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Game: **SONS OF ANARCHY:
MEN OF MAYHEM**

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

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SETUP

Place the 5 **starting sites** (*Charming Police Station, St. Thomas Hospital, Emergency Room, Cut & Bag Op, Gun Factory*) in the play area, and 6 random **facedown random sites** below them (with 5 or 6 players, place 8 random sites). Return the remaining sites to the box.

Remove the red-striped **hardcore Anarchy cards** from the deck. Shuffle the **Anarchy deck** and place 15 cards facedown in a deck. Return the remaining Anarchy cards to the box.

Players decide to play **unleaded** (use the unleaded side of your clubhouse, without special rules) or **high octane** (choose either side of your clubhouse).

Each player rolls a die. The highest roller picks which **gang** they want to play and takes their **clubhouse card**. Going clockwise, the other players each pick a clubhouse card. The last player also receives the **reaper patch** and starts play on the first round.

All players take the amount of **cash, guns, contraband, members, prospects** and **heat** shown along the bottom of their clubhouse card.

Set aside unused members and prospects to form the **recruit pool** of dudes you may add to your gang later.

Hide your cash, guns and contraband from other players behind your stand-up **blind**. Your clubhouse card should be fully visible. Members and prospects in your gang are placed on your clubhouse card.

Place the **heat tokens** you start with on your **heat tracker**, starting at the bottom. How many dudes, heat and orders you have are always public information.

Dudes refers to all the people in your gang. **Members** are on bikes and **prospects** are on foot.

BASICS

THE REAPER PATCH

The player currently holding the **reaper patch** is the **patch holder** and has these advantages:

The Edge The patch holder's gang wins ties in throwdowns. At the end of the game, if the patch holder is tied for victory, he wins.

Patch Order The patch holder goes first in every game round. Play then passes to his left. Anytime the order of play is important, this patch order applies.

The reaper patch can change hands in 2 ways:

- If you control and exploit the *Charming Police Station*, claim the patch.
- If you defeat the current patch holder in a throwdown, claim the patch.

HEAT



Taking the Fall Any gang that exceeds 4 heat tokens must immediately have one of their members **take the fall**: return a member to their recruit pool and discard all but 1 heat token. You may choose a member in the *Emergency Room*.

Taking the fall always drops your heat down to 1, regardless of how much heat you gained.

Right to Remain Silent If you must take the fall but have 0 members in your gang, you're out of the game.

ART OF THE DEAL

You may trade cash, guns and contraband with other players at any time for any reason. No deals are binding.

Orders, heat and dudes may *not* be traded to other players

GAME TURN

The game is divided into 6 game **rounds**; each round has 6 steps.

1. CLAIM ORDER TOKENS



Each player takes a number of order tokens equal to the number of members in their gang, plus the number of base orders provided by their clubhouse.

Prospects do not add orders to your total.

Order tokens are always placed in full view front of your clubhouse card.

2. REVEAL NEW CARDS

New Turf

Reveal 2 facedown random sites, if there are any facedown sites remaining.

Escalation

On the first round reveal 1 **Anarchy card**. On the second round reveal 2 Anarchy cards. On the third round, and on every subsequent round, reveal 3 Anarchy cards.

There are 4 types of Anarchy cards:

Obstacles affect all players and are one-time events that take effect immediately when revealed.

Hassles introduce new, persistent rules that affect the entire round.

Opportunities are temporary locations that function like ordinary sites except that they are discarded at the end of the round. Any dudes on an opportunity when it's discarded at the end of the round are returned to their clubhouse.

Last Calls resolve at the end of the round. You have the entire round to attempt to avoid, or capitalize on, their effects.

Some *Obstacle* and *Last Call* cards affect gangs with the most or least of something. If more than one gang is tied for this, the card affects all the tied gangs.

3. ISSUE ORDERS

In patch order, players take turns issuing one of the **orders** described below. You may issue an order (or club order) multiple times in a round.

If you have no order tokens and no other action to take, skip your turn; play passes to your left. Once skipped, a player may not issue any further orders. Play continues until everyone has issued all their orders.

Place your spent order tokens to the side or in the box's bin (unless you're exploiting a site).

Some gangs have **club orders** on the high octane side of their clubhouse card. These are additional orders you may issue instead of choosing one of the standard orders.

RIDE

Issue a **ride** order to move any number of your dudes from one location to one other location. You may not move your dudes to or from multiple locations with a single ride order. You may not move your dudes to a rival gang's clubhouse.

A location is any place to which you can move dudes. Opportunity, site and clubhouse cards are all locations. The *Emergency Room* is *not* a location; you may not move dudes to or from the *ER* with a ride order.

EXPLOIT

Issue an **exploit** order to place your order token in the upper right corner of the site you're exploiting, marking it as used. Sites may only be exploited once per round.

When you **exploit** a site, you may immediately use any rules or transactions on that site. Transactions include **sell, spend, swap, steal, skim, gain** and **drop**.

To **control** a site, you must be the only gang to have dudes at the site. If there are no dudes at a site it is uncontrolled. If more than one gang has dudes at a site, it is **contested**.

Boost a Site Some sites have an additional ability you may opt to use called a **boost**. In addition to using the main ability of a site, you may also use the boost by discarding an additional order token.

You may exploit a site and *not* use the main rule, in order to access the boost, but you still have to pay the cost to boost the site.

Hot Locations If there is a **heat token** shown above the location's rules, your heat immediately increases when you exploit that site by the number of tokens shown.

THROW DOWN

Issue a **throwdown** order to fight a rival gang for control of a location. You may throwdown at any location that contains at least 1 of your members and at least 1 of a rival gang's dudes. You may not throwdown at a location where you only have prospects.

RECRUIT

Issue a **recruit** order to take a prospect from your recruit pool and place it in your clubhouse. **You may not have more than 5 prospects in your gang at one time.**

PATCH IN

Issue a **patch in** order to promote a prospect to full member status. Spend 1 cash and 1 gun in addition to your order token, then return one of your prospects to your recruit pool and replace it with a new member. **You may not have more than 5 members in your gang at one time.**

SIT TIGHT

Issue a **sit tight** order to do nothing. You must still spend an order token.

4. BLACK MARKET

All gangs may traffic contraband on the black market. The amount of contraband you may traffic is limited by the heat you've gained as indicated on your heat track.

Players trafficking any contraband gain 1 heat at the end of the step. You only ever gain 1 heat, no matter how much contraband you've trafficked. Add the heat token to the heat track on your clubhouse card.

Secretly place the contraband you're trafficking in your fist, then extend your fist over the tabletop to indicate you've made your decision. Once everyone's fist is extended over the table, reveal the amount of contraband simultaneously.

The selling price for every player's contraband is determined by the total amount of contraband trafficked in the round:

Total CB:	3	4	5	6	Players	Price per CB
1-3	1-4	1-4	1-5			3 cash
4-6	5-8	5-10	6-11			2 cash
7+	9+	11+	12+			1 cash

Once the street value is determined, players receive the appropriate amount of cash and all the trafficked contraband is returned to the box.

5. LAST CALLS

Resolve any *Last Call* Anarchy cards.

6. CLEAN UP

Do the following:

- Clear all order tokens off exploited sites and *Opportunity* cards.
- Dudes on *Opportunity* cards are returned to their clubhouse.
- Discard all Anarchy cards used this round.
- Each player rolls a die for each of the their injured dudes in the *Emergency Room* to see whether they live or die.

Any dudes that die in the *Emergency Room* are returned to their recruit pool. At the start of each new round, the *ER* should be empty.

Dudes on sites stay where they are at the end of a round. Only dudes on *Opportunity* cards are returned to their clubhouse.

THROWDOWNS

Follow these 3 steps to resolve a throwdown:

1: CALL FOR BACKUP

In patch order, each participating gang decides whether or not to **call for backup**, bringing reinforcements to the location of the throwdown.

To call for backup, spend an order token and move dudes from one other location to the throwdown. You may spend additional order tokens to move dudes from additional locations. You must make all your reinforcement moves at one time. Play then passes to the next participating player to your left.

You may not retreat from a throwdown when calling for backup.

2: PULL GUNS

Everyone in the throwdown then decides how many **guns** they're bringing to the fight.

Participating players secretly conceal in their fist how many guns they want to pull in the throwdown, then place their fists over the tabletop. **You may not use more guns than you have dudes in the fight.** You may choose not to pull guns. When all players have extended their closed fists over the table, reveal the guns simultaneously.

All guns used in the fight are discarded after the throwdown is resolved.

Players using any guns in a throwdown gain 1 heat at the end of the throwdown. You only ever gain 1 heat for using guns, no matter how many guns you've used. Add the heat taken to your heat track.

Guns may not be used at the *Charming Police Station* and the *Hospital*.

3. GET BLOODY!

All players in the throwdown roll a die and add the following bonuses, based on what they have present in the throwdown:

+1 per prospect +2 per member +3 per gun

The player with the highest total is the winner. All other players' dudes return to their clubhouses.

On a tie, all dudes present return to their clubhouses and the site becomes uncontrolled. If the patch holder is tied for the win, he wins the tie.

Injuries

Win, lose or tie, every gun used in a throwdown injures a rival dude. Each player chooses which of their dudes are injured, then places them, laid on their sides, on the *Emergency Room*.

Dudes are sent to the *ER* after the dice are rolled, bonuses are totaled and the throwdown is resolved.

If the winner of a throwdown receives enough injuries to send all their dudes to the *ER*, the loser still must retreat, moving all their surviving dudes back to their clubhouse, leaving the site uncontrolled.

Pile-up Throwdowns

A throwdown that involves more than 2 gangs is a **pile-up** throwdown.

All the gangs at the location follow the steps for a throwdown, rolling dice and adding bonuses as normal. The player with the highest result wins the throwdown.

All the losing gangs must return to their clubhouses.

If 2 or more gangs' results are tied for the highest, all the gangs in the pile-up return to their clubhouses and the location is left uncontrolled.

As usual, if the patch holder is tied for the win, the patch holder wins ties.

Injuries in Pile-ups

Players using guns in a pile-up may decide which rival gangs take the injuries.

Players decide how to allocate their injuries in patch order.

Winning a Throwdown

The winning gang benefits from the following advantages:

1. All rival gangs' uninjured dudes on the location retreat to their clubhouses, clearing the location..
2. If you ordered the throwdown on your turn and the location has not been exploited yet this round, you may exploit it immediately. Spend an additional order token as normal.
3. If you defeat the patch holder in a throwdown, claim the patch.

TERMS

Contraband: Illegal goods other than guns.

The Edge: The patch holder wins ties in throwdowns.

Heat: Token representing attention from law enforcement.

Locations: Any card a dude might occupy. There are 3 types of locations; sites, opportunities, and clubhouses. The *Emergency Room* is *not* a location.

Patch In: Promoting a prospect to full member.

Patch Order: Play begins with the patch holder and proceeds to their left.

Pile Up: A throwdown involving 3 or more gangs.

Round: A full game round in which all players have multiple turns to use all available orders. A full game is 6 rounds long.

Running Legit: Playing with 0 heat.

Take the Fall: A member is arrested and returned to their recruit pool. Their hang's heat drops to 1.

Throwdown: A fight between gangs.

Trafficking: Selling contraband on the black market.

Turn: A single player's opportunity to use an order.

TRANSACTIONS

Transactions allow you to buy and sell various things and manage your heat.

If the transaction has an arrow, the items you're giving up are to the left of the arrow and the items you're receiving are to the right of the arrow.

Max Limits

Sell, spend, and swap transactions have a **max** number which indicates how many times you may do that transaction when you exploit the location. Boosts' transactions may only be done once per turn.

Skim, gain and drop transactions may only ever be done once per exploit.

Modifying Transactions

Some Anarchy cards and clubhouse rules affect specific types of transactions. Other Anarchy cards may prohibit a specific type of transaction.

SELL

Sell transactions allow you to sell either guns or contraband for cash. The number of cash pictured to the right of the arrow is the amount of cash you receive per item sold.

SPEND

Spend transactions allow you to buy guns or contraband with cash. The number of cash pictured to the left of the arrow is how much you must pay per item to the right of the arrow.

SWAP

Swap transactions allow you to trade guns for contraband, or vice versa. Swap transactions do not use cash.

SKIM

Skim transactions allow you to take cash, contraband or guns for free. There's no cost to skim items.

STEAL

Steal transactions allow you to take cash, contraband or guns from a rival gang. If the gang you're trying to steal from doesn't have enough of the items you're stealing, you (only) may look behind their blind at their hidden assets, assessing their strengths.

GAIN & DROP

Gain & drop transactions have you take or lose something, usually heat.

WINNING THE GAME

The game ends after the sixth round. Once you've revealed the last of the 15 Anarchy cards, you know you're in the final round.

At the end of the final round, all the players lift their blinds and reveal their hidden assets. **The player with the most cash is the winner.**

On a tie, if one of the tied players is the patch holder, they win. If not, the player with the most guns wins. On a gun tie, the tied gangs throwdown. Each player rolls a die and adds the throwdown bonuses for all their members and prospects, regardless of where their dudes are. The winner of that final throwdown wins the game.

HARDCORE OPTIONS

Use any, all, or none of these options.

Hollow Point Rounds

When setting up the game, don't use the *St. Thomas Hospital* site.

Long Haul Ride

For a longer game, add 3 Anarchy cards per extra round you want to play. You may run out of cash and need to come up with something to use as larger cash denominations.

Under the Radar

Order tokens are hidden assets, secreted behind your blinds.

Slim Pickings

After set up, remove any prospects that are not part of your starting amount from the game. Each gang will be limited to never having more prospects than they started with.

Hardcore Cards

Hardcore Anarchy cards have a red stripe above the rules, and introduce more difficult obstacles, hassles and *Last Calls*.



GAME TURN

1. CLAIM ORDER TOKENS



Each player takes order tokens equal to the number of members in their gang, plus the base orders number shown on their clubhouse.

2. REVEAL NEW CARDS

Reveal 2 facedown random sites, if any remain.

First round: reveal 1 **Anarchy card**. Second round: 2 cards. Third round and subsequent rounds: 3 cards.

3. ISSUE ORDERS

In patch order, players take turns issuing an **order**. **Club orders** are additional orders you may issue instead of choosing one of the standard orders.

RIDE

Move any number of your dudes from one location to one other location (except a rival gang's clubhouse). You may not move dudes to or from the *ER*.

EXPLOIT

Place your order token in the upper right corner of a site you **control** (you are the only gang to have dudes there). Sites may only be exploited once per round.

You may immediately use any rules or transactions on that site. You may also use a site's **boost** ability by discarding an additional order token.

If a **heat token** is shown, your heat immediately increases when you exploit that site by the number of tokens shown.

THROW DOWN

Fight a rival gang at a location if it contains at least 1 of your members and at least 1 of a rival gang's dudes.

RECRUIT

Place a prospect from your recruit pool in your clubhouse. **You may have a maximum of 5 prospects.**

PATCH IN

Spend 1 cash and 1 gun in addition to your order token, then replace one of your prospects with a new member. **You may have a maximum of 5 members.**

SIT TIGHT

Do nothing. You must still spend an order token.

4. BLACK MARKET

The amount of contraband you may traffic is limited as indicated on your heat track.

Players trafficking any contraband gain 1 heat.

Players secretly place the contraband they're trafficking in their fists, extend them over the tabletop and reveal simultaneously. The selling price is determined by the total amount trafficked (see the reference card).

Players receive the appropriate amount of cash and all the trafficked contraband is returned to the box.

5. LAST CALLS

Resolve any *Last Call* Anarchy cards.

6. CLEAN UP

- Clear all order tokens off exploited sites and *Opportunity* cards.
- Return dudes on *Opportunity* cards to their clubhouse (dudes on sites stay where they are).
- Discard all Anarchy cards used this round.
- Each player rolls a die for each of their injured dudes in the *ER* to see whether they live or die.

THROWDOWNS

1: CALL FOR BACKUP

In patch order, each participating gang decides whether or not to **call for backup**, spending an order token for each time they move dudes from one other location to the throwdown.

2: PULL GUNS

Participating players secretly place in their fists the number of guns they want to pull, extend them over the tabletop and reveal simultaneously. **You may not use more guns than you have dudes in the fight** and may choose not to pull guns. All guns used in the fight are discarded after the throwdown is resolved.

Players using any guns in a throwdown gain 1 heat at the end of the throwdown.

Guns may not be used at the *Police Station* and *Hospital*.

3. GET BLOODY!

All players in the throwdown roll a die and add bonuses:

+1 per prospect +2 per member +3 per gun

The player with the highest total wins. All other players' dudes return to their clubhouses. If you ordered the throwdown on your turn and the location has not been exploited yet, you may exploit it immediately (spend an additional order token as normal). If you defeat the patch holder, claim the patch.

Injuries Every gun used in a throwdown injures a rival dude. Player choose which of their dudes go to the *ER*.

Pile-up Throwdowns If there are more than 2 gangs in the throwdown the player with the highest result wins and all losing gangs return to their clubhouses. If 2 or more gangs' results are tied, all the gangs retreat to their clubhouses and the location is left uncontrolled.



GAME TURN

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Spend 1 cash and 1 gun in addition to your order token, then replace one of your prospects with a new member. **You may have a maximum of 5 members.**

SIT TIGHT

Do nothing. You must still spend an order token.

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2: PULL GUNS

Participating players secretly place in their fists the number of guns they want to pull, extend them over the tabletop and reveal simultaneously. **You may not use more guns than you have dudes in the fight** and may choose not to pull guns. All guns used in the fight are discarded after the throwdown is resolved.

Players using any guns in a throwdown gain 1 heat at the end of the throwdown.

Guns may not be used at the *Police Station* and *Hospital*.

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Injuries Every gun used in a throwdown injures a rival dude. Player choose which of their dudes go to the *ER*.

Pile-up Throwdowns If there are more than 2 gangs in the throwdown the player with the highest result wins and all losing gangs return to their clubhouses. If 2 or more gangs' results are tied, all the gangs retreat to their clubhouses and the location is left uncontrolled.