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v1

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Game: **NEW ANGELES**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



NEW ANGELES

SETUP

Shuffle the **asset**, **demand**, **event**, and **investment** decks separately.

Place the event deck in the **EVENTS** box of the board. Place the asset, demand, and investment decks next to the **ASSETS**, **DEMANDS**, and **INVESTMENTS** slots of the board.

Separate the **action cards** by type and shuffle each type to form its own deck. Then, place each deck next to the slot of the board with the same type and color.

Shuffle the **setup cards** and draw one. For each component listed on the card, place one copy of that component in each district listed next to that component.

Then, place a number of facedown **asset cards** on the turn track equal to the number indicated in the upper-right corner of the card, one card per slot, starting with the lowest-numbered slot. Then, return all setup cards to the box.

Place the **round track token** on space 1 of the round track.

Place each of the 5 **resource tokens** on space 0 of the resource track that has the matching icon. Then, reveal the top card of the demand deck. For each resource on the revealed demand card, place a **target token** on that resource's track on the number indicated on the demand card for that resource.

Each player chooses a **corporation** and places the corresponding **corp sheet** and **emergency action card** in their play area. Depending on the number of players, use the corp sheet's 4-player side or the 5-to-6-player side faceup.

One player collects each player's **capital token** and randomly chooses one. That corporation's player becomes the active player and takes the **active player token**.

Place the **threat token** on space 0 of the threat track (the icon space). Then, the active player places their corporation's **capital token** on the 10 space of the capital track. In clockwise order from the active player, each player places their capital token on the next highest space of the track that does not have a capital token. (If capital ever exceeds 39, flip the token to the 40 side and start again from space 0 of the capital track.)

Each player draws the number and types of **action cards** listed on their corp sheet.

Take the **rival cards** displaying the corporations being used by players, as well as the *Federalist* rival card, and shuffle them together, returning unused rival cards to the box.

Then, deal one rival card facedown to each player; the remaining rival card is placed partially under the board. Each player secretly looks at their rival card, but cannot share this information.

Each player draws 2 **investment cards** from the investment deck, places one facedown in their play area, and returns

the remaining card facedown to the top of the investment deck.

Separate the **android** (there are only 3 android tokens used; the 4th is a replacement), **outage**, **unrest**, **illness**, and **development tokens** as well as the **Human First**, **orgcrime**, and **prisc units** into piles by type near the board to create the reserve.

The city consists of 10 **districts**, each with a unique name and number.

Each district belongs to one of 3 **tiers**, represented by a colored border and a number of bars under the district's name.

Each district produces 1 or 2 types of **resources** in the amounts indicated below their icons.

The leftmost resource listed in a district, its icon framed by a colored circle, is the **primary resource**. If there is another resource, it is the **secondary resource**.

PLAYING THE GAME

1. ACTION PHASE

The active player resolves a turn consisting of the following steps.

Players repeat these steps until there are no asset cards remaining on the turn track at the end of a player's turn, when the Action phase ends and play proceeds to the Production phase.

1. REFRESH

Ready all your exhausted asset cards. Then, in the order listed, draw the number and types of actions cards indicated on your corp sheet.

Construction (green) repair outages and build valuable developments.

Biotech (red) mitigate threat by containing illnesses and manipulating the event deck.

Labor (purple) relocate android tokens and can quickly produce specific resources.

Media (yellow) reduce unrest and allow players to draw extra cards.

Security (blue) place protective prisc units on the board and destroy enemy units.

If you draw *General* action cards, you can draw them from any action card type you have not already drawn this step. You cannot look at the cards you are drawing before choosing a deck.

2. RESOLVE DEAL

The players collectively resolve a **deal**.

3. END OF TURN

You may resolve any of your asset card abilities with the *End of Turn* header, in an order of your choice.

Then, if the number of action cards in your hand exceeds your hand size, discard action cards until you do not exceed your hand size.

Then pass the active player token to the player to your left.

2. PRODUCTION PHASE

The 3 districts that contain an **android token** are **exploited** and produce their resources. Track this by moving the resource tokens in the supply to reflect how much of each resource has been produced.



Energy



Consumables



Tech



Entertainment



Credits

Next, the exploited district's **unrest** increases, even if it failed to produce anything. Place an **unrest token** with the yellow **protest** side faceup in that district's condition box.

If the district already has an unrest token, flip the token to the red **strike** side.

If the strike side is already faceup, it remains faceup.



Strike: A district in strike cannot produce any resources.



Outage: A district in outage cannot produce any resources.



Orgcrime Unit: A district with an orgcrime unit cannot produce its primary resource.



Development: The value of the primary resource in the district is increased by one.

3. EVENT PHASE

Resolve the top card of the event deck from top to bottom.

The bottom half indicates which units and tokens are placed on the board; one copy of each component is placed in each district listed next to that component.

A district cannot have more than one copy of any enemy unit, outage token, or illness token. If a second copy must be placed, it *moves* to the next district instead.

The number in the lower-right corner of an event card indicates the number of turns for the next Action phase.

Players reset the turn track by taking that number of asset cards from the top of the asset deck and placing one of them facedown below each slot of the turn track, starting with the lowest-numbered slot.

Finally, **move the round track token to the next space on the round track**. If the token moves to a **numbered space**, players resolve another standard round starting with the Action phase; the new active player takes the first turn. If the token moves to a **demand space**, players resolve a demand round.

DEALS

During the Action phase of each turn, the players resolve a deal by following these steps:

1. ASSET

The active player reveals the rightmost asset card on the turn track (the card with the highest-numbered slot) and places it faceup in the **REVEALED ASSET** box of the board.

2. MAIN OFFER

The active player *must* propose their main offer by placing either 1 action card from their hand or their emergency action card faceup in the **MAIN OFFER** box of the board.

3. COUNTEROFFER

Starting with the player to the left of the active player and proceeding clockwise, each player (excluding the active player) has one chance to either **propose a counteroffer** or **pass**. To propose a counteroffer, place either 1 action card from your hand or your emergency action card faceup in the **COUNTEROFFER** box of the board.

To propose a counteroffer, you must discard a number of cards from your hand equal to the number of faceup cards in the **COUNTEROFFER** box (i.e., the first countering player does not discard any cards, the second must discard one card, etc.).

When you propose a counteroffer, you become the **countering player**. The previous countering player and counteroffer cease to be the countering player and counteroffer.

4. SUPPORT

All players except the active player and the countering player become **supporting players**. Starting with the supporting player to the left of the active player and proceeding clockwise, each supporting player may either **support** or **abstain**. To support, place 1 or more cards from your hand facedown next to either the main offer or the counteroffer. You cannot support both offers.

5. RESOLUTION

The player with the most facedown cards next to their offer wins the deal. They resolve the effect on their offer. Then, they claim the revealed asset. All action cards played during the deal are discarded facedown to the shared discard pile.

If the main offer and counteroffer are tied for support, the active player wins the deal.

Emergency action cards are returned to their original owners. If the card was the winning offer, it is returned facedown; otherwise, it is returned faceup.

DEMAND ROUND

There are 3 demand rounds during the game. During a demand round, resolve the following steps in order:

1. SCORE INVESTMENT

Each player reveals their facedown investment card and gains capital as instructed by that card.

2. PAY DEMAND

Players collectively pay the demand established by the revealed demand card. If each resource in the supply equals or exceeds the amount indicated on the demand card for that resource, the demand is met, and threat does not increase. If at least 1 resource in the supply is less than the amount indicated, the demand is not met, and threat increases by the amount indicated on the demand card.

The game immediately ends after this step during the third demand round.

3. REVEAL DEMAND

Reset each resource token by placing it on the O space of its resource track (the icon space). Place the revealed demand card at the bottom of the demand deck.

Reveal the top card of the demand deck, and place 1 target token on each resource track on the numbered space that matches the number next to that resource on the demand card.

4. CHOOSE INVESTMENT

Return all investment cards to the investment deck and shuffle the deck. Then, each player draws 2 investment cards and chooses one to keep facedown in their play area. Return the remaining investment cards facedown to the top of the investment deck.

DISTRICT COMPONENTS

HUMAN FIRST UNIT (ENEMY UNIT)



When a district with a Human First unit is exploited, unrest there increases by 2 stages instead of one.

If unrest cannot increase by 2 stages because the district is in protest, strike, or outage, place an outage token in that district. If the district was already in outage, the new outage token moves.

Only Human First units can cause an outage token to be placed due to unrest being unable to increase.

ORGCRIIME UNIT (ENEMY UNIT)



A district with an orgcrime unit cannot produce its primary resource (even if the district has a development token).

PRISEC UNIT



When an enemy unit is placed or moved into a district containing a prisec unit (or vice versa), that enemy unit must move. A district cannot contain more than 1 prisec unit.

OUTAGES



A district in outage cannot produce any resources.

When an outage token is placed in a district, it moves any unrest token there, returning its unrest to stable. This does not trigger NBN's contract.

Unrest cannot increase in a district in outage. Only Human First units can cause an outage token to be placed due to unrest being unable to increase.

UNREST

There are 3 stages of unrest in a district: **stable**, **protest**, and **strike**.



When a district's unrest increases from stable to protest, place an unrest token in that district's condition box with the **protest side visible**.



When unrest increases from protest to strike, flip that token to its **strike side**.

Unrest decreases in reverse order.

When a district is exploited, its unrest increases by 1 stage.

Unrest cannot increase in a district that is already in strike. Unrest cannot decrease in a stable district.

When unrest increases in a district in strike, an outage token is not placed unless the district was being exploited and contained a Human First unit.

When an outage token is placed in a district, any unrest token in that district is returned to the reserve. This does not trigger NBN's contract.

A district in outage is treated as a stable district. Unrest cannot increase in a district in outage.

When an effect removes an outage token from a district, that district's unrest is stable.

ILLNESS



When an action card is resolved, if it involves one or more districts that have an illness token, increase threat by 2.

A district is involved in the resolution of an action card if any unit or token is placed into or removed from that district. It is also involved if a unit or token moves into or out of that district, or if that district was chosen as part of an action card's effect.

Threat does not increase when a district with an illness token is exploited.

ANDROID TOKENS



When an android token is moved, it can be moved to any district, ignoring movement paths.

When multiple android tokens are moved, they are moved one at a time and cannot be moved to a district that already has an android token.

A district cannot have more than 1 android token.

DEVELOPMENTS



While a district contains a development token, the quantity of its primary resource is increased by one. A district cannot have more than 1 development token.

If a district has only 1 resource type, that resource is the primary resource; it does not have a secondary resource.

A district cannot have more than 1 development token.

MOVEMENT

A district cannot have more than one copy of an outage token, illness token, and each enemy unit.

If any of these components are placed in a district that already has a copy of that component, the component must **move**. Additionally, when an enemy unit and a prisec unit occupy the same district, that enemy unit must immediately move.

Each district has one exiting **movement path** that points to another district.

To move a component, place it in the district pointed to by the exiting movement path. If the next district already has a copy of that component, it moves again.

This process continues until the component moves to a district that does not already contain a copy of it, or until it moves into *The Root* (the red circle).

When an enemy unit is placed or moved into a district containing a prisec unit (or vice versa), that enemy unit must move.

If an enemy unit, outage token, or illness token moves into *The Root*, it is returned to the reserve and **threat is increased by 2**. This does not count as being removed from a district, so no corp sheet contracts are triggered.

CORP SHEET CONTRACTS

The **contract** on your corp sheet provides capital to your corporation when the described condition is met while resolving an action card (**regardless of which player resolved the action**). If a condition requires a component to be removed from a district, removing a component from *The Root* does not satisfy that condition.

ASSETS

When you claim an **asset**, place it faceup next to your corp sheet. You can use asset card abilities as described on the cards. If you have any assets with the *End of Turn* header, you can use each once at the end of each of your turns.

Some assets must be *exhausted* to resolve their effects: rotate the card 90° clockwise. An exhausted card cannot be exhausted again. You *ready* your asset cards at the start of your turn by rotating them 90° counterclockwise.

Some assets must be *discarded* to resolve their effects: place them at the bottom of the asset deck.

Some asset card abilities allow players to **steal** capital and cards from other players. When capital is stolen from a player, that player loses an amount of capital indicated by the ability, and the player who stole the capital gains that amount of capital. When a player steals an exhausted asset card, it remains exhausted. The player who stole the asset does not count as claiming that asset for the purpose of resolving its effect.

An ability that steals action cards cannot steal emergency action cards. Emergency action cards can only be stolen by abilities that explicitly allow them to be stolen.

EMERGENCY ACTIONS

Each player starts the game with their corporation's matching **emergency action card**. These are not part of your hand of action cards; they are kept faceup next to your corp sheet.

Emergency action cards can be proposed as offers just like normal action cards. Instead of being discarded, however, a proposed emergency action card is returned to the player with the matching corporation. If the card was the winning offer for the deal, it is returned facedown and cannot be used again unless a card effect flips it faceup. If the card was not the winning offer, it is returned faceup and can be used again.

DISCARDS

All action cards are discarded facedown to a single discard pile next to the lower right slot on the board with the **garbage can** icon.

When you must draw an action card but no cards remain in that deck, the cards in the discard pile are shuffled, sorted by type, and then shuffled into their respective decks.

Actions cards are always discarded facedown. You cannot look at facedown cards when they are discarded, nor while they are in the discard pile.

TRADING

Players may influence other players via any means necessary. They can give or trade their capital and assets to gain support during a deal, to encourage certain actions to be played, to swap assets, etc. All promises made concerning the future are non-binding—players can make promises and not fulfill them. However, if both players can immediately and completely fulfill the terms of the trade, they must do so.

Players cannot trade action cards, emergency action cards, investment cards, rival cards, or corp sheets.

THE FEDERALIST

The player who is dealt the *Federalist* rival card is the **federalist**. The federalist does not win the game like the other players. Instead, they win the game when the threat token reaches 25, but only if they have at least 25 capital at that time. If they do not have 25 capital at that time, they lose the game along with the other players.

The game will not have a federalist if the *Federalist* rival card is the card placed under the board during setup instead of being dealt.

WINNING AND LOSING

The game ends after the Pay Demand step of the third demand round, or when the threat token reaches space 25 of the threat track.

If the game ends during the third demand round, all players reveal their rival cards and the Federalist loses the game. Each remaining player who completes one of the following 2 conditions wins the game:

- If your rival card lists another corporation, you must have more capital than your rival. If you have the same amount, you do not have more capital and lose the game.
- If your rival card lists your own corporation, you must have more capital than 3 other players (2 other players if playing a 4-player game). If you do not have more due to a tie, you lose the game.

If the game ends because threat reaches 25, all players reveal their rival cards. All players except the Federalist lose the game. The Federalist wins the game if they have at least 25 capital; otherwise, they lose the game along with the other players.

NEW ANGELES

1. ACTION PHASE

The active player resolves a turn. Players repeat these steps until there are no asset cards on the turn track.

1. REFRESH

Ready all your exhausted asset cards. Then draw the actions cards indicated on your corp sheet. If you draw *General* action cards, you can draw them from any action card type you have not already drawn this step.

2. RESOLVE DEAL

The players collectively resolve a deal.

3. END OF TURN

Resolve any of your *End of Turn* abilities. If the number of action cards in your hand exceeds your hand size, discard down to your hand size. Then pass the active player token to the player to your left.

2. PRODUCTION PHASE

The 3 districts that contain an **android token** are **exploited** and produce their resources, then the exploited district's **unrest** increases. Place an **unrest token** with the **protest** side faceup in that district's condition box. If it already has one, flip it to the **strike** side.



Strike: Cannot produce any resources.



Outage: Cannot produce any resources.



Orcrime Unit: Cannot produce primary resource.



Development: The value of the primary resource in the district is increased by one.

3. EVENT PHASE

Resolve the top card of the event deck, top to bottom.

Place 1 copy of each component shown in the bottom half of the card in each district listed. A district cannot have more than one copy of any enemy unit, outage token, or illness token. If a second copy must be placed, it *moves* to the next district instead.

Reset the turn track by drawing a number of asset cards equal to the number in the lower-right corner and placing one of them facedown below each slot of the turn track, starting with the lowest-numbered slot.

Finally, **move the round track token to the next space on the round track**. If the token moves to a **numbered space**, players resolve another standard round starting with the Action phase; the new active player takes the first turn. If the token moves to a **demand space**, players resolve a demand round.

DEALS

1. ASSET

The active player places the rightmost asset card on the turn track faceup in the **REVEALED ASSET** box of the board.

2. MAIN OFFER

The active player *must* propose their main offer by placing either 1 action card or their emergency action card faceup in the **MAIN OFFER** box of the board.

3. COUNTEROFFER

Starting with the player to the left of the active player and going clockwise, each player (excluding the active player) has one chance to **propose a counteroffer** or **pass**. To propose a counteroffer, place either 1 action card from your hand or your emergency action card faceup in the **COUNTEROFFER** box. You must discard a number of cards from your hand equal to the number of faceup cards in the **COUNTEROFFER** box. You become the **countering player**.

4. SUPPORT

All players except the active player and the countering player become **supporting players**. Starting with the supporting player to the left of the active player and going clockwise, each supporting player may either **support** or **abstain**. To support, place one or more cards from your hand facedown next to *either* the main offer or the counteroffer.

5. RESOLUTION

The player with the most facedown cards next to their offer wins the deal, resolves the effect on their offer, then claims the revealed asset.

DEMAND ROUND

1. SCORE INVESTMENT

Each player reveals their facedown investment card.

2. PAY DEMAND

Players collectively pay the demand established by the revealed demand card. If at least one resource in the supply is less than the amount indicated, the demand is not met, and threat increases by the amount indicated. **The game immediately ends after this step during the third demand round.**

3. REVEAL DEMAND

Reset each resource token to the 0 space of its resource track. Place the revealed demand card at the bottom of the demand deck. Draw 1 demand card and place 1 target token on each resource track on the space that matches the number next to that resource on the card.

4. CHOOSE INVESTMENT

Return all investment cards to the investment deck and shuffle the deck. Then, each player draws 2 investment cards and chooses one to keep facedown.

THREAT INCREASES WHEN:

- An action card is resolved and involves at least one district containing an illness token (+2 threat).
- An enemy unit, illness token, or outage token moves into *The Root* and is returned to the reserve (+2 threat).
- Demand is not met during a demand round (+5-7 threat).

NEW ANGELES

1. ACTION PHASE

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Resolve any of your *End of Turn* abilities. If the number of action cards in your hand exceeds your hand size, discard down to your hand size. Then pass the active player token to the player to your left.

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The 3 districts that contain an **android token** are **exploited** and produce their resources, then the exploited district's **unrest** increases. Place an **unrest token** with the **protest** side faceup in that district's condition box. If it already has one, flip it to the **strike** side.



Strike: Cannot produce any resources.



Outage: Cannot produce any resources.



Orcrime Unit: Cannot produce primary resource.



Development: The value of the primary resource in the district is increased by one.

3. EVENT PHASE

Resolve the top card of the event deck, top to bottom.

Place 1 copy of each component shown in the bottom half of the card in each district listed. A district cannot have more than one copy of any enemy unit, outage token, or illness token. If a second copy must be placed, it *moves* to the next district instead.

Reset the turn track by drawing a number of asset cards equal to the number in the lower-right corner and placing one of them facedown below each slot of the turn track, starting with the lowest-numbered slot.

Finally, **move the round track token to the next space on the round track**. If the token moves to a **numbered space**, players resolve another standard round starting with the Action phase; the new active player takes the first turn. If the token moves to a **demand space**, players resolve a demand round.

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5. RESOLUTION

The player with the most facedown cards next to their offer wins the deal, resolves the effect on their offer, then claims the revealed asset.

DEMAND ROUND

1. SCORE INVESTMENT

Each player reveals their facedown investment card.

2. PAY DEMAND

Players collectively pay the demand established by the revealed demand card. If at least one resource in the supply is less than the amount indicated, the demand is not met, and threat increases by the amount indicated. **The game immediately ends after this step during the third demand round.**

3. REVEAL DEMAND

Reset each resource token to the 0 space of its resource track. Place the revealed demand card at the bottom of the demand deck. Draw 1 demand card and place 1 target token on each resource track on the space that matches the number next to that resource on the card.

4. CHOOSE INVESTMENT

Return all investment cards to the investment deck and shuffle the deck. Then, each player draws 2 investment cards and chooses one to keep facedown.

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