with these notes:
 - Place server tiles so the partition spaces are face up.
 - After placing the first server, subsequently placed servers must connect to the network in such a way that at least two of its partitions are touching existing partitions.
 - The numbers on each of the newly placed servers must be in the same orientation as all previously placed servers.
- Going Renegade:** Each player establishes themselves on the network by following these steps:
 - Each Renegade chooses one **Profile** sheet (or you may shuffle them and deal one at random to each player) and takes its corresponding Avatar standee and deck of 15 **Basic Command** cards (as shown by the matching-colored icon in the bottom-right corner of each **Basic Command** card).
 - Each Renegade places their Avatar standee on the **ACCESS POINT** (the **#6** partition) of their same-colored server (also referred to as the Home Server).

Glossary of Terms

Access Point

The number 6 partition in each server.

Actions

What you do during your **Command** Actions Step to alter conditions on the network and improve your **Command** deck.

Alpha Hacker

The first player selected during setup. That player is referred to as the Alpha Hacker for the rest of the game.

Avatar

The player piece representing the location of your character.

Command

Resource used to take actions. There are five types: (Information (I)), Cognition (C), Deception (D), Destruction (A), and Versatility (V)).

Contaminant

The programs you upload to the network. There are four types: (Data Node (N)), Replicant (R), Uplink (U), and Virus (V)) each have their own special abilities to help you fight the SMC.

Countermeasure

The SMC's programs designed to fend off your attacks. There are four types: Sparks (S)/Flares (F) and Guardians (G)/Firewalls (FI).

Delete

Removing a piece from the network and returning it to the stock of unused pieces.

Home Server

The server that matches your Avatar's color (i.e., the blue server tile is the blue Avatar's Home Server).

Installation

Upgraded versions of Contaminants. There are four types: Data Ports (DP), Replicators (R), Neural Hubs (NH), and Propagators (P).

Network

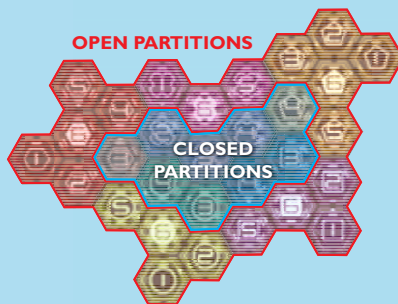
The entirety of the game board, comprised of its five connected server tiles.

Partition

Each separate (numbered) hexagonal space on a server. Pieces exist in, and move between, partitions.

Closed Partition: Any partition completely surrounded by other partitions.

Open Partition: Any partition **not** completely surrounded by other partitions.



Passing

Ending your Player Turn while still having one or more **Command** cards in your hand.

Security Level

Shown as Copper, Silver, and Gold, the colors represent the different difficulty levels on each Countermeasure card.

Server

Each of the five differently colored subdivisions of the network. Each server has a color and a name as follows:

Red: **Salvation** (red)

Yellow: **Virtue** (yellow)

Green: **Freedom** (green)

Blue: **Justice** (blue)

Purple: **Faith** (purple)

Spark Dice

The Partition Die and Server Die when used together. They generate a random server color and a specific partition's number on that server.

Super-Massive Computer (SMC)







The SMC is the "villain" you must bring down before determining victory. Each of them have varying levels of difficulty, setup, and operating instructions. The network represents the SMC.




The Magic Rules




These apply at all times!

1. Always add **Sparks** (S) one at a time.
2. No partition can have more than two **Sparks** (SS); adding a third immediately creates a **Guardian** (G).
3. **Guardians** (G) cannot coexist with **Sparks** (S); a **Spark Explosion** will occur instead (see pg. 12).
4. You cannot place your **Installation** (I) tokens on a partition that has a **Guardian** (G) token.
5. No partition can contain more than three **Contaminant** (C) tokens of the same type.
6. Whenever there is a conflict between this rulebook and the text on a card, the card's text takes precedence, but you can never violate the stacking rules above.

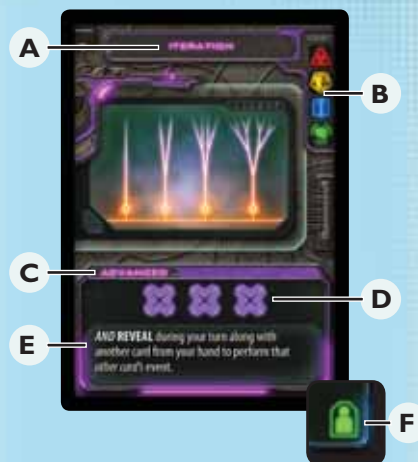
3.0 Cyber Warfare Weapons

1. **Insert Cards Here:** The **COMMAND** cards in your hand generate **Commands**, **Execute** functions, and Events that you use to conduct your Turn. The bottom portion of each **Command** card specifies the resource(s) it provides.
 - A. **Commands:** Each **Command** card shows the quantity and type of **Commands** it generates (*shown here: , , , , and *). You use (*discard*) one or more **Command** cards to generate enough **Commands** of the proper color to perform a single, specific Action.
 - B. **Execute Functions:** Some **Advanced Command** cards (*ACCs*) include an “**Execute**” effect. Unless otherwise specified on that card, you can either generate Commands with that card OR perform its **Execute** effect.
 - C. **Events:** Some **Advanced Command** cards include text (*that does not contain the word “Execute”*) explaining a special ability that it can perform.
2. **Token Resistance:** Circular or square, the various tokens in play on the network represent potential activity there. Your Renegades place “good” hacker **CONTAMINANT** (*colored, circular*) tokens and build them up into **INSTALLATION** (*like-colored, square*) tokens. The SMC fights back with “bad” **Countermeasures** to thwart your Renegades.
 - A. **Quantities are Limited:** You cannot create additional tokens. If you run out of your **Contaminant** (*15 each, but see “Binary Bits” below*) or **Installation** tokens (*5 of each*), you cannot place more on the network until the stock is replenished. If you run out of SMC **Spark** (25) or **Guardian** (5) tokens and must place one more, you lose!
 - B. **Binary Bits:** Note that your **Contaminant** tokens () have a different color on each side (*red/yellow and blue/green*). However, there are only 15 total tokens in each pairing, so playing one reduces the availability of both of those colors in the stock of unused pieces!
 - C. **Contaminant Types:**






VIRUSES (red ) allow you to **DELETE** (*removing from the network and returning to the stock of unused pieces*) the SMC’s **Countermeasures** - **Sparks** (black ) and **Guardians** (black ) - by using an **Infect** Action and successfully rolling the **Infection Dice**.



REPLICANTS (yellow ), when they outnumber **Sparks** () in a partition, can change one **Spark** () into another **Contaminant** of your choosing using the **Modify** Action.


Command Card Breakdown




- A - Card Title
- B - Card Cost
- C - Advanced or Basic Denotation
- D - Command Generation
- E - Special Text
- F - Basic Card Player Denotation



UPLINKS (green ) connect a Renegade's partition to any other partition with an **Uplink** () or **Neural Hub** (), allowing that Renegade to push (or "Shift") away **Sparks** () and **Contaminants** () from it, using the **Shift** Action.

You can always use **Shift** to push away circular tokens in your Avatar's partition; **Uplinks** () and **Neural Hubs** () allow to you reach across the network to push them around these "virtually connected" partitions as well.



DATA NODES (blue ) connect partitions with "pathways" that are free to Move along, when using **Information** to perform a **Move** Action.



Adjacent partitions' **Data Nodes** () create pathways through the SMC's servers allowing your Avatars to Move around more quickly and easily.

D. SMC Spark Countermeasure:

SPARKS (): Their presence prevents you from performing an **Upload** or **Install** Action at that partition. They also attack your **Contaminants** ().

E. ○○○ = □: A key concept in **Renegade** is that three circular tokens can combine into one like-colored square token (with its stronger, related ability).







a. **Important:** There is a stacking limit. No partition can have more than three **Contaminants** () or one **Installation** () of each type.







b. You cannot voluntarily Move or Shift a **Spark** () to a partition containing a **Guardian** ().






c. When performing your Actions, you can never break rules "a" and "b" above.







3. **Installation Complete:** There are four types of Renegade **Installation** tokens and one type of **Countermeasure Installation** token.

A. Renegade Installation tokens:






Propagator (red ; created by    + ): Once installed, they spawn new **Virus** () tokens at a lower cost with the **Propagate** Action.

Replicators (yellow ; created by    + ): Once installed, they spawn new **Replicant** () tokens at a lower cost with the **Replicate** Action.



Neural Hubs (green ; created by    + ): Once installed, these command centers allow you to exert the power of your mind to act on any partition on your server.

Data Ports (blue ; created by    + ): Once installed, in addition to being part of a pathway (like a **Data Node** ()), these also allow you to teleport your Avatar from their partition to any other partition on the network during a **Move** Action.

B. SMC Guardian Countermeasure:

GUARDIANS (black ): By their presence, they prevent you from performing an **Upload** or **Install** Action at that partition. These are harder to **Delete** (eliminate) than **Sparks** () and, when a **Spark** () enters a partition containing a **Guardian** (), there is a **Spark Explosion**, and that **Spark** () is cloned into two (see 7.3, part 4).

4.0 Winning and Losing

If you are required to place a **Spark** () or **Guardian** () token into play and none remain in the stock, you immediately lose the game.

After surviving the last **Countermeasure** card, you win the game. To determine how well you did in winning, see 10.0.

5.0 Sequence of Play

You play **Renegade** in a number of Cycles (*Game Turns*) as required to win or lose (see 4.0). The number of Cycles per game depends on which SMC you are playing against.

//Example: Alpha Moby requires three Cycles.//

Sequence of play is as follows:

1. **Intel Phase (6.0)**
2. **Command Phase (7.0):** Composed of three Rounds; each Round, starting with the Alpha Hacker and proceeding clockwise, each player performs a Player Turn, as follows:
 - A. Start of Turn Step (7.1)
 - B. Restock Hack Shack Step (7.2)
 - C. New Sparks Step (7.3)
 - D. Command Actions Step (7.4)
 - E. Replenish Hand Step (7.5)
 - F. End of Turn Step (7.6)

When all players have completed their Turns, that Round is complete. Begin a new Round. Once the third Round is complete, proceed to the **Countermeasures** Phase.

3. **Countermeasures Phase (8.0)**
 - A. SMC's Revenge Step:
 - i. Virus Battle Segment
 - ii. Delete Contaminants Segment
 - iii. Delete Installations Segment
 - B. Success or Failure Step
 - C. Move Sparks (●) Step
4. **Refresh Phase (9.0)**
 - A. End of Game Step
 - B. New Deal Step
 - C. Hack Shack Purge Step

6.0 Intel Phase

Refresh your memory by re-reading the **SMC** card's special Gameplay Instruction (*on its lower half*). Then read the lower portion of the SMC's current **Countermeasure** card (*i.e., the **Copper, Silver, or Gold** card that is face up for that Cycle*). All Renegades should note its special rules and Goal for that Cycle.

The **Countermeasure** card remains face up during the **Command** Phase. Renegades can only look at the current **Countermeasure** card.

Renegades will succeed or fail in achieving the current **Countermeasure** card's Goal as a result of the Actions they perform during the ensuing **Command** Phase. In addition, Renegades cannot inspect the Success/Fail outcomes until revealed during the **Countermeasures** Phase.

7.0 Command Phase

You complete the Cycle's **Command** Phase in three Rounds. Every Round, beginning with the Alpha Hacker, each player performs a Player Turn. A Player Turn consists of six Steps (*explained below*) performed in order. After a player has taken their Turn, play proceeds clockwise (*i.e., to your left*). After completing all three Rounds, proceed to the **Countermeasures** Phase.

Important: Note the **SMC** card's special instructions; these may affect play during the **Command** Phase.

7.1 Start of Turn Step

Start of your Turn effects occur at this time.

7.2 Restock Hack Shack Step

If any of the four positions in the Hack Shack are empty, draw the top card(s) from the **Advanced Command** card (ACC) deck to restock it back up to four cards.

Should the ACC deck become depleted, the Hack Shack is officially "sold out" and not restocked for the rest of the game.

Of Sparks (●) and Guardians (■)

The SMC's core defenses are represented by **Spark** (●) and **Guardian** (■) tokens. Throughout the game, the SMC places and moves these **Countermeasures** across the network's partitions to foil your hacking efforts.

1. **Hacked Off:** If you are required to place a **Spark** (●) or **Guardian** (■) token into play and none remain in the stock, you immediately lose the game.
2. **Timing is Everything:** Whenever adding or moving **Sparks** (●), do so one at a time, completing the addition or movement effects of the first **Spark** (●) before proceeding with the second, and so forth.
3. **Of Flares and Firewalls:** These are the reverse/enhanced sides of **Sparks** (●) and **Guardians** (■) respectively. **Flares** (○) are created during a **Spark Explosion** (see part 5). **Firewalls** (□) are created from **Flares** (○).

The rules generally refer to **Spark** (●) and **Guardian** (■) tokens, as their reverse-side counterparts function exactly as **Sparks** (●) and **Guardians** (■) do, but with some “enhancements.”

The instant a **Flare** (○) shares a partition with any **Contaminant** (○), the **Flare** (○) immediately “neutralizes” one of them (*of your choice*); stack it on top of that neutralized **Contaminant** (*i.e.*, ○ on top of ○) to symbolize this.

Neutralized **Contaminants** (○) are unusable; however, the **Flare** (○) neutralizing continues to fully function as a **Spark** (●)!

A **Flare** (○) can only neutralize a single **Contaminant** (○).

The neutralized **Contaminant** (○) remains imprisoned by that **Flare** (○) until it is **Deleted** (*at which time both tokens are returned to the stock*).

If any **Flares** (○) create a **Guardian** (■) through the normal **Spark** (●) rules, place it as a **Firewall** (□) instead.

Avatars cannot voluntarily enter a partition with a **Firewall** (□). The instant an Avatar and a **Firewall** (□) share a partition, relocate that Avatar by rolling the Spark Dice and placing the Avatar in the indicated partition.

4. **Creating Guardians:** A **Guardian** (■) is a powerful, immobile **Countermeasure**.

The instant a third **Spark** (●●●) token enters a partition, immediately return those three **Sparks** (●) to the stock and replace them in that partition with one **Guardian** (■) token.

The instant a **Guardian** (■) token is placed, immediately **Delete** all Renegade **Contaminant** (○) and **Installation** (□) tokens in that partition.

If any **Flares** (○) create a **Guardian** (■), place it as a **Firewall** (□) instead.

5. **Spark Explosions:** Whenever a **Spark** (●) token enters a partition containing a **Guardian** (■) token, they cannot coexist so – Boom! – a **Spark Explosion** occurs. That means, instead of adding one **Spark** (●) token to that **Guardian's** (■) partition, add two (*remembering to do so one at a time per “Timing is Everything,” previous column*) **Flare** (○) tokens to the next-lowest numbered partition instead.

Exception: When moving **Spark** (●) tokens to the next-higher numbered partitions during the **Countermeasures** Phase, **Spark Explosions** will also proceed to the next-higher numbered partition on that server.

Chain Reaction: If that next-numbered partition where exploded **Flare** (○) tokens must be placed also contains a **Guardian** (■) token, again they cannot coexist. Instead, create another additional **Flare** (○) token and skip ahead to the next-lowest numbered partition – and so on around the server, adding another **Flare** (○) token every time they would be placed with a **Guardian** (■) token. Be careful; when you see two adjacent **Guardians** (■), they might quickly create a third one in this manner!

Spark Explosion & Chain Reaction Example



There are two **Spark** (●●) tokens on partition #5 and **Guardian** (■) tokens on partitions #5, #3, and #1 when a **Spark** (●) token arrives at partition #5 – Boom! – two **Flare** (○○) tokens are placed (one at a time) in partition #4 instead (remember that **Flares** (○) are placed in the next-lowest numbered partition).



Another **Spark** (●) token arrives at partition #3 – Boom! – two **Flare** (○○) tokens are placed (one at a time) in partition #2. The first **Flare** (○) arriving in partition #2 instantly creates a **Firewall** (□) there (wiping out all **Contaminant** (○) and **Installation** (□) tokens in partition #2). Worse, that was the last **Guardian** (■) in stock!



The second **Flare** (○) arriving in partition #2 explodes from the just-placed **Firewall** (□) – Boom! – two **Flares** (○○) would be placed in partition #1 instead. Unfortunately, there is already a **Guardian** (■) token in partition #1, so – Boom! – three **Flares** (○○○) are placed (one at a time) in partition #6 instead. These three **Flares** (○○○) would normally create a **Firewall** (□) in partition #6, but since there are none left in the stock, the Renegades immediately lose the game!



Image of server tile to show where each numbered partition is located on the tile.

Countermeasure Cards



The SMC's **Countermeasures** are progressively more challenging by Security Level (**Copper**, **Silver**, and then **Gold**) as the SMC diverts more of its resources to resisting your intrusion.

A - Card Title

B - Security Level

C - Goal & Special Rules

SMC Movement Arrows



The order, server (color), and direction (up or down) that **Sparks** (●) are moved.

7.3 New Sparks Step

Skip this step on the Alpha Hacker's very first turn.

Place new **Sparks** (●) according to current Security Level of the round. The number of **Sparks** (●) you must place is indicated on the bottom of the **SMC** card as a number of dots in a box. Find the box that matches the color of the current Security Level (**Copper**, **Silver**, or **Gold**) and place that many **Sparks** (●).

When placing new **Spark** (●) tokens, where they are placed is determined by rolling the **Spark Dice**. The **Spark Dice** will generate a random server color (the white side is the server where your Avatar is currently located) and a random partition number.

Important: Throughout the game, when asked, the player whose Turn it is rolls the **Spark Dice**. The Alpha Hacker rolls if no one is currently taking their Turn.

//Example: The **Spark Dice** result is [○], [●], you would place that new **Spark** (●) token at the server where your Avatar is located in the #1 partition.//

7.4 Command Actions Step

You play your **Command** cards (representing your hacker's tool kit) during your **Command Actions** Step to generate sufficient **Command** points, as shown on the bottom of each card: **△: Destruction** (red), **◇: Deception** (yellow), **○: Cognition** (green), **□: Information** (blue), and **⊗: Leadership** (purple; which you can declare to be any other color when played). These allow you to perform Actions. Each Action requires a certain quantity and type of **Command** points to perform, as explained later in this rule. What defines your effectiveness as a Renegade is how cleverly you play and combine your **Command** cards.

1. **Perspective:** The results of your Actions occur from the perspective of your Avatar. You cannot use your Actions to affect another Renegade's Avatar.
2. **Action Limits:** During this Phase, you play cards from your hand, face up, onto the table (so all can see) to generate sufficient **Command** points to take a single Action at a time. After taking that Action, place the cards paying for it in your Discard Pile (i.e., a new deck of face-up discards alongside your **Command** deck). As long as you have cards in your hand to generate sufficient **Command** points, you can continue taking Actions or pass.


By passing during either of the first two Rounds, you can save one card and carry it forward to the next Round, thus having six cards in your hand to play on your next Player Turn. You cannot save a card on the third Round.
3. **Command Inefficiency:** All **Command** points generated by the cards you use must go towards paying for that single Action. Any excess **Command**












points generated while paying for that single Action are wasted. You do not get to “keep the change” and put those excess **Command** points to another use.

4. **Command Completion:** Once your Action is completed and its **Command** card(s) discarded, you cannot undo that Action.
5. **Read Only Memory:** You may freely examine all discards, but can never examine unrevealed card information.
6. **Wild Card:** You may discard any three Command cards to generate one Leadership Command (*icon*) point.
7. **ACC Event and Execute Effects:** Most **Advanced Command** cards have a special **Execute**, **Interrupt**, **Reveal** or other Event function explained at the bottom of its card (*below the Command point symbols*).
 - If you can use *either* the **Command** points or the special text, the special text will begin with the words “OR” (e.g., “OR **Execute**” or “OR **Interrupt**”).
 - An **Execute** can only be used during your Player Turn. An **Interrupt** can be used at any time.
 - If you can use *both* the **Command** points *and* the special text, the special text will begin with the word “AND” or “ALSO” (e.g., “AND **Reveal**” or “ALSO, when”).
 - If the text instructs you to “**Reveal**” that card from your hand, place it face up in front of you as proof you possess it and leave it on the table until you either use or discard it (*or pass and return it to your hand for your next Player Turn*). Cards can only be revealed once during a turn. Cards that are revealed can still be used later during the turn, either for their **Command** points or additional effects. **Advanced Command** cards that are not revealed are discarded immediately upon use.

After generating sufficient **Command** points (as shown on the bottom of each **Command** card), the following Actions are available for you to perform during your Player Turn:

Move Action

For each blue  (**Information**) **Command** point spent for a **Movement** Action, your Avatar receives one **Movement** point. When not moving along the Information Highway (see *next column*), entry into each adjacent partition costs one **Movement** point. You do not have to spend all the available **Movement** points during that **Movement** Action, but excess **Movement** points not spent at that time are lost.

1. **You Can Take It With You:** Whenever Moving from one partition to another, you may also freely take with you up to three identical **Contaminants** (*i.e., those Contaminants must be of the same type; e.g., , , or          *

Movement Example



If you generate **III** (i.e., three **Information Commands**), you have three **Movement** points to spend during that **Move** Action and can Move to another partition up to three partitions (spaces) away.

With your three **Movement** points, you Move one green (● **Uplink**) **Contaminant** token to partition #2, dropping it off there and then moving two yellow (●● **Replicant**) **Contaminant** tokens to partition #3, and finally drop one off there and carry the other yellow (● **Replicant**) **Contaminant** token to the partition #6, ending your **Movement** Action.

- **Teleporting:** When activated to Move, your Avatar may Move from a **Data Port** (□) to any other partition on the network for one **Movement** point. If the destination partition contains a **Data Node** (●) or **Data Port** (□), then it will cost zero **Movement** points!

Shift Action

Instead of physically moving your Avatar around the network and carrying **Contaminant** (○) tokens with you via a **Move** Action, you can project the power of your mind using one green (●) (**Cognition**) **Command** point to push (or “Shift”) one circular **Spark** (●) or **Contaminant** (○) token from your Avatar’s current partition to an adjacent partition.

You may Shift more than once with a single Action.

//For example, by creating two green (●) (**Cognition**) **Command** points you can Shift two times; that is, Shifting one ● or ○ from

your Avatar’s partition, and then Shifting a second ● or ○ from your Avatar’s partition.//

1. **Mindfulness:** The basic restrictions always apply:
 - **Three Contaminant Limit:** No partition can ever have more than three of each type of **Contaminant** token in it.
 - **No Spark Explosions:** You cannot Shift **Sparks** (●) to a partition where there is already a **Guardian** (■).
 - **Installations are Immobile:** You cannot Shift square (■ or □) tokens.
2. **Outreach:** Green tokens, **Uplinks** (●) and **Neural Hubs** (■), allow you to act “remotely” as if your Avatar were elsewhere operating from that partition.
 - A. **Remote Shifting:** While your Avatar is on a partition with an **Uplink** (●) or **Neural Hub** (■) token, you can perform **Shift** Actions from any other partition that also has an **Uplink** (●) or **Neural Hub** (■).

- Every Shift is a separate Action made independently from other Shifts performed by green **Command** points generated at that time.
- You can even Shift the receiving **Uplink** (●) token. In this manner, you can Shift a remote **Uplink** around the network to your advantage.

B. Remote via Neural Hub: While your Avatar is on a partition with a **Neural Hub** (■) token, it gains the ability to perform any Action as if it were on any desired partition on that server by temporarily “ghosting” a copy of your Avatar there. Experience shows this makes it the most powerful **Installation** token in the game!

- After performing that Action, your ghost Avatar disappears; it is like you never left that partition’s **Neural Hub**... because you have not!
- When performing a **Move** Action from a **Neural Hub** (■) token, your Avatar does not physically Move to or from an alternate location on that server. However, it can collect **Contaminant** (○) tokens (or **Sparks** (●) if you are playing **Tilda Sweet**) by first “ghosting” to another partition on that server and acting as if it were physically moving from that partition.

Upload Action

One way to add a **Contaminant** (○) token to the network is to Upload it in your Avatar’s partition. You can only Upload when your Avatar is in a partition that has fewer than three of that type of **Contaminant** present (*remembering the three Contaminant per type limit*) and contains no **Countermeasures** (● or ■).

1. **Standard Upload:** For three **Command** points of any one color, you can Upload one **Contaminant** token of that same color; e.g., ◇◇◇ = ○ (e.g., three **Information** Command points can be used to Upload one **Data Node** token) provided no **Spark** (●) or **Guardian** (■) tokens are present at that partition.
2. **Replicate:** If your Avatar’s partition includes a **Replicator** (■), then one **Replicant** (●) token can be Uploaded there for each **Deception** (◇) **Command** point you generate (i.e., you can Upload multiple **Replicants** as one Action), regardless of the presence of **Spark** (●) tokens.
3. **Propagate:** If your Avatar’s partition includes a **Propagator** (■), then one **Virus** (●) token can be Uploaded there for each **Destruction** (△) **Command** point you generate (i.e., you can Upload multiple **Viruses** as one Action), regardless of the presence of **Spark** (●) tokens.

Shifting Via Uplink Example



Your Avatar is on **Faith** (◇) #5 where there is an **Uplink** (●) token. You notice that there are two **Spark** (●) tokens on **Salvation** (●) #3 that you would like to break up and, because there is also an **Uplink** (●) token on **Salvation** (●) #3, you can! By generating green **Cognition** (◇) **Command** points, you can Shift circular tokens away from their partition via remote **Uplinks** as if your Avatar were standing right there!

Modify Action

Another way to add a **Contaminant** (○) token to the network is to Modify (“convert”) a **Spark** (●) token at your Avatar’s partition (*you cannot Modify **Guardian** (■) tokens*). This can only be performed when your Avatar is at a partition that has more **Replicant** (●) tokens than **Spark** (●) tokens. It costs two **Command** points to Modify that **Spark** (●) token. **Delete** and replace it with one of your **Contaminant** (○) tokens:

1. It requires one **Deception** (◇) **Command** point to initiate the Modification; plus
2. One **Command** point of the type of **Contaminant** you wish to Modify that **Spark** into; i.e., $\triangle = \bullet$, $\diamond = \bullet$, $\heartsuit = \bullet$, $\spadesuit = \bullet$, $\clubsuit = \bullet$, and $\otimes = \text{any Contaminant (○) token you choose}$.

Install Action

To increase their power exponentially, you may exchange three same-colored **Contaminant** (○○○) tokens at your Avatar’s partition for one like-colored (*immobile*) **Installation** (□) token by spending one like-colored **Command** point using the **Install** Action (e.g., $\bullet\bullet\bullet + \triangle = \square$).

You can only Install when your Avatar is at a partition that has:

- No **Spark** (●) or **Guardian** (■) tokens present; and
- No partition can have two **Installations** (□) of the same color/type.

Infect Action

The way you attack and **Delete** a **Spark** (●) or **Guardian** (■) token at your Avatar’s partition is to Infect it with **Viruses** via **Destruction** (△) **Command** points (*and supplemented by your **Virus** (●) tokens present there*). You must have at least one **Virus** (●) token present to perform the **Infect** Action.

Procedure:

1. Generate one or more red **Destruction** (△) **Command** points and declare your attack. Then roll the two **Infection Dice** (♠ for you and ♣ for the SMC) and modify their separate results as follows:

2. To your attacking red die roll (♠), add the number of red **Destruction** (△) **Command** points and the number of red **Virus** (●) tokens. That total (♠ + △ + ●) equals your “**Infection score**.”
3. To the SMC’s black die roll (♣), add the number of **Spark** (●) tokens, or 4 if there is a **Guardian** (■) token there (♣ + ● or ♣ + 4 for ■). That total equals the SMC’s “**Resistance score**.”
4. If your **Infection score** is greater than the SMC’s **Resistance score**, you have won that battle; **Delete** all **Sparks** or the **Guardian** from that partition.
If your **Infection score** is less than or equal to the SMC’s **Resistance score**, you have lost that battle; one **Virus** (●) token at that partition is **Deleted**.

Execute Action

Discard an **Advanced Command** card (ACC) to ignore its **Command** points and instead use its “**Execute**” effect.

Shop Action

You improve your abilities as a Renegade by shopping at the Hack Shack (*i.e., this is how you upgrade your **Command** card deck*).

In order to purchase an **Advanced Command** card from the Hack Shack, you must pay for it with **Command** Points (*its cost is shown in the upper right hand corner*) as follows:

1. Reveal cards from your hand that contain the **Command** points necessary to pay for the cost of the **ACC**. (*Overpayment is allowed but excess **Command** points are lost*).
2. Take the purchased card from the Hack Shack and add it to your hand. It is immediately available for use.
3. Of the cards used to purchase the new **ACC**, choose one of the revealed cards to **Delete** and discard the rest.

At the end of a **Shop** Action you should still have 15 cards in your **Command** deck.

7.5 Replenish Hand Step

During the first two Rounds of each Cycle, draw five more cards from your Command deck and prepare for your next Player Turn. After you complete the third Round, you will have a depleted Command deck so there will be no cards in it for you to draw.

7.6 End of Turn Step

Some effects occur at the end of your Turn; this is when you perform them. Afterwards, play proceeds to the player on your left with their Start of Turn Step.

- When each player has finished their Turn, that Round is complete. Begin a new Round.
- When the third Round is complete (*i.e., each player will have gone through their entire **Command** deck of 15 cards*), proceed to the **Countermeasures** Phase.

8.0 Countermeasures Phase

The SMC strikes back at your intrusions. Conduct the following Steps in order:

1. SMC's Revenge Step:

- Virus Battle Segment:** **Virus** (●) tokens must attack all **Spark** (●) and **Guardian** (■) tokens in their partition with **Infect** Actions (*7.4 Infect Action*), but you cannot play **Command** cards! Repeat as needed until **Virus** (●) tokens no longer exist in the same partition as either **Spark** (●) or **Guardian** (■) tokens. These are battles “to the death.”
- Delete Contaminants Segment:** Remaining **Spark** (●) and **Guardian** (■) tokens on the network automatically **Delete** all **Contaminant** (○) tokens in their partitions.
- Delete Installations Segment:** **Guardian** (■) tokens on the network automatically **Delete** all **Installation** (□) tokens in their partitions.

Your Avatars are unaffected by the SMC's revenge.

- Success or Failure Step:** Determine if you have successfully completed the SMC's current **Countermeasure** card Goal (*or failed to do so*). Then, flip over that card and perform its corresponding Success or Fail event. Follow its instructions from top-to-bottom, and in the order presented.

When instructed to place **Sparks** (●), **Guardians** (■), or **Contaminants** (○) on more than one partition and/or server, place them in any order you desire, keeping in mind the “Magic Rules” (see pg. 6).

Important: Keep that card in its same (*Success or Fail*) orientation and apply the Move **Sparks** Step (*below*).

- Move Sparks Step:** Per the four colored arrows of the current **Countermeasure** card (*as oriented*), **Sparks** (●) will move up or down on the servers that match the color of those arrows (*i.e., a red arrow would affect the red server*).

Starting with the arrow on the left and working to the right, proceed as follows:

- If the arrow is pointing up, Move each **Spark** (●) token located on the lowest numbered partition that contains **Sparks** (●) to the next higher numbered partition.
- If the arrow is pointing down, Move each **Spark** (●) token located on the highest numbered partition that contains **Sparks** (●) to the next lower numbered partition.
- “Loop” between partitions **#1** and **#6** when moving up and down (i.e., up from **#6** to **#1** or down from **#1** to **#6**).
- Resolve **Spark Explosions** (7.3, part 4) as they occur.
- Immediately replace three **Spark** (●●●) tokens on a partition with a **Guardian** (■) token.
- **Spark Explosions** follow the direction of the arrow! So when **Sparks** Move up, so do their **Spark Explosions**.

Completely resolve **Spark Explosions** as they occur before performing any remaining **Spark** (●) token movement.

4. If you Succeeded, retain that **Countermeasure** card, setting it to one side. It improves your score at the end of the game (10.0).

If you Failed, **Delete** that **Countermeasure** card, placing it in the box.

9.0 Refresh Phase

Prepare for the next Cycle or end the game.

1. **End of Game Step:** If there are no more **Countermeasure** cards remaining to play, the game is over and you have won (see 10.0). Now you can relax with real refreshments and celebrate your victory!
2. **New Deal Step:** If there is another **Countermeasure** card remaining, then play the next Cycle. Each Renegade discards any cards still in their hand, shuffles their **Command** deck, and deals themselves a fresh hand of five cards.
3. **Hack Shack Purge Step:** Discard all of the cards available at the Hack Shack. A fresh restock of four cards will be set during the Alpha Hacker's next turn.

10.0 Your Winning Score

After surviving the final **Countermeasure** card, measure the degree of your success in Victory Points (VPs) as follows:

- 1 VP per complete set of 5 **Spark** (●●●●●) tokens in the stock.
- 1 VP per **Installation** (□) token on the network.
- 5 VPs per **Guardian** (■) token in the stock.
- 25 VPs per Security Level (**Copper**, **Silver**, and **Gold**) for successfully completing all **Countermeasures** at that Security Level.

Winning Score Results

0-69 VPs

Good job Renegades. You have survived your encounter with the SMCs for just long enough to progress the Renegade cause. Mother has been distracted and her defences weakened, but you didn't do quite enough to bring her down. We need to regroup and consider how we can do better next time....

70-99 VPs

Great work today comrades! You've seriously damaged Mother's network allowing our rescue operatives to free a great many civilians from her influence. These are the kind of victories that will finally save humanity. You can truly say, "I am Renegade!"

100+ VPs

Congratulations! Your victory over the SMCs has brought you notable acclaim amongst your comrades. Mother's network is seriously crippled. Whole districts have been freed from her grasp. With leaders like you, faith in humanity will very soon be restored. You are a true freedom fighter who can proudly say, "I am Renegade!"

11.0 Gameplay Variants

Once you are familiar with the base game, you may wish to try some of these variants. Feel free to combine these variants for even more interesting gameplay.

Simultaneous Play

Allow all Renegades to conduct that Round's Player Turns simultaneously (i.e., *performing their Actions in any order they choose*). Immediately replace **Advanced Command** cards in the Hack Shack when purchased. Players can choose to start their turns at any time during that Round's **Command Phase** (and *performing their Start of Turn Step at that time*).

Hard-Core Mode

When a **Guardian** (■) is formed, immediately **Delete** all **Contaminant** and **Installation** tokens (○ and □) on the entire server.

Horde Mode

Do not set up an **SMC** or any **Countermeasure** cards. Instead:

Setup: Place one **Spark** (●) token on every **Faith** (⬠) partition, and one **Spark** (●) token on each Renegade's Access Point.

Command Phase: During each Renegade's New Sparks Step, roll the **Spark Dice** once during the first Cycle, twice during the second Cycle, and three times in the third Cycle. Place two **Spark** tokens (●●) on each partition rolled (*instead of only one*).

Victory Conditions: Do not bother keeping score. This is a test of brute survival. Can you make it to the end of three Cycles?

Credits:

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Graphic Design: Noelle Le Bienvenu and Barry Pike III

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Proofreading: Avalon Emrich, Linda Daley Paulson, Noelle Le Bienvenu, Karen Wolterman

Special Thanks: To super-fan Aaron Moore for logging more than 100 play sessions and being our Renegade cybersecurity expert



Skill: Tilda Sweet

When she takes a **Move Action**, **Tilda** can carry one **Spark** (●) or one different-colored **Contaminant** (○) in addition to the usual up to three **Contaminant** tokens of one type that every Renegade is allowed to carry.

//Example, she could carry ○○○+●, or ●●+●. She could not carry ●●●+● as that would violate the three per partition limit rule.//



Skill: Monty Quantum

When **Monty** is at an **Uplink** (○) or **Neural Hub** (□), he can “ghost” his Actions not just to any partition on that server (*as other Renegades do from Neural Hubs*), but to any partition that contains any type of Renegade **Installation** (□) anywhere on the network! If it is another (*i.e., remote*) **Neural Hub** (□), he can ghost his Action to any partition on that server (“**Command by proxy**”).



Skill: Oshin Noro

His skill adds two (+2) to any **Infection scores** at his partition at all times. The **Infection score** becomes:

$$\text{Red Cube} + \Delta + \text{Red Circle} + 2.$$

His Avatar does not count as a **Virus** (●) token, and other Renegades on his server cannot apply **Oshin's** skill when he is on a different partition with a **Neural Hub** (□); *i.e., **Commanding** from a Neural Hub* (□) only applies to the Renegade actually taking an Action.



Skill: Hettie Magnetic

Once per Player Turn, when performing a **Modify Action**, Hettie's Avatar can act as a **Replicant** (○), adding one (+1) to the total number of **Replicants** in her location. Although she acts as a **Contaminant**, she does not count for the three **Contaminant** stacking limit.

13.0 Walkthrough

“Listen up Prospects. You’re looking at the RS20, a simulator designed by our Black Agents.

“These guys are ex-corp, so they know what it takes to bring down the SMCs. They have created three **Countermeasures** for this test. Each is harder than the last, from **Copper**, through **Silver**, to **Gold**. This is no picnic for posers. If you fail, then restart the sim.

“I’ve put all the dirtboys and wireheads every dark corner of this city can throw at us through this sim. We’ve been scraping the barrel looking for new recruits. It is like zero-hour in a puppet parlor up here and folks are losing hope. But someone thinks you guys are something special.

“But let me warn you... only the best will make it through **Gold** and be called a ‘Renegade.’ Attempt to streak through the SMCs without the proper tools and the proper training and you will be nothing but a chalk outline. And you had better pay attention to the restrictions each **Countermeasure** imposes on you. We do not want you guys makin’ like Ronin and trying to cheat the system. Not unless it gets our say-so. Using techniques prohibited by the sim’s **Countermeasures** means immediate disqualification. So listen closely to your instructors and do as they say.

“Last piece of advice: When you reach **Gold**, we will be jacking-in from the Hack Shack. That is a bar in Sapporo’s Susukino district. There you can trade for better commands, so do so every chance you get! Prospects aren’t normally allowed in the bar but we have, call it a ‘special arrangement,’ that you be allowed entry once you have made it through the first two simulations. Use this opportunity, because this dispensation costs the Renegade fixers heavily each time we run the training program. Be careful in there. Every dirty rotten perp and street leech is gonna pick you out the crowd if you go in looking like some wide-eyed monkey. Use your skills, use your training, and try to fit in.

“Good luck, Prospects. See you on the other side!”

[Rupert Stanz, Ace Renegade First Class]

This walkthrough teaches the fundamentals of gameplay by demonstrating one Cycle of the game. You can run this simulation solo or cooperatively in teams of two, three, or four players.

First, arrange the network as pictured to the right (*while normally random, for this walkthrough we want everyone on the same board*):

Next, shuffle the **Advanced Command** cards and, from that deck, reveal four face up that are available for purchase; this is the Hack Shack. These cards are not available to you for the first two Cycles of the simulator; just ignore them until you get to the **Gold Countermeasure** card. Once you have graduated, and if you wish to replay the Simulator, feel free to use them any time.

*This walkthrough will be taking you through a solitaire game with the blue player, **Tilda Sweet**, but if you want to play alongside her, either alone or with friends, you are free to add additional Renegades to join the team. **Tilda** is the designated Alpha Hacker for this walkthrough.*

Take **Tilda's** Renegade **Profile** sheet and place it in front of you as a reference. Underneath **Tilda's** portrait is her special ability, so make a note of it. (***Tilda's** gives her a special carrying ability when she moves about the network.*) Place **Tilda's** Avatar standee on the **#6** space (*called the server's Access Point*) of her like-colored ("home") server tile; **Tilda's** is **Justice** (♣) **#6**. Your Avatar standee represents your (*virtual*) location on the network (*game board*) and moves about from partition to partition (*i.e., hexagonal space to hexagonal space*). Finally, place a like-colored **Contaminant** (○) token at her Access Point; **Tilda** starts with a **Data Node** (●) on **Justice** (♣) **#6**.

Next, take **Tilda's** starting deck of 15 **Basic Command** cards (*color-coded on their faces with a blue icon in their lower-right corner*). You would normally shuffle this deck and deal yourself a hand of five cards, but for this walkthrough take these specific five cards: **Bypass**, **Data Steal**, **Decrypt**, **Infiltrate**, and **Trickery Master**.

If you are playing an additional Renegade, or have friends joining you, do likewise with their own-color Avatars on those like-colored servers, with a like-colored **Contaminant** there to start, and their own **Command** decks with the same five-card hand.



Jacked-In and Connected

If **Tilda** is playing solo, there will be four servers with unoccupied Access Points (*if you are playing with a team, one fewer server per Renegade has an unoccupied Access Point*). Even though Access Points are unoccupied, you still have the knowledge to utilize them; to represent this, and since blue is the color of **Information** in **Renegade**, place one **Data Node** (●; the blue **Contaminant**) token on each of the unoccupied Access Points. Normally, you may place these freely during setup, but for this walkthrough place them on the vacant Access Points.

Now that you are connected to the network, let us size up your opponent.

What You Are Up Against from the Start

Set up the **RS20-Simulator SMC** card as your adversary. Create its **Countermeasure** deck from the three simulator **Countermeasure** cards, with **Copper** on top, **Silver** under that, and **Gold** on the bottom; you play through one card per Cycle, so this game will last three Cycles. Do not peek at their Success/Failure side! All will be revealed in time....

Now, checking the **SMC** card, the **RS20-Simulator** tells you to place, on each Renegade's Home Server, two **Sparks** and one

Replicant (●●●) on partition **#4**, and one **Replicant** (●) on partition **#6** (i.e., *their Access Point*). Thus, on **Tilda's** blue Home Server (●), you will set up her Avatar standee and ●● on her Access Point (● #6), and on ● #4 you will set up ●●●.

Also place one **Spark** (●) on every odd-numbered partition (i.e., **#1**, **#3**, and **#5**) on **Faith** (●) that is adjacent to a partition with two **Sparks** (●●). With the game board in this configuration playing solo as **Tilda**, this will just be partition **#3** on **Faith** (●), but this can vary as different networks are arranged for different numbers of Renegades each game!

The Intel Phase

With the SMC's world created, it is time to learn the first unofficial Rule of Renegade: Think first; then do. Welcome to the **Intel** Phase, Prospect!

This is the moment to check the Goal on this Cycle's **Countermeasure** card; as it is the first Cycle, the Goal of the **Copper** card is the one you are trying to achieve while conducting your Player Turns. It reads:

“GOAL: Every Renegade's Home Server and Faith (●) must have no Sparks (●).”

Beneath the Goal is that Cycle's special rule(s):

“Nice Try, But Too Obvious: You cannot Shift a **Spark** (●) into a partition that already has **two Sparks** (●●).”

“Three **Sparks** (●●●) on the same partition immediately removes them, but the SMC replaces them with a **Guardian**. Removing **Sparks** (●) is your Goal, but making **Guardians** out of them is not the best way to do it; you are not ready for **Guardians** just yet!

You will either achieve that Goal or you will not. That is determined later, but you want to keep it in mind while playing your Turns during the **Command** Phase.

The Command Phase

This Phase is the main focus of **Renegade**. Each Renegade conducts a Player Turn using (*and discarding*) their hand's **Commands** to hack the SMC and otherwise improve their position in the game, afterward replenishing their hand and the offerings at the Hack Shack (*if they purchased any **Advanced Command** cards from there on their Turn*).

When all players have completed one Player Turn each, that Round is over and a new Round begins; after completing the third Round, the **Command** Phase is over. So every player will have a chance to play through their deck of 15 **Command** cards each **Command** Phase.

About Commands

Taking Actions requires **Commands**, and **Command** cards have symbols near the bottom of their cards indicating how many and of what type of **Commands** that card generates. Blue **Information Commands** (□) allow movement; green **Cognitive Commands** (●) grant you “mind control” where your Avatar is not located; yellow **Deception Commands** (●) can see you turn evil **Sparks** into friendly **Contaminants**; and red **Destruction Commands** (▲) allow you to directly fight SMC **Countermeasures** in “battles to the death”.

Let's Play!

Tilda Sweet's Avatar is standing on her Access Point (● #6) with ●● present there, ready to issue some **commands**....

Remember: Our Goal in the **Copper** Cycle is to ensure we have removed (i.e. **Deleted** or **Shifted away**) all **Sparks** (●) from the **Faith** (●) server and from each Renegade's Home Server (*yours is ●*; and *if you are the only Renegade playing, then you need not worry about Sparks* (●) on ●, ●, or ●).

ROUND I



Tilda starts by playing the **Command** card **Decrypt** to generate two **Information Commands** (🔍🔍) to Move her Avatar. She takes one **Replicant** (🟡) with her from her partition (🟡 #6) to partition #4 on her Home Server (🟡 #4). Notice she moved only one partition using a card that gave her two **Commands**; she only required one 🔍 to Move one partition. This is okay as you ignore excess **Commands** generated when you take an Action; they fizzle out immediately as that Action impacts play. Having used her **Decrypt** card for her **Move** Action, **Tilda** discards it, face up, in a Discard Pile in her player area, next to her **Command** deck.



Now let us deal with some of those **Sparks**! **Tilda** discards the **Bypass** card from her hand to generate one green **Cognition Command** (🟢), allowing her to use the **Shift** Action to Shift (or push) one of the **Sparks** (●) from 🟡 #4 to the adjacent partition 🟡 #3. Now that **Tilda** outnumbers the **Sparks** (●) there with her **Replicants** (🟡🟡), she can use the **Modify** Action...



Using her **Trickery Master** card, **Tilda** uses the **Modify** Action to change the remaining **Spark** (●) on her partition into a **Virus** (●). **Trickery Master** gives her the one **Deception Command** (🟡) she needs to perform the **Modify** Action. She also uses the one **Leadership Command** (⊗) which, being wild, she can designate as the one **Destruction Command** (🔴) she requires to change a **Spark** (●) into a **Virus** (●). **Tilda** then discards the **Command** card **Trickery Master** from her hand and replaces the **Spark** (●) in her partition with a **Virus** (●).



Finally, **Tilda** uses her **Data Steal** card (🔍) to take another **Move** Action, bringing her newly created **Virus** (●) to partition 🟡 #3 (where she just Shifted a **Spark** to previously). **Tilda** muses, "I would like to perform an Infect Action next, but let us see if we can improve our odds a little."

Having done all she plans to for this Round, **Tilda** ends her Turn. Renegades can keep one card in hand, if desired, between Rounds, so **Tilda** retains the **Infiltrate** card and ends her Turn by drawing five more **Command** cards into her hand (for a total of six); these are:



Continue with each player taking a Turn to Shift a **Spark** (●) to **Faith**, Modifying a **Spark** (●) into a **Virus** (●), moving with the **Virus** (●) to **Faith**, before finally ending their Turn, until **Tilda** is ready to begin Round 2.

ROUND 2

With a sigh, **Tilda** remarks, “Welcome to Round 2, Prospects! I was hoping to draw some red Destruction Commands into my hand, but I have been real unlucky. However all is not lost just yet...”

Tilda uses as many **Destruction** (▲) and **Leadership** (⊗) **Commands** as she can to perform the **Infect** Action. She can also discard any three cards from her hand to generate one additional **Leadership** (⊗) **Command** and **Leadership** is wild!



Tilda generates a mighty four **Destruction** (▲▲▲▲) **Commands** by discarding **Infiltrate** (▲▲), **Data Scan** (its ⊗ being used as ▲), and a set of three cards: **Interrupt**, **Focus**, and **Focus** (for one ⊗, which she also declares as a ▲). Now she rolls the **Infection Dice** (hers is the red 🎲, and the SMC's is the black 🎲). **Tilda** rolls a 🎲 and a 🎲 and calculates her **Infection** score versus the SMC's **Resistance** score:

With ● on her partition, + ▲▲▲▲, + 2, her total **Infection** score is 7 (1 ● + 4 ▲▲▲▲ + 2 = 7); with ●● + 5, the SMC has a **Resistance** score of 7. With the scores tied, **Tilda** loses the battle and **Deletes** one **Virus** (●) from her partition #3. Remember, when a Renegade scores higher, remove all **Sparks** (●) from that partition; scoring less or equal to the SMC's **Resistance** score causes the **Deletion** of one **Virus** (●)!

Tilda ends her Turn now, saving **Decrypt** for Round 3, and drawing her final 5 cards: **Data Steal**, **Diversion**, **Memory Steal**, **Renegade Apprentice**, and **Sabotage**.

If you are playing as a team, continue Round 2 by using as many **Infect** Actions as you can to **Delete** more **Sparks** (●) from the network, referring to the previous example for how it is done.

ROUND 3

With a visage of grim determination, **Tilda** states, “I do not like those Sparks on my partition; they block me from uploading new Contaminants. Now, if I can Modify one of those Sparks into something more useful, we might just achieve our Goal.”



Tilda has a special ability that allows her to Move with a **Spark**. (●) She discards **Data Steal** (🔍) to Move back to **#4** and carries one **Spark** (●) with her.



Next she uses **Diversion** (🛡️) to Modify this **Spark** (●) into a **Replicator** (🔁).



Now, with no **Sparks** (●) on her partition, she is free to perform an **Upload** Action. She discards **Sabotage** (△+⌘) using the ⌘ **Command** as another △ for a total of (△△) and **Renegade Apprentice** (△) for a total of three **Destruction** (△△△), to Upload one **Virus** (🦠) to her partition.

“Let us Install a Replicator!”



Three like-**Contaminants** (🟡🟡🟡) on the same partition where there are no **Countermeasures** (● or ■) offer the opportunity to convert them into an **Installation** (📦) using the **Install** Action. **Tilda** uses the one **Leadership Command** (⌘) from **Memory Steal** (🔍+⌘) as a **Deception Command** (🛡️) to swap the three **Replicators** (🔁🔁🔁) on **#4** for one **Replicator Installation** (📦), discarding **Memory Steal** without using its **Cognition Command** (🧠) at all.



Finally, using the two **Information Commands** from **Decrypt** (🔍🔍), **Tilda** performs a **Move** Action, allowing her to Move up to two partitions. She moves her Avatar and the newly created **Virus** (●) to 🟡 #3 and picks up the remaining **Spark** (●) there en-route, finishing her **Move** Action at 🟡 #6. Thus, she carried the **Virus** (●) and **Spark** (●) with her (*thanks to her special Movement ability*).

With no more cards in-hand, and no more cards left to draw, **Tilda** ends her final Player Turn of the **Command** Phase.

If you are playing as a team, continue Round 3 by trying to create an **Installation** yourself. Do not target the **Spark** (●) on 🟡 #6 as we will need that for the next part of the walkthrough....

The Countermeasures Phase

You have kicked the SMC as best you could during the **Command** Phase. Now, during this, the **Countermeasures** Phase, the SMC kicks back! If you are “all that,” there should be no more **Sparks** (●) left on the network except the one on 🟡 #6. However, if more **Sparks** (●) remain and share a partition with your **Contaminants** (○), those **Sparks** (●) now attack.

The Sparks Battle Step

As with an **Infect** Action, your **Viruses** (●) battle **Countermeasures** to control their contested partitions. One at a time, in any order you desire, at each contested partition having one or more **Viruses** (●) and one or more **Countermeasures** (● or ■), an automatic **Infect** Action ensues with this difference: You cannot add **Destruction Commands** (▲) to your **Infection score** – your **Viruses** (●) are on their own!

“First up, let us deal with the Spark on my partition!”

Tilda rolls the **Infection Dice** and obtains a 🎲 on the red die and a 🎲 on the black die. A great result! The **Infection score** is 4 (🎲 + ●) and the **Resistance score** is 3 (🎲 + ●). **Tilda's** roll sees her **Delete** the remaining **Spark** (●) from her partition on **Faith** (🟡 #6). This time she was lucky!

If there are more partitions with both **Viruses** (●) and one or more **Countermeasures** (● or ■), continue rolling for them, one at a time, until they are all resolved.

When there are other Renegades participating in this walkthrough, there is a chance that some of your **Contaminants** (○) are undefended – meaning they share a partition with a **Spark** (●) and there are no **Viruses** (●) to protect them; in this case, **Delete** all those **Contaminants** (○) from the network (*the SMC's Countermeasures destroyed them*).

The Success or Failure Step

Only now do you check whether you have successfully completed the Goal for this **Copper Cycle**. Remember, the Goal was to remove all **Sparks** (●) from each player's Home Server, and also from the **Faith** (⬠) server. If **Tilda** is playing alone, she has just Succeeded. If you are performing this walkthrough with other Renegades, there is a chance you left some **Sparks** (●) undefeated. Did you Fail or Succeed in meeting the Goal's objective?

Knowing now whether you Succeeded or Failed, flip over that Cycle's **Copper Countermeasure** card (*i.e.*, **Simulation Stage I**) and rotate the card vertically so that you are reading the appropriate Fail or Success event right-side-up. You did succeed, right?

Always follow instructions from top to bottom. Assuming you Succeeded, then you must "Also add one **Virus** (●) to **Faith** (⬠) partitions **#1**, **#2**, and **#3**. Also add one **Uplink** (●) to each partition on **Faith** (⬠)."

If you Failed, then instead you should "Add one **Virus** (●) to **Faith** (⬠) partitions **#1**, **#2**, and **#3**. Also add one **Uplink** (●) and one **Spark** (●) to each partition on **Faith** (⬠)."

Did you notice the difference between Success and Fail? Okay, perform your Success or Fail event now.

The Refresh Phase

You have completed the **Copper Simulation Stage I Countermeasure** card, so **Delete** it. This reveals the **Silver Simulation Stage II Countermeasure** card that you will confront next Cycle.

Before you start the new Cycle, however, each player reshuffles their Discard piles, creating their new, face-down **Command** decks, and draws five cards into their hand.

Feel free to continue the simulation from here. Try to focus on creating **Installations** (□) to complete the next Goal and keep on top of **Sparks** (●). Beginning this Cycle, each Avatar must roll for **Sparks** (●) appearing at the start of their Player Turns, as shown by the black dot in the **Silver**-colored space at the very bottom of the **RS20-Simulator SMC** card.

The top indicates one **Silver** card Cycle for this SMC.

The bottom indicates one **Infection** roll (*to add a new, random Spark* (●)) during each Player's Turn that Cycle. Note that more difficult **SMC** cards require multiple random **Spark** (●) additions each Player Turn!

And those **Sparks** (●) are going to keep you busy!

"Prospects! That first Cycle was the easy part. Now we are into the real business and ready to face some proper opposition. This is where we sort the black-hats from the wage-slaves.

"If you leave here still a 'Prospect' then you have only got yourself to blame, and you will find few friends here to give you any kind of sympathy.

"If you succeed, then you will leave with even fewer friends, because from then on you will be underground. You will live most of your existence in cyberspace, or in some rotten joint that will be your only reality. Your currency will be infonomics, your daily meal will be dorps and derms, and you will live for the next time you will be jacked-in. But you can hold your head up high. You will be one of the few. You will get to wear the patch of a respected brotherhood. You will have purpose. You will restore faith. You will be a Renegade."

[Rupert Stanz, Ace Renegade First Class]