

# QRC SIDE 3

## SMALLER COUNTERS

= 1 AGENT

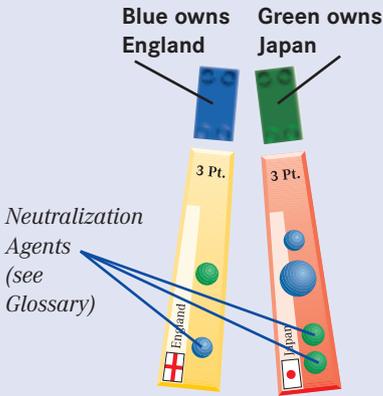
## LARGER COUNTERS

= 2 AGENTS

Players may have maximum 3 Agents on any given Territory.

## NETWORK INFILTRATION AGENTS

Players strategically position and/or re-position NI-Agents on domestic, as well as opposing players' Territories at the end of each turn. Agent Superiority (AS) increases strength in Aggression Scenarios. (see page 17, QRC side 4, Assessment of Strength) Agents deployed to domestic Territories "neutralize" opposing Agents' infiltration.

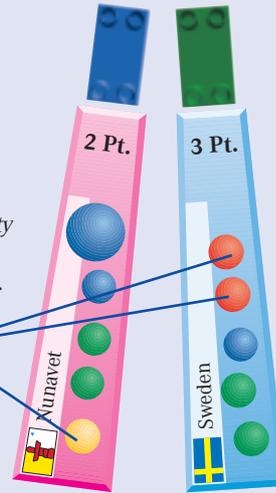


In this example, the blue player with three Agents on Japan has Agent Superiority (AS) against the green player with just two.

Neither player has AS in England.

Blue would receive one extra die in an Aggression Scenario.

Third Party Agents (see Note).



Here, the blue player with just one Agent on Sweden still has AS against the green player, due to the presence of red's Agents.

On Nunavet, although the blue player has three Agents vs. green's two, one of blue's Agents is occupied by yellow's Agent. Result: Neither player has AS in Nunavet.

In an Aggression Scenario between green and blue, blue would receive one extra die.

## CLEANING HOUSE RULE

Whenever landing on a Territory they control (domestic Territory), players may attempt to capture any/all foreign Agents present on that Territory as well as any other Territories they control within the same color group. Players "cleaning house" roll against each player with Agents present separately, for each Territory they control within the color group landed upon. Refer to the table for which dice to roll, dependent on the number of Agents present. The player rolling the higher value two out of three times is the winner.

### CLEANING HOUSE (Rolling for best 2 out of 3)

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

If the player cleaning house wins, foreign Agents are captured. If the infiltrating player wins, Agents may stay.

## THE FOUR SPECIAL FIELDS:

### TELEPORT!

The TELEPORT! field serves as the starting position for all players at the beginning of the game. The rules for the TELEPORT! field are:

- 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. This also applies when flying over the field with the O.R.S.S., but not when Teleporting, as in the beginning of the game.**



### 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



When playing without Agents, the NIA field should be treated as a second NSA field.

### 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 over and they must use the opportunity to get up and serve all co-players drinks and snacks.

Hotel Resort MOONSHOT!

