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Game:	**BIOSHOCK INFINITE: THE SIEGE OF COLUMBIA**	**v1.2**
Publisher:	**Plaid Hat Games (2013)**	
		Jan 2014
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

BIOSHOCK INFINITE
THE SIEGE OF COLUMBIA

SETUP

2 Players

Place a randomly chosen **Elizabeth timeline card** near the board with the **Elizabeth marker** on the first space of the track.

Shuffle the **World Event** cards and the **Victory Point** cards into their respective decks. Reveal the first Victory Point card.

One player is the **Founders** and takes all the dark blue units and the light blue *common* units, all dark blue **structure markers** (**strongholds**, **turrets** and **alarms**), all blue **Victory tokens**, all dark blue **action cards**, and his **reference sheet**. He randomly draws one Founder **leader card** and returns the rest to the box. He places a stronghold, Comstock, Songbird, and 3 common units on location #9; and a turret, Handyman, and 4 common units on location #11.

One player is the **Vox Populi** and takes all the light red units and the dark red *common* units, all light red **structure markers** (**strongholds**, **turrets** and **alarms**), all red **Victory tokens**, all light red **action cards**, and his **reference sheet**. He randomly draws one Vox Populi **leader card** and returns the rest to the box. He places a stronghold, Daisy, Airship, and 3 common units on location #14; and a turret, Handyman, and 4 common units on location #5.

Each player draws 5 cards from his action deck.

Place a random **territory token** facedown on each board location that is free of units.

Randomly choose a person to receive the **first player token**.

4 Players

Players are on Founders or Vox Populi teams. Teammates gain victory points together and win or lose as a team. They share a leader card and a reference sheet, and any upgrades affect both players. Follow the turn order on the **4-Player Turn Order card**.

Each player collects one colour of units (dark blue, light blue, light red, and dark red). Action cards are similarly separated into 4 decks.

The dark blue Founder player places a stronghold, Comstock, Songbird, and 3 common units on location #9. The light blue Founder player places stronghold, Saltonstall, Handyman, and 3 common units on location #11.

The light red Vox player places a stronghold, Daisy, Airship, and 3 common units on location #14. The dark red Vox player places a stronghold, Herzog, Handyman, and 3 common units on location #5.

GAME ROUND

1. WORLD EVENT PHASE

1. Vote

The first player reveals the top card of the World Event deck and **players vote on whether the event passes**. Starting with the first player and moving down the turn order, each player places a number of his action cards facedown in front of him. Then all these cards are revealed.

If there is a (–) next to your faction on the World Event card, subtract the influence on your cards from the vote total.

If there is a (+) next to your faction on the World Event card, add the influence on your cards to the vote total.

If there is a (?) next to your faction on the World Event card, players choose, in turn order, if their influence is subtracted from or added to the vote total.

Booker then votes: roll 1 white combat die for his vote.

He votes the same way the faction who currently has the least amount of victory points voted (if there is a tie he does not vote).

After tallying all the votes, **if the total is 0 or higher the vote passes and the event is immediately resolved**. If the total is -1 or less, the event is ignored.

The player that played the most influence into the vote (positive or negative) takes the first player token (if there is a tie, roll a white dice each; the highest roller takes the token).

After voting, all action cards played into the vote are discarded.

2. Elizabeth

If the **Elizabeth symbol** is on the World Event card, move the Elizabeth marker down one location on its track and resolve the listed effect.

3. Booker

Place Booker on the location listed on the World Event card.

However if Elizabeth is on the board and not in the same location as Booker, he attempts to **rescue** her: he is placed on her location and attacks any units there.

If the location is destroyed, place Booker on the next available location in descending order.

If the **aggressive symbol** appears on the card, a battle immediately takes place between Booker and any units sharing a location with him.

2. PLAYER TURNS PHASE

In turn order, each player completes these tasks in order:

1. Produce

You may discard any number of action cards from your hand, collecting their total value in Silver Eagles.

2. Recruit/Build

To recruit units, pay their cost in Silver Eagles and place them on any locations you control. **You control a location if you have one or more of your units or structures there.**

To build structures, do the same, however you may never build a structure on a location that already has a structure on it.

To purchase upgrades, pay 3 Silver Eagles for each upgrade.

3. Move

You may move up to 4 units you control; each may only be moved one location. You may only move a unit to a territory location sharing a blue border with the unit's current location. Two locations are *adjacent* if they share a blue border.

4. Combat

If one or more of your units share a location with enemy units, combat takes place at those locations.

In a 4 player game, you may move your units onto a teammate's location; the player with the most units and structures there is considered the controlling player (on a tie the players decide), and is responsible for defending that location in battles. He may use his teammate's units as if they were his own, but may only use his own action cards.

3. REFRESH PHASE

Each player may discard any number of cards from his hand, then draw back up to 5 cards.

If your deck runs out, shuffle your discards into a new deck.

Then 1 Victory Point card is revealed and put into play.

SKY-LINE MOVEMENT

Instead of moving a unit normally, you may move it along a Sky-Line as many spaces as you choose. However *each time* the unit is moved to a new Sky-Line space, **roll the 3 Sky-Line dice**.

If you roll a 🔗, the unit is safe. If you roll only numbers, you must discard a number of action cards equal to the total, or destroy the moving unit.

Moving a unit multiple locations on a Sky-Line counts as only having moved one of the units you may move on your turn.

SONGBIRD AND THE AIRSHIP

These are considered leader units, but they do not roll Sky-Line dice when moving on the Sky-Line. However they may only move up to 2 locations on the Sky-Line before stopping. They must be able to stop, or the move cannot be made.

In a 4 player game, the Songbird and Airship leader units are under the control of both players of their faction and are counted by *both* players when seeing who is control of a location. Either player can move his faction's leader unit as one of his 4 moves.

COMBAT

If you initiate combat by moving into a location with enemy units you are the **attacker**; the other player is the **defender**.

1. Attacker Plays Action Cards
You may play as many **action cards** from your hand as desired, facedown in front of you.

2. Defender Plays Action Cards
The defender plays action cards in the same way.

3. Reveal Cards
Cards are revealed simultaneously. Resolve any card effects that take place before dice are rolled.

4. Roll Dice
Players **roll combat dice** equal to the number of units and structures they have in the combat. See the reference sheets for the color of combat die used.

Then resolve any card effects that take place after dice are rolled.

5. Total
Players total the combat values on their played action cards and the result of their combat dice roll. **The player with the higher total wins the combat**. The defender wins ties.

The player that lost must destroy any structures he controls in the location and one of his units he controlled in the combat.

The remainder of his units must be placed in a location he controls that contains a stronghold. If there is no such location, the units are destroyed. Destroyed units are returned to their owner's pool of units and structures.

Combating Territory Tokens

A combat takes place when you move into a location with a territory token. Reveal it if it has not yet been revealed. You are the **attacker**; the token is the **defender**.

The token has a combat total printed on it; it does not roll dice or play cards.

If the token is defeated, remove it from the board and take Silver Eagles equal to the its Silver Eagles value.

If you move into a territory that contains a territory token and Booker, combat the token first. If the aggressive symbol appears on the World Event card, you *must* then combat Booker. If it does not, you may choose whether to combat him or not.

Combating Booker

If the aggressive symbol appears on the World Event card, or if he is rescuing Elizabeth, Booker battles any units in the same location as him. Booker is the **attacker**. He has no action cards, but rolls **3 red dice**.

If he is defeated, remove him from the board, to be placed back in the next World Event phase. If Elizabeth was with him, she stays on the board under the control of the player who controls her location, until a game effect takes her away or Booker defeats the units there in combat.

If you move into a territory that contains enemy units and Booker, you must defeat the enemy units before combating Booker (if the aggressive symbol appears) or choose whether or not you will combat Booker (if the aggressive symbol doesn't appear).

UPGRADING ACTION CARDS

Each time you meet one of these conditions, you may make an upgrade to one of your action cards:

- **Win a combat**
- **Purchase an upgrade for $3**
- **Become first player**
- **Claim a Victory Point card**

If you meet one of the upgrade conditions and your faction already has 3 or more upgrades more than the opposing faction, you cannot make an upgrade.

Upgrades

Use your reference sheet to track your upgrades. Once you upgrade an action card of a type, you benefit from the upgrades you have made to it.

You may upgrade an action card by:

1. Unlocking its Special Ability
Place a **key token** on the lock symbol for that card. Special abilities on action cards that begin the game locked are unlocked by making this upgrade.

Card effects take precedence over the rules. If two game effects take place simultaneously, the first player chooses the order.

2. Boosting 1 of its 3 Values
- **by +1:** place a +1 marker on the allotted location, *or*
- **from +1 to +2:** flip a +1 marker on a location to its +2 side.

DESTROYED LOCATIONS

Place a **Destruction marker** on a location which is destroyed. All structures there are destroyed and the location can no longer be moved onto, controlled, or have new units or structures placed on it. You may still move along a Sky-Line that passes over the location. You may still claim victory points for controlling the territory, but you no longer need to control the destroyed location.

VICTORY POINTS

There are 2 ways to gain **victory points**:

1. If you **control all the undestroyed locations in a territory**, place one of your faction's Victory tokens on that territory and gain its victory points. The token is removed and the points are lost if control of the territory is ever lost.

2. If you **meet the conditions on a Victory Point card in play** at any time during your turn, place one of your faction's Victory tokens on that card. You cannot lose the points gained.

If a Victory Point card card's condition begins with *'Your faction…'*, a team of players can collectively meet that condition.

VICTORY

At any time during your turn, if you have 10 or more victory points, you are declared the victor.

If a World Event card must be drawn but there are none remaining in the deck, the game is over and the player with the most victory points is the nominal victor.

If you ever have no units or structures on the board you immediately lose the game.

BIOSHOCK INFINITE
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1. WORLD EVENT PHASE

1. Vote

Reveal a World Event card and vote on whether the event passes. Starting with the first player and in turn order, place action cards facedown, then reveal all cards.

If there is a (–) next to your faction, subtract the influence on your cards from the vote total.

If there is a (+) next to your faction, add the influence on your cards to the vote total.

If there is a (?) next to your faction, players choose, in turn order, if their influence is subtracted from or added to the vote total.

Booker then votes: roll 1 white combat die. He votes the same way the faction who has the least amount of victory points voted (on a tie he does not vote).

If the total vote tally is 0 or higher the vote passes and the event is resolved. If the total is -1 or less, the event is ignored.

The player that played the most influence takes the first player token (on a tie, roll a white dice each to decide).

After voting, all action cards played are discarded.

2. Elizabeth

If the **Elizabeth symbol** is on the card, move the Elizabeth marker down one location on its track and resolve the listed effect.

3. Booker

Place Booker on the location listed.

However if Elizabeth is on the board and not in Booker's same location, he attempts to **rescue** her: he is placed on her location and attacks units there.

If the location is destroyed, place Booker on the next available location in descending order.

If the **aggressive symbol** is on the card, a battle takes place between Booker and any units sharing a location with him.

2. PLAYER TURNS PHASE

In turn order, each player completes these phases:

1. Produce

Discard any number of action cards from your hand, collecting their total value in Silver Eagles.

2. Recruit/Build

Recruit units: pay their cost in Silver Eagles and place them on any locations you control.

You control a location if you have one or more of your units or structures there.

Build structures: as units, but you may never build on a location that already has a structure on it.

Purchase upgrades: pay 3 Silver Eagles for each.

3. Move

You may move up to 4 units; each moves one location.

You may move a unit along a Sky-Line as many spaces as you choose. *Each time* it moves to a new Sky-Line space, **roll the 3 Sky-Line dice**. If you roll only numbers, discard action cards equal to the total, or destroy the moving unit.

4. Combat

If any of your units share a location with enemy units, combat takes place there.

3. REFRESH PHASE

Players may discard any number of cards, then draw back up to 5 cards.

Then reveal 1 Victory Point card.

STRUCTURE & UNIT ABILITIES

LEADER UNITS
+1 red die to combat in location.

SPECIAL UNITS
+1 blue die to combat in location.

COMMON UNITS
+1 white die to combat in location.

STRONGHOLDS
+1 red die to combat in location.

TURRETS
+1 blue die to combat in location and all adjacent locations.

ALARMS
+1 white die to combat in location. The player controlling the alarm gets **+1 to his combat dice rolls**.

COMBAT

If you move into a location with enemy units you are the **attacker**; the other player is the **defender**.

1. Attacker Plays Action Cards

2. Defender Plays Action Cards

3. Reveal Cards

Resolve any card effects that take place before dice are rolled.

4. Roll Dice

Roll combat dice equal to the number of units and structures you have in the combat. Resolve any card effects that take place after dice are rolled.

5. Total

Total the combat values on your played action cards and the result of your combat dice roll. **The player with the higher total wins**. The defender wins ties.

The loser must destroy any structures he controls in the location and one of his units in the combat.

The remainder of his units must be placed in a location he controls that contains a stronghold. If there is no such location, the units are destroyed.

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