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v1

Feb 2019

Game: **HOMELAND: THE GAME**

Publisher: **Gale Force Nine (2015)**

Page 1: **Rules summary**

Page 2: **Reference sheet x2** (*front*)

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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HOMELAND THE GAME

SETUP

Each player takes 1 **agent**, 1 **soldier**, 1 **agency rep token**, 1 **political clout** and 3 **intel cards**. Each player also claims a **case lead card** color. Create an **initiative deck** by shuffling together a **case lead card** from each player.

Determine how many **agenda cards** you require:

#Players	Loyal Agent	Political Opportunist	Terrorist Mole
3	2	1	1
4	3	1	1
5	3	2	1
6	4	2	1

Shuffle all the agendas and give each player a random agenda. **Agendas remain hidden the whole game.** There will always be 1 more agenda card than there are players; this should be kept hidden until after the game is over.

No player should see a **hidden card**. If a special rule allows you to look at a hidden card, you may decide how much information to share, but don't show anyone the card. Table talk is encouraged, but don't include specific numbers.

GAMEPLAY

THE TERRORIST TURN

1. MOVE THE TERRORIST MARKER

Reveal the top card of the **initiative deck** and give the **terrorist marker** to the player whose color was chosen.

Once all the case lead cards have been drawn and each player has had a chance to go first, reshuffle the deck.

2. ANALYZE IMMINENT THREATS

On the first turn, skip to the **Reveal New Threats step**.

Resolve threats one at a time, starting with the left-most imminent threat.

To analyze a threat, place the plot card faceup on the threat analysis board. Overlap the plot card with the organization card, and keep the case lead card on top of it.

Quickly shuffle all the intel cards in the threat to hide the order in which they were played, then reveal them one at a time, placing red cards to the left and blue cards to the right of the threat analysis board.

If any gold intel cards are revealed, immediately apply their effects, then discard the card after the threat is fully analyzed.

Compare the red and blue totals. The plot's **complexity**, the organization's **sophistication** and the **red intel cards** all add to the red total.

Each agent deployed to the case adds +1 to the total of the blue intel cards.

If the total of the red numbers are greater than or equal to the blue total, the plot was successful:

- add a number of terrorist progress tokens to the terrorist progress track equal to the **impact** of the plot.
- All players gain a number of political clout tokens equal to the **impact** of the plot.
- Apply the **fallout** or **global fallout** rule on the plot card. Fallout only applies to the case lead. Global fallout applies to all players.

If the total of all the blue numbers plus agents is greater than the total of all the red numbers, the threat has been neutralized:

- Add a number of agency progress tokens to the agency progress track equal to the **impact** of the plot.
- The case lead gains a number of agency rep tokens equal to the **impact** of the plot.
- The case lead gains the advantage listed on the organization card. Advantages are one-time bonuses, not ongoing effects.

If you are directed to **burn a card**, remove it from the game without revealing it. When you are directed to **burn an asset**, you must choose one of your active (faceup) assets to discard. You may be able to discard one of your undeployed soldiers instead.

If you are affected by **exposure**, flip all your deactivated assets faceup and place all the intel cards in your hand faceup on the table. Once the exposed cards are played, any newly drawn cards are kept secret in your hand, as normal. You can have both exposed cards on the table and hidden cards in your hand.

If you're playing with an increased hand size, your exposed cards may stay faceup on the table for more than one round.

If you are unable to **discard clout** or **rep tokens**, you must choose one of your case lead cards to remove from a threat on the board.

3. THREATS ADVANCE

All threats remaining on the board advance to the next level. Starting from the top, with severe, advance all the plots on the board straight up one level. Advance the threats starting at the left side of each threat level.

4. REVEAL NEW THREATS

Assemble a number of new threats equal to the number of players. Each threat consists of 3 cards. First draw the top card of the organization deck and place 1 random, hidden plot card underneath it. Then, place 1 random, hidden intel card from the intel deck on top.

Place each new threat in the left-most open spot of the threat level indicated on the organization card. If the initial threat level for a threat is full, place the new threat in the left-most open spot in the next higher level.

If a threat should start at imminent but the imminent threat level is full, resolve the new threat immediately, using only the single random intel card in the threat.

PLAYERS' TURNS

Each player takes their turn, starting with the player with the terrorist marker. There are 2 **required actions** you must take on your turn, and a number of **optional actions** you may take at any time during your turn.

REQUIRED ACTIONS

There are 2 **required actions** must do on your turn:

Claim Case Lead on a Threat

If there are any **unclaimed threats on the board at the start of your turn**, you must **claim one of them**, becoming the lead investigator on that threat.

Any threat without a case lead is an **unclaimed threat**.

Place one of your case lead mini-cards on the left hand side of the threat, on top of the intel card(s). That threat is now claimed and is considered one of your cases. Your case lead card will stay with the threat until it is analyzed.

If there are no unclaimed threats on the board, you may not claim lead on a case.

Play Intel Cards to Cases

On your turn, you must **play 2 intel cards from your hand to cases, if you can**.

The first intel card you play must be played to another player's case. You may play your second intel card to any other case, including one of your own.

To play an intel card, place it facedown under the threat's case lead card. All the intel cards played to a threat combine to the final resolution of the threat. You may not play intel cards to unclaimed threats. After playing intel cards, the case lead card always stays faceup on top.

Playing intel cards from your hand to threats is a single action that you must take all at one time. You can't play a card to a threat, take a different action, then play your 2nd card.

If you are the only player with claimed cases on the board, play 1 intel card to one of your cases – do not play 2 cards.

OPTIONAL ACTIONS

These actions are not required on your turn; you may do them at any time during your turn, in any order.

Exchange an Intel Card for Tokens

On your turn, you may exchange 1 intel card for the political clout or agency rep tokens pictured on the intel card. **You may only do this once per turn.** Place the card you've exchanged face-up in the discard pile.

Recruit One Agent, Soldier or Asset

On your turn, you may choose to **recruit 1 agent, soldier or asset**. Recruiting an agent or soldier is free. Recruiting an asset costs 3 tokens (any combination of clout and rep tokens).

You may only recruit once per turn.

When choosing an asset, draw the top 2 cards of the asset deck. You may keep either card. Place the other card faceup in the asset deck discard pile. Place your newly recruited asset facedown in front of you. Face down asset cards are **deactivated**. Face up asset cards are **active**.

Deploy Soldiers

On your turn, you may deploy any number of your soldiers to a threat (they must all be deployed to the same threat). You may deploy soldiers to claimed or unclaimed threats.

When you deploy a soldier to a threat, you may look at all the intel cards of the threat. If you choose to look at the intel cards, after looking add 1 additional, hidden, random intel card from the intel deck to the threat.

Once there are 2 soldiers deployed to a threat, that threat is eligible for a drone strike.

Deploy Agents

On your turn, you may deploy any number of your agents to a threat (they must all be deployed to the same threat). You may deploy agents to claimed or unclaimed threats.

When you deploy an agent to a threat, you may look at the hidden plot card of that threat. Do not show it to other players.

Additionally, each deployed agent adds 1 to the blue intel total of that threat during threat analysis.

You may deploy agents and soldiers to the same case, in any order.

Activate Assets

On your turn, you must decide whether or not you want to activate (flip faceup) any of your deactivated (facedown) assets. Assets begin play deactivated.

Deactivated assets are protected from being burned or taken.

Utilize Assets

On your turn, you may use the special rules of any of your active assets. You may recruit an asset, activate it and utilize it all on the same turn, if you wish. Most asset special abilities will be utilized on your turn, unless they say otherwise.

Asset abilities preceded by *'Burn to ...'* are abilities that you may only use once per game. When an asset is burned to use their ability, remove the asset from play permanently.

When you have an active asset with the *Drone Strike* ability, you may burn any threat with at least 2 soldiers deployed to it. Remove all the cards in the threat from play, without revealing threat to any player. The position occupied by the burned threat is left open. Any soldiers or agents on the threat are discarded. After a threat is burned by a drone strike, do not move any remaining threats to fill the space created by the drone strike.

ENDING YOUR TURN

Once you've finished taking all your actions, draw new intel cards to refill your hand back to your minimum hand size. **Each player has a default minimum hand size of 3.**

Play then passes to the player to your left.

Each assets with the ability *'+1 Hand Size'* increases your minimum hand size by 1. Their effects are cumulative.

WINNING THE GAME

The game ends immediately when either the agency or terrorist progress track is full.

The moment the terrorist progress track is full, the person with the *Terrorist Mole* agenda wins the game (even if there wasn't such a person in the game) and everyone else loses. Victory points are irrelevant.

If the agency track is full, everyone has the opportunity to accuse one other player of being the terrorist mole. Every player puts their case lead cards on the table, and each takes 1 card from everyone else. You may then make an accusation by placing the card of the player you suspect facedown on the table. If you choose not to make an accusation, place your own case lead card down.

Once everyone has placed a card, reveal your accusations. All players then reveal their agenda cards. If the terrorist mole receives any accusations at all, they lose.

Any player who correctly accuses the mole receives 6 VP. Any player who falsely accuses a player loses 3 VP.

Tally VPs. Each player receives VPs as follows:

Loyal agents receive 1 VP for each of their agency rep tokens

Political opportunists receive 1 VP for each of their political clout tokens

Terrorist mole receives 2 VP for each token on the terrorist progress track

Each player also adds the VPs listed on all their active and deactivated assets, and any positive or negative points they've received from correct (+6 VP) or false (-3 VP) accusations.

The player with the highest VP total wins the game.

The terrorist player may still win the game if they weren't accused by anyone.

On a tie, there is an agenda hierarchy: LOYAL AGENT > POLITICAL OPPORTUNIST > TERRORIST MOLE

If 2 or more players with the same agenda are tied for highest VPs, those players share the victory.

HOMELAND THE GAME

GAMEPLAY

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Resolve threats one at a time, starting with the left-most imminent threat. Place the plot card faceup on the threat analysis board. Overlap the plot card with the organization card, and keep the case lead card on top of it.

Quickly shuffle all the intel cards in the threat, then reveal them one at a time, placing red cards to the left and blue cards to the right of the threat analysis board. If any gold intel cards are revealed, immediately apply their effects, then discard the card after the threat is fully analyzed.

The plot's **complexity**, the organization's **sophistication** and the **red intel cards** all add to the red total. Each agent deployed to the case adds +1 to the total of the blue intel cards.

If the total of the red numbers are greater than or equal to the blue total, the plot was successful:

- add a number of terrorist progress tokens to the terrorist progress track equal to the **impact** of the plot.
- **All** players gain a number of political clout tokens equal to the **impact** of the plot.
- Apply the **fallout** or **global fallout** rule on the plot card. Fallout only applies to the case lead. Global fallout applies to all players.

If the total of all the blue numbers plus agents is greater than the total of all the red numbers, the threat has been neutralized:

- Add a number of agency progress tokens to the agency progress track equal to the **impact** of the plot.
- The case lead gains a number of agency rep tokens equal to the **impact** of the plot.
- The case lead gains the advantage listed on the organization card. Advantages are one-time bonuses, not ongoing effects.

If you must **burn a card**, remove it from the game without revealing it. When you must **burn an asset**, choose one of your active (faceup) assets to discard.

If you are **exposed**, flip all your deactivated assets faceup and place all the intel cards in your hand faceup on the table.

If you are unable to **discard clout** or **rep tokens**, choose one of your case lead cards to remove from a threat on the board.

3. THREATS ADVANCE

All threats remaining on the board advance to the next level up, starting from the top and from the left.

4. REVEAL NEW THREATS

Assemble a number of new threats equal to the number of players. First draw the top card of the organization deck and place 1 random, hidden plot card underneath it. Then, place 1 random, hidden intel card from the intel deck on top.

Place each new threat in the left-most open spot of the threat level indicated on the organization card.

PLAYERS' TURNS

Each player takes their turn, starting with the player with the terrorist marker.

REQUIRED ACTIONS

There are 2 **required actions** must do on your turn:

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When choosing an asset, draw the top 2 cards of the asset deck and keep either card, discarding the other.

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You may deploy any number of your soldiers to a threat, then look at all the threat's intel cards. After looking add 1 additional, hidden, random intel card from the intel deck to the threat.

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Activate Assets

Decide whether or not you want to activate (flip faceup) any of your deactivated (facedown) assets. Assets begin play deactivated.

Utilize Assets

Use the special rules of any of your active assets. If you have an active asset with the *Drone Strike* ability, you may bum any threat with at least 2 soldiers deployed to it.

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