NETWORK INFILTRATION AGENTS

Players strategically place NI-Agents on opposing players' territories at the end of each turn. Agent Superiority (**AS**) increases strength in an Aggression Scenario *(see side 4, Assessment of Strength)*. Players also place agents on their own territories to "neutralize" opposing agents' infiltration.

● **SMALLER COUNTERS = 1 AGENT**   ● **LARGER COUNTERS = 2 AGENTS**

Players may have maximum 3 Agents on any given Territory.

Blue owns England   Green owns Japan
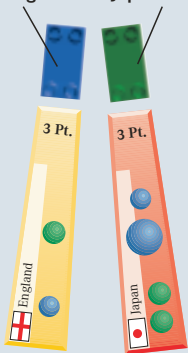
In this example, the blue player with 3 agents on Japan has Agent Superiority (**AS**) against the green player with just two.

Neither player has AS in England.

Blue, therefore, would receive one extra die in an Aggression Scenario.

In this example, the blue player with 2 agents on Japan still has AS against the green player, one whose agents is busy "neutralizing" the red player's agent.

Likewise, blue is occupied by the red player's agent, giving the green player AS in England.

In this example, *each player* would receive an extra 6-sided die to roll in an Aggression Scenario.

CLEANING HOUSE RULE

When landing on a territory they possess, or another territory they own in the same color group, players may capture foreign agents on a Territory in that group by winning two out of three roles against the player(s) whose agents are present.

CLEANING HOUSE (Rolling for best 2 out of 3)

Agents present	0	1	2	3
Infiltrating Player rolls:	n.a.	8	10	12
Territory Owner rolls:	8	10	12	12

THE FOUR SPECIAL FIELDS:

TELEPORT!

The TELEPORT! field serves as the starting position for all players at the beginning of the game. The rule when landing upon the TELEPORT! field, as well as at the beginning of the game, is:

– Players roll the red 8-sided and blue 20-sided dice together
– The number on the 8-sided die determines the number of O.R.S.S. bases to advance in a clockwise direction from the TELEPORT! field
– The 20-sided die determines the number of fields to advance further from the O.R.S.S. base landed upon
– Players collect 40 EU each time they pass the TELEPORT! field in a clockwise direction *but not a second time after having crossed it going backwards.*

NETWORK SECURITY and INFILTRATION ACADEMIES

When landing on the **NSA** or **NIA Fields** players roll one 6-sided die to determine how many NS-Units or NI-Agents to receive from the Administration as follows: *(Thereafter, players may roll again)*

Value rolled	NS-Units or NI-Agents
1 or 2	1
3 or 4	2
5 or 6	3

MOONSHOT!

Hotel Resort Moonshot

The lucky player landing on the Moonshot! field earns **10 CR points** immediately for their fantastic vacation at the Hotel Resort Moonshot, however, their turn is immediately ended and they must use the opportunity to get up and serve all co-players drinks and snacks.