



RED DUST REBELLION

RULEBOOK

GAME DESIGNER
J. Carmichael



GMT Games LLC © 2024



As I took my first steps off the Harmony, I looked through the waiting room windows and saw the sweeping grandeur of Mars itself. Compared to the colony ship I called home for 146 days, Mars was vast, vibrant, and beautiful, even though I knew it was also harsh and mean. I spent the entire ride down to the surface from Phobos staring through the tiny window, desperately trying to catch a glimpse of Gandhi colony, and picturing life together with Jaya, Reva, and Kanan when they arrived on the Melody in a few months. What would fortune bring us on this untamed planet?

I've had to adapt to life on Mars quickly, as the God of War is unkind to the idle and foolish. All around me, preparations for the Martian Bicentennial celebrations are in full swing, with their pomp and circumstance. Politicians pose for photographs and corporate sponsors shill their wares, while barkers and preachers shout to the crowds, seeking their attention, loyalty, and money. The rage of the people is about to boil over; each night I fall asleep to the sounds of angry protest off in the distance. The constant drumbeat of the news, on every screen and handheld, reminds us that violence is everywhere and nobody is safe. Not from the rebels, and not from the Government or their Corporate henchmen.

*I hear stories that some have left the labyrinths for life on the surface, away from the strife and turmoil. Some have even changed their bodies to better live on Mars and gone away into the deep deserts forever. All I can think about is my family and how we will survive here as the turmoil swirls around us. **Tomorrow they arrive. Tomorrow is the Bicentennial Day. Tomorrow is another day on Mars.***

TABLE OF CONTENTS

➤ Components	3
➤ Introduction	3
➤ Basic Concepts (1.0)	4
➤ Victory (2.0)	17
➤ Setup (3.0)	18
➤ Sequence of Play (4.0)	20
➤ Operations (5.0)	25
➤ Special Activities (6.0)	33
➤ Event Cards (7.0)	38
➤ Key Terms Index	42
➤ Setup Diagram	46

COMPONENTS

A complete set of *Red Dust Rebellion* includes the following (a spare of each wooden piece is also included):

- A 22x34" mounted game board
- A deck of **51** Event cards
- A deck of **30** Asset cards
- A deck of **12** Campaign cards
- A deck of **24** Non-Player Curiosity cards
- **30** blue cubes (MarsGov Troops)
- **16** white cubes (EarthGov Troops)
- **16** black cubes (Security)
- **8** black hexagonal cylinders, with a symbol on one end (SpecOps)
- **30** red hexagonal cylinders, with a symbol on one end (Red Dust Rebels)
- **20** orange hexagonal cylinders, with a symbol on one end (Reclaimer Rebels)
- **3** blue disks (MarsGov Bases)
- **9** black disks, with a symbol on one side (Corporate Bases)
- **9** red disks, with a symbol on one side (Red Dust Bases)
- **15** orange disks, with a symbol on one side (Reclaimer Bases)
- **6** round cylinders, with a symbol on one end (2 blue, 1 black, 2 red and 1 orange)
- **12** pawns (6 green and 6 natural wood)
- **2** sheets of markers
- **5** Faction mats
- **4** foldout Faction player aid sheets
- **2** Flashpoint/Dust Storm Round player aid sheets
- **1** foldout Non-Player aid sheet
- **2** Non-Player aid sheets
- **4** six-sided dice (1 each; black, white, red and orange)
- A background Playbook
- A Non-Player Rules booklet
- This rulebook

INTRODUCTION

In *Red Dust Rebellion*, one to four players fight for control of the future of Mars during the mid-23rd century. Each player takes charge of one of four Factions locked in an ideological struggle, and they must use their Faction's unique abilities and timely events to dominate Mars. Players will plan, negotiate, and attack each other while pursuing their own unique victory condition. Only one Faction will come out on top.

Red Dust Rebellion is **Volume XII** in GMT's **COIN** (Counterinsurgency) series and borrows many features and mechanisms from previous volumes in the series. Returning players should read this rulebook carefully, as there are numerous differences from earlier COIN games.

Terms listed in the key terms index at the end of this rulebook are marked with **underlined bold italics** the first time that they are used.

IMPORTANT: If this is your first time learning the game, you might want to start by reading the Tutorial section of the Playbook, which will guide you through setup and several turns of gameplay, while referring back to this rulebook as concepts are introduced.

NOTE: You will see rules with colored ▲ preceding them throughout this rulebook. These icons are quick visual indicators of which Factions are affected by the following rule if it does not affect all Factions. For example, ▲▲ **The Aldrin Cycler** rule is relevant only to the MarsGov (blue) and Corporations (black) Factions. A rule without any colored icons will be relevant to all Factions.

1.0 BASIC CONCEPTS

1.1 PLAYERS & FACTIONS

The game has four player-controlled **Factions**: the **Martian Government**, the **Corporations**, the **Red Dust Movement**, and the **Church of the Reclaimer**. If you have fewer than four human players then you can use the automated *Curiosity* Non-Player Factions to fill in for any missing player, using the Non-Player cards and aid sheets along with the additional rules found in the separate **Non-Player Rulebook**.

▲ The **Martian Government (MarsGov or MG)** believes it has the best interests of Mars at heart. Made up of bureaucrats appointed from Earth and locally elected officials, MarsGov walks a political tightrope as it represents Earth interests while keeping the local population happy. MarsGov needs the support of Martian locals to effectively administer the planet and must vie with the Red Dust insurgents in the battle for popular opinion. MarsGov has the backing of Earth and access to their resources, but Earth is far away and shipping is a time-consuming process, so they will need to manage the flow of resources carefully. They will rely on their sometimes-allies, the Corporations, to help stabilize Mars and protect against raids from the Church of the Reclaimer.

The **Martian Government** wins the game by increasing Earth Government Confidence and building Support among the Population on Mars.

▲ The **Corporations (Corporations or CORP)** are Earth-controlled companies with vested interests in Mars. While they have a bottomless amount of resources to commit to the conflict, they ultimately have to answer to their shareholders. This means that Profits are their primary motivation. Replacing units costs money, so they want the Martian Government to fight their battles for them. The Corporations want to prepare their infrastructure in order to win lucrative terraforming contracts, but can also invest in business opportunities within the densely-populated Martian labyrinths.

The **Corporations** win the game by amassing Profits, primarily gained from Terraforming Bases in Deserts, but also in several other ways.

▲ The **Red Dust Movement (Red Dust or RD)** demands a government for Martians, by Martians, without Earth interference, and they are willing to install one by force. Nominally a native-born Martian worker's movement, the

so-called “Dusters” are an organized and determined operation within the labyrinths of Mars. They must rally the unions, guilds, and various popular assemblies to their cause to force the Earthers out and secure a free Mars for Martians.

The **Red Dust Movement** wins the game by establishing Bases on Mars and building Opposition to the Martian Government.

▲ The **Church of the Reclaimer (Reclaimer or CR)** looks at the mistakes of old Earth and does not wish to repeat them. They believe that we have poisoned our home world and are planning on poisoning another. A post-humanist faith, they seek to adapt humanity to Mars, not the other way around, and they are opposed to all terraforming and further colonization on the planet. While the moderates of the faith seek to block this progress using peaceful protest and political action, the more extreme elements are not above using violence to achieve their goal—Mars returned to its natural state, and with human impact kept to an absolute minimum.

The **Church of the Reclaimer** wins the game through Control of spaces on Mars, by establishing their own Bases, and by removing enemy Bases.

△ The **Earth Government (EarthGov or EG)** is a fifth non-player Faction that maintains elite ground forces and an extensive satellite network. Control of EarthGov forces changes between MarsGov and Corporations based on how much Earth trusts the Martian Government to manage the rebellion.

The **Earth Government** does not have its own independent victory conditions and cannot win the game.

Friends and Enemies

MarsGov, Corporations, and EarthGov are **Counterinsurgent (COIN)** Factions and always **friends** to each other. However, the Corporations may still use the Raid Special Activity to remove MarsGov or EarthGov pieces. EarthGov forces count as being owned by either the Corporations or MarsGov while either Faction is the EarthGov Controller, or by neither Faction if there is no EarthGov Controller [1.2/p.9]. COIN Factions protect each other's Bases, so all COIN cubes and Active SpecOps must typically be removed from a space before either MarsGov or Corporations Bases may be removed.

Red Dust and Reclaimers are Rebel Factions and **enemies** to all other Factions (including each other). Red Dust and Reclaimer Rebels do not protect each other's Bases from removal.

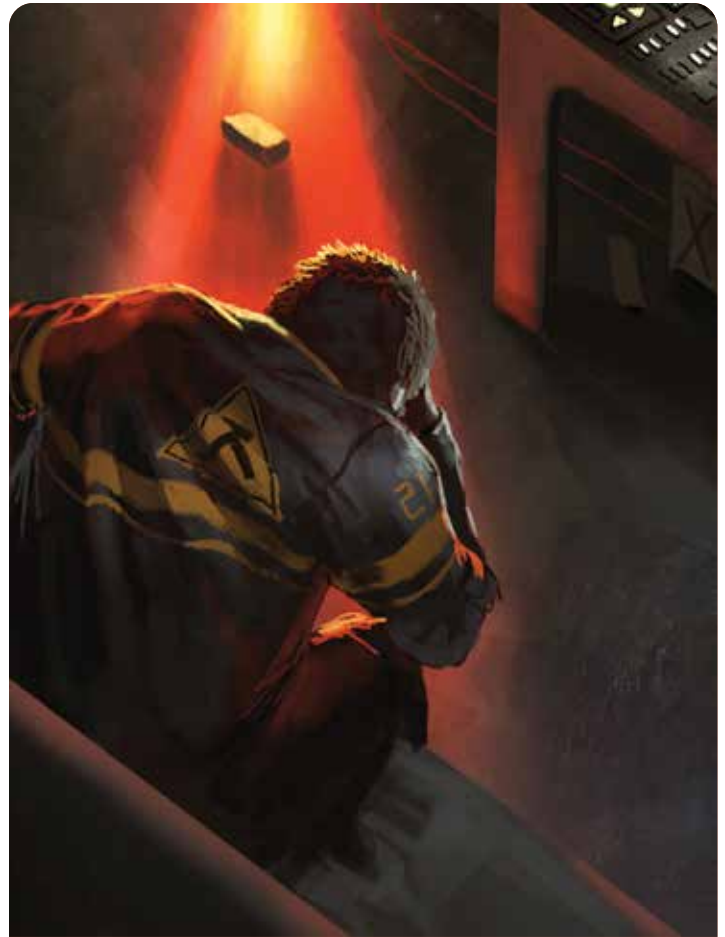
No Non-Player Option

It is possible to play the game with two or three players without using the Non-Player rules. Instead, players control leftover Factions:

- ▶ With three players, a single player controls either both COIN Factions or both Rebel Factions.
- ▶ With two players, one player controls both COIN Factions, the other both Rebel Factions.

▲▲ **Earth-Mars Alliance:** A player controlling both COIN Factions uses the lower victory margin of the two during all Dust Storm Rounds and at the end of the game.

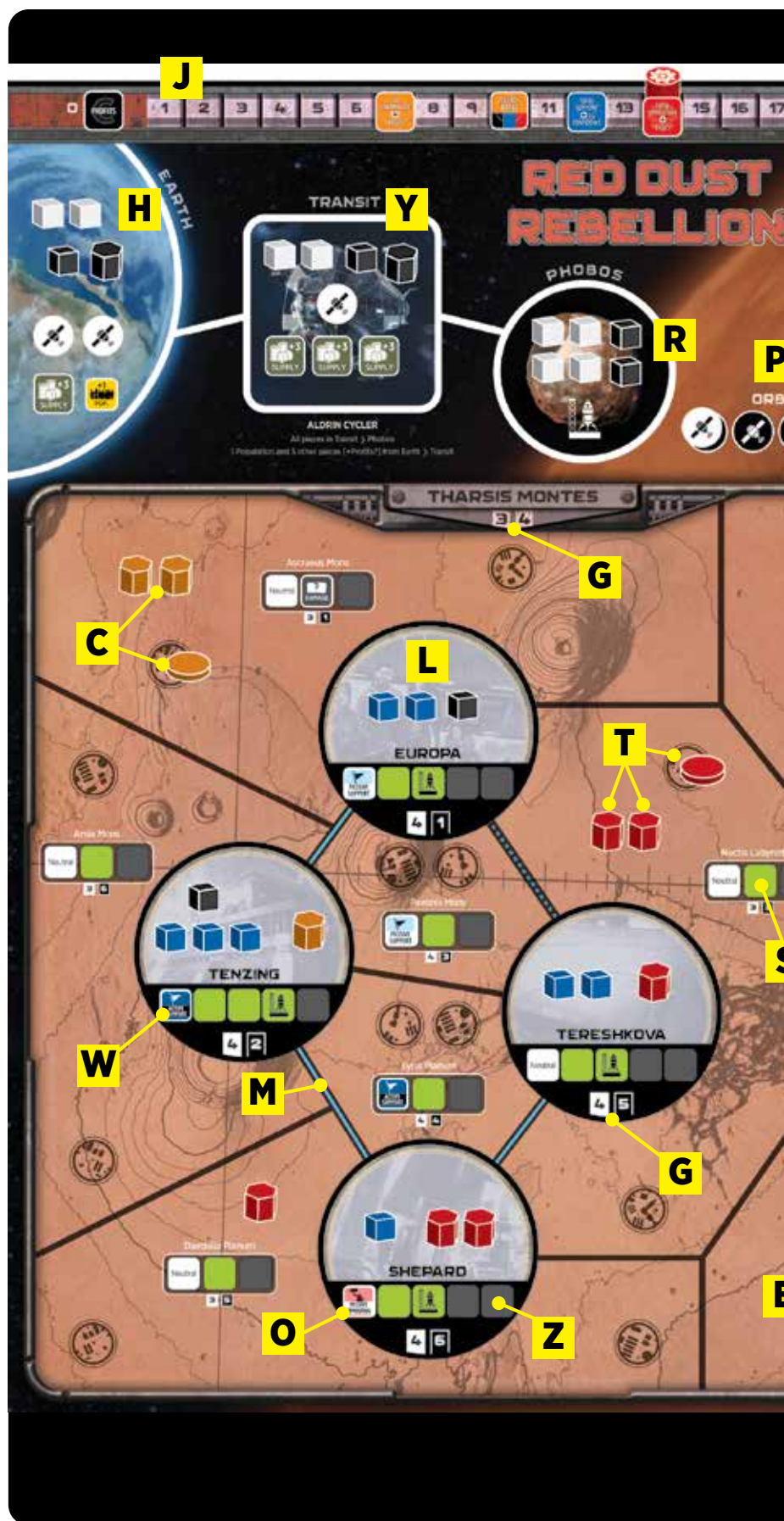
▲▲ **Children of Mars:** A player controlling both Rebel Factions uses the lower victory margin of the two during all Dust Storm Rounds and at the end of the game.



Honest work was hard to find. On Earth, I could find odd jobs to make ends meet, but on Mars I had no community and no connections. So, when Ares Corporation opened a small number of manual labor “opportunities”, I stood in line for hours to apply. The work was hard, boring, and barely paid enough for me to scratch out a living. But it was enough. When the Melody arrived, I marveled at my good fortune; no more video recordings of my kids, no more letters to my wife. We were crammed into a one-bedroom apartment in the depths of the Gandhi labyrinth, but we were together, and Mars was our new home.

MAP KEY

Casualties Box	A
CORP Security & Base	B
CR Rebels & Base	C
Damaged Infrastructure	D
Desert	E
Displaced Population Box	F
Dust Storm Roll Numbers	G
Earth	H
Earth Government Confidence Track	I
Edge Track	J
Flashpoint Track	K
Labyrinth	L
Maglev Line	M
MG Troops & Base	N
Opposition Marker.....	O
Orbit	P
Overflow Boxes	Q
Phobos	R
Populated Infrastructure	S
RD Rebels & Base	T
Sequence of Play Area	U
Station	V
Support Marker	W
The Wilderness	X
Transit	Y
Unpopulated Infrastructure	Z





1.2 THE GAME BOARD

Map Spaces

The map shows the planet of Mars divided into three populated Sectors and a vast uninhabited Wilderness, along with a continuous space transit route (the *Aldrin Cyclor*) from Earth to Phobos (an inhabited moon of Mars), and an Orbit space for Satellites adjacent to Phobos.

Earth

The blue planet at the top left of the map is Earth. Several kinds of pieces may be placed on Earth: EarthGov Troops and Satellites, Corporations Security and SpecOps, Supply markers, and Population markers. Pieces on Earth are moved to Transit when the Aldrin Cyclor is activated (typically during Flashpoint Rounds). MarsGov and Rebel pieces are never placed on Earth.

Transit

The Transit box between Earth and Phobos represents a continuous route of space shuttles moving cargo and personnel from Earth to Mars. When the Aldrin Cyclor is activated (typically during Flashpoint Rounds) all pieces in Transit are moved to Phobos, then some pieces from Earth are moved to Transit.

Sectors

The three rectangular **Sectors** comprise the major populated areas of Mars. These represent zoomed-in areas where the primary conflict is occurring. Each Sector contains a mixture of circular Labyrinth spaces and non-circular Desert spaces. Each space in a Sector is marked with a pair of white and black numbers that are used when rolling for Dust Storms. The large Wilderness space represents the vast distance of unpopulated Martian desert that divides the Sectors. Movement between Sectors is difficult without a shuttle (using Spaceports in Labyrinths), requiring hundreds of kilometers of off-road driving (via the Wilderness).

Labyrinths and Phobos

The large circular spaces on Mars are **Labyrinths**. These are underground or domed population centers, each with infrastructure to assist in launching spacecraft.

Phobos is also treated as a Labyrinth, although it exists outside of any Sector. It is permanently under COIN Control and can never be Damaged or occupied by Rebel forces.

Orbit

The four circular spaces adjacent to Phobos are the **Orbit** around Mars. Satellites arriving on Phobos from the Aldrin Cyclor are placed here, and all Satellites on Mars return to Orbit during Flashpoint Rounds. Satellites in Orbit are not vulnerable to Rebel Attack.

Deserts and the Wilderness

The irregular shaped spaces surrounding the Labyrinths on Mars are **Deserts**. These are desolate wastes with any population huddled closely into smaller Stations (unnamed circular locations that can hold Bases). The large rectangular **Wilderness** space is also a Desert, representing the huge tracts of unpopulated Martian desert between the Sectors.

▲▲▲ Maglev Lines

Blue lines connecting Labyrinths are **Maglev Lines**. These allow for rapid transit between connected Labyrinths when using the Secure [5.3/p.27] or March [5.7/p.30] Operations. Maglev Lines are not spaces but merely connections between Labyrinths within a Sector. Maglev Lines also form borders between Desert spaces, which can be crossed during Recon, March, or Travel Operations.

The dotted Maglev Line connecting Europa and Tereshkova Labyrinths is under construction at the beginning of the game and may not be used unless the unshaded option on Event #14 (THE RODGERS LINE) has been played. An overlay marker is provided to place on the map if this occurs, indicating that the Maglev Line may now be used to move between Europa and Tereshkova.

▲▲ The Aldrin Cyclor

The Earth, Transit, and Phobos spaces make up the **Aldrin Cyclor**. This is the route by which EarthGov and Corporate forces, Supplies for the Martian Government, and new Population travels from Earth to Mars. These pieces will proceed along the route during Flashpoint Rounds [4.2/p.22], and when the Aldrin Cyclor is activated by the Corporate Pass [4.1/p.21] or Logistics Operation [5.2/p.26].

Adjacency

Adjacency affects the movement of forces and the implementation of certain Events. Any two spaces that share a black or blue (Maglev Line) border are considered **adjacent**.

In addition, the Wilderness is adjacent to all Deserts touching the edge of their Sectors. No Labyrinths are adjacent to the Wilderness. The three Aldrin Cyclor spaces are not adjacent to any spaces (including each other).

Overflow Boxes and Markers

Players may wish to use the two **overflow** boxes on the map for any Labyrinth or Desert where forces exceed the room in the space. Place the corresponding lettered marker in that space and use the overflow box to hold any forces currently there.

Edge Track

This track runs along the top of the game board and is numbered from 0 to 50. It records the number of Resources some Factions have along with the current victory levels of all Factions (including Corporate Profits and Reclaimer Enemy Bases).

Sequence of Play Track

This track is used to mark the actions taken by each Eligible Faction during an Event Round. A wooden cylinder in each Faction's color is used to indicate whether they are currently Eligible or Ineligible, and which actions they choose to execute.

Flashpoint Track

This track is used to mark progress towards the next Flashpoint Round, which is triggered when the Flashpoint marker reaches the lightning bolt symbol at the end of the track.

▲△ Casualties Box

Casualties is a common box for Corporate and EarthGov pieces that have been removed during play. Unless otherwise noted, all Corporate and EarthGov pieces (including Satellites) that are removed from the map for any reason should be placed here. During Flashpoint Rounds, Corporate forces here are moved to their Available Forces area **[4.2/p.23]**. During Dust Storm Rounds, both Corporate and EarthGov pieces here are moved to their corresponding Available Forces area and/or to Earth **[4.3/p.23]**.

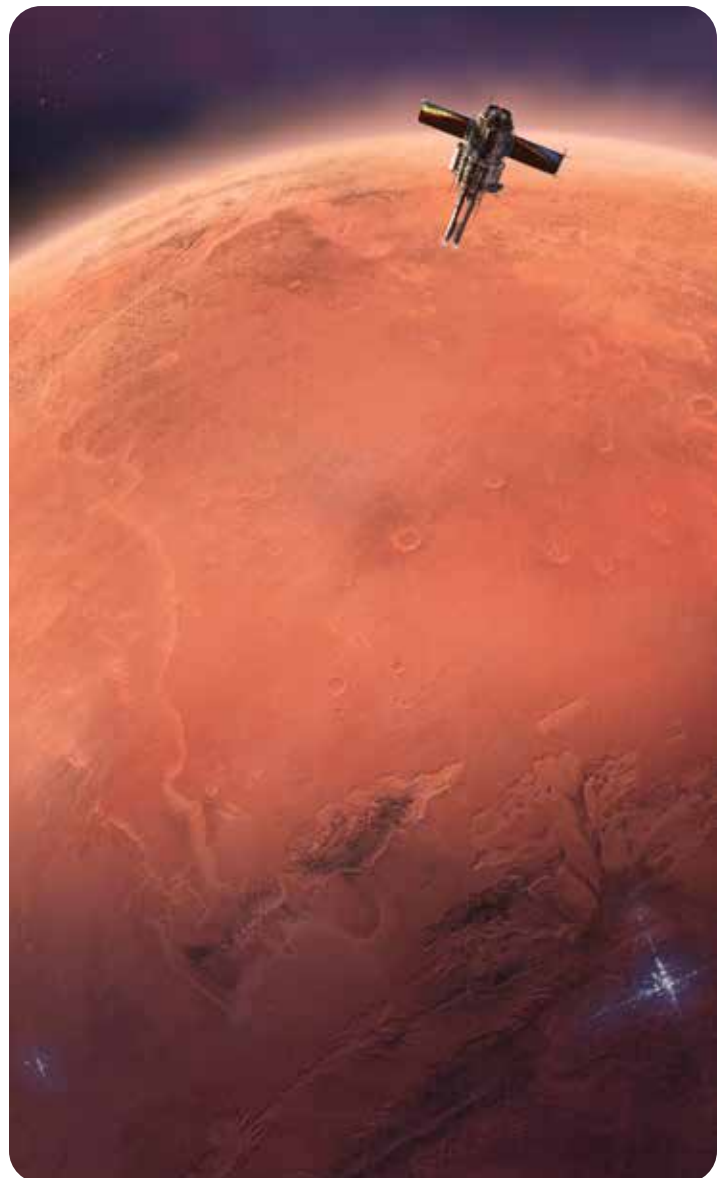
▲▲ EarthGov Confidence Track

This track is an abstract representation of Earth's public opinion of the war (and therefore the Earth Government's commitment to supporting the Martian Government). **EarthGov Confidence** affects the ability of the COIN Factions to obtain material from sympathetic Earth-based organizations and recruitment centers. The current value of the EarthGov Confidence track is added to the MarsGov victory total **[2.0/p.17]**.

The EarthGov Confidence marker is double-sided, showing **EG+** and **EG-** on the two sides. When instructed to set the marker to **EG+** or **EG-**, flip the marker to show that side. When EarthGov Confidence is checked during Flashpoint Rounds **[4.2/p.23]**, it will move up one level if it is showing **EG+** and down one level if it is showing **EG-**.

▲▲ EarthGov Controller

The position of the EarthGov Confidence marker also indicates which Faction (MarsGov or Corporations) is the current **EarthGov Controller**, or, if the marker is at the bottom of the track, that no Faction is the Controller. The EarthGov Controller treats EarthGov Troops as their own forces and may use Satellites to enhance certain Operations. If the EarthGov Confidence marker reaches the bottom of the track, immediately remove all EarthGov Troops from the map to the EarthGov Available Forces area and place all Satellites in Orbit on Earth (all EarthGov pieces in Casualties remain there). Any Satellites on Mars that move to Orbit while there is no EarthGov Controller are instead immediately returned to Earth. No Satellites or EarthGov Troops may be placed on Mars or Phobos while there is no EarthGov Controller.



1.3 FORCES & SATELLITES

The wooden pieces are the Factions' various **forces** on Mars. **Troops**, **Security**, Special Operatives (**SpecOps**), and **Rebels** are all **units**. **Bases** are not units. **Satellites** are not forces but do share some similarities with forces, so they are also described in this section.

▲▲▲ Troops & Security

- ▶ Blue cubes are MarsGov Troops.
- ▶ Black cubes are Corporate Security.
- ▶ White cubes are EarthGov Troops.

▲▲▲ Special Operatives & Rebels

- ▶ Black hexagonal cylinders are Corporate Special Operatives (SpecOps).
- ▶ Red hexagonal cylinders are Red Dust Rebels.
- ▶ Orange hexagonal cylinders are Reclaimer Rebels.

Bases

- ▶ Blue disks are MarsGov Bases.
- ▶ Black disks are Corporate Bases.
- ▶ Red disks are Red Dust Bases.
- ▶ Orange disks are Reclaimer Bases.

Corporate, Red Dust, and Reclaimer Bases each have a basic blank side and an upgraded side marked with their Faction symbol. Unless otherwise indicated, Bases are always placed symbol side down, with their basic blank side showing. Certain game effects will **flip** Bases to their upgraded symbol side, with the following effects:

▲ Upgraded Corporate Bases are **Terraforming Bases** that affect Corporate Profits during Flashpoint Rounds.

▲ Upgraded Red Dust Bases are **Dug-In**, allowing them to retaliate with any surviving Rebels after Assault Operations in Deserts.

▲ Upgraded Reclaimer Bases are **Conversion Centers**, affecting Corporate Profits and Reclaimer recruitment during Flashpoint Rounds and enhancing the Purify Special Activity.

DESIGN NOTE: Regular **Bases** are bases of operations used by Factions to house and train their forces. A **Corporate Terraforming Base** also represents massive infrastructure used to pump greenhouse gasses into the Mars atmosphere, while a **Reclaimer Conversion Center** in a desert is doing the exact opposite, repurposing that infrastructure to remove greenhouse gases. In a Labyrinth, a **Reclaimer Conversion Center** is instead based near major religious infrastructure for the church. I chose "conversion center" as the term works equally well for converting gases and people. A **Red Dust Dug-In Base** is secured against assault and capable of sustaining itself during a long siege.

TYPES OF UNITS

COIN Troops/Security



MG
Troops



CORP
Security



EG
Troops

CORP SpecOps



Hidden



Active

RD/CR Rebels



Hidden



Active

TYPES OF BASES

COIN Bases



MG
Base



CORP
Base



CORP
Terra. Base

RD Bases



RD Base



Dug-In
RD Base

CR Bases



CR Base



CR Conversion
Center

▲▲▲ Hidden/Active

Rebels and SpecOps are either **Hidden** (symbol end down) or **Active** (symbol end up). Actions and Events may flip them from one state to the other. Always set up and place new Rebels and SpecOps in their Hidden state (including when replacing another piece).

Bases, Satellites, Troops, and Security are always Active.

If an action requires you to **Activate** a Hidden Rebel, a Hidden Rebel must be flipped to its Active side in order to perform that action. Therefore, such actions cannot be performed in spaces without any Hidden Rebels belonging to the acting Faction.

NOTE: Moving or relocating forces does not affect Hidden/Active status unless specified.

△ Satellites



Satellite markers indicate the spaces that the Mars Satellite network is currently focused on. These pieces do not count for Control and may only be placed, moved, or removed when specifically instructed. They otherwise count as EarthGov forces for all purposes except Control, and can be removed by Operations and Special Activities that can remove EarthGov forces, such as Attack and Raid. Any Satellite that is removed is placed in Casualties unless otherwise noted, and any Available Satellites are always placed on Earth.

Satellites are moved from Earth through the Aldrin Cycler to Orbit (the four circular spaces to the right of Phobos). Once in Orbit they can be used by the current EarthGov Controller to enhance the Secure, Recon, and Assault Operations, at which point they are placed in the affected space on Mars and become vulnerable to Attack and Raid. During each Flashpoint Round all Satellites on Mars are returned to Orbit.

Faction Mats and Available Forces

Each Faction (including the non-player Earth Government) has a mat with an area for their **Available** Forces on the front, and strategy tips on the back. The Earth Government mat also includes rules for the current Earth Government Controller, and should be passed between the Martian Government and Corporations players as control of the Earth Government changes. Available forces should be placed on their appropriate Faction mat, while Available Satellites are always placed on Earth.

Forces neither on the map nor in Casualties are kept in the Available Forces area on their Faction's mat (which also indicates the total forces available to that Faction). Moving forces to or from their corresponding Available Forces area is sometimes abbreviated as 'to Available' or 'from Available'. The inventory shown on each Faction mat limits the total number of forces that may be in play.

Forces may only be placed from Available—ignore any instructions to place forces if the appropriate type is not in the Available area. If a forces piece would be replaced with another forces piece that is not Available to be placed, then the first forces piece is instead just removed.

Place Available Bases in the highest-numbered empty spaces on each Faction's Available Bases track, so that the revealed numbers indicate the current number of on-map Bases. This will help track Reclaimer and Red Dust victory totals, as well as Dust Storm Round Resource earnings.

▲▲▲ If MarsGov, Red Dust, or Reclaimers have no Available Troops or Rebels while executing an Operation, Special Activity, or Event, they may remove their own Troops or Rebels to their Available Forces area in order to place them elsewhere. Any Troops or Rebels removed in this way must be immediately placed elsewhere and, if Rebels, should be placed in their Hidden state. No Corporate units, EarthGov Troops, or any Bases may be voluntarily removed in this way.

Stacking

There is a **stacking** limit on the number of Bases that may be placed in each space:

- ▶ Up to two Bases may be placed in each non-Wilderness Desert and Labyrinth on Mars.
- ▶ Up to six Bases may be placed in the Wilderness.
- ▶ No Bases may be placed on Phobos.

In Desert spaces, small circular Stations indicate the positions that may be filled by Bases without violating stacking.

Any number of non-Base forces may occupy any spaces on Mars. Earth, Transit, and Phobos may only ever be occupied by COIN units.

Placing or moving forces may never violate stacking.

1.4 RESOURCES & PROFITS

▲▲ Resources

MarsGov and Red Dust each have **Resources** that are spent to pay for Operations, Repair actions, and to shift spaces towards Active Support or Active Opposition during the Dust Storm Round. Mark their current available Resources on the Edge Track with a cylinder of each Faction's color. Both Factions may have up to a maximum of 50 and a minimum of 0 Resources.

▲ Supply Markers



Supply markers are sent from Earth to support the Martian Government. They are initially placed on Earth and then move towards Phobos when the Aldrin Cyclor is activated. When each Supply marker reaches Phobos it is removed from the board to the marker pool and MarsGov Resources are increased by 3. Supply markers are component limited; there may only be a maximum of twelve in play at any one time.

▲ Profits

The Corporations track a total **Profits** score, up to a maximum of 50, that determines how close they are to victory. Mark their current Profits on the Edge Track with the Profits marker.

1.5 ASSET CARDS & CAMPAIGN CARDS

▲ Asset Cards

Instead of a Resource cylinder on the Edge Track, the Church of the Reclaimer holds a hand of **Asset cards** that provide them with both Resources and special Events [7.7/p.38]. Asset cards may also be spent to adjust Faction order during an Event Round [4.1/p.21]. Asset cards are used exclusively by the Reclaimer Faction.

Whenever the Church of the Reclaimer spends Resources, they must discard Asset cards with a total value equal to or greater than the amount of Resources they need to perform the action. They may discard multiple cards, if needed, to reach the necessary amount of Resources. They may spend more Resources than necessary, but will not get anything back in return.

NOTE: Some Asset cards are worth an additional Resource if used to pay for a specific Operation named on the card.

At the start of each Event Round, the Reclaimers may

choose to spend Asset cards to move ahead in Eligibility order [4.1/p.21]. For each Asset card discarded from their hand, they may move forward one step in Eligibility order (each card discarded in this way has no further effect, unless otherwise noted on the card).

Asset Events

Some Asset cards also feature Event text that may be used by the Reclaimers when they are eligible to execute an Event. An Asset card played for an Event is discarded and may not also be used for Resources. The stars that appear on some Asset Events are only used with the Non-Player rules and may be ignored during regular play.

Asset Capabilities

Several Asset Events are **Capabilities** that provide a permanent bonus to the Reclaimers. Once played, these Capability Event cards should be placed near the Reclaimer player for reference, and are not ever shuffled back into the Reclaimer Asset deck.

Each Capability Event, when played, also allows the Reclaimers to immediately perform a free Operation in up to two spaces, then to draw one Asset card—this is not a permanent effect and should only be performed one time when the Capability Event is first played.

Hand Limit

The Reclaimers have a maximum hand size of six cards. After any effect causes Reclaimers to draw any number of Asset cards, they must discard back down to a maximum hand size of six cards.

The Asset card discard pile is shuffled back into the Asset deck during the Reset phase of each Dust Storm Round [4.3/p.24]. If the deck is depleted before then, the Reclaimers may not draw any more Asset cards until the deck is reshuffled during the next Dust Storm Round.



▲ Campaign Cards

A **Campaign card** may come into play during setup, as a result of the Campaign Operation, or as specified by some Event effects. Campaign cards are placed on the table face up when they come into play and provide an ongoing modifier to the game. Active Campaign cards are removed from play during the Reset phase of each Dust Storm Round [4.3/p.24]. Campaign cards are used exclusively by the Red Dust Faction.



- ▶ The Corporations do not possess Resources and so cannot ever transfer or receive any.

Resources transferred or earned in this way may immediately be used to pay for Operations. Players may make any mutual arrangements within the rules as a condition for such transfers. Once a player agrees to something within the execution of an Operation, Special Activity, or Event, that agreement is binding during that action only. The rules do not otherwise bind players to agreements.

NOTE: This means that one Faction may agree to transfer Resources to pay for a specific Operation being carried out that turn. Such an agreement would be binding for the duration of that turn, so the Operation would have to be performed as agreed.

1.6 TRADING RESOURCES & ASSET CARDS

Resources may, by mutual agreement, be voluntarily transferred between Factions in the following circumstances:

- ▶ MarsGov and Red Dust may transfer Resources to each other at any time while the receiving Faction is executing an Operation, Special Activity, or Event.
- ▶ Reclaimers may spend Asset cards to transfer an amount of Resources equal to the spent card's value to MarsGov or Red Dust at any time while the receiving Faction is executing an Operation, Special Activity, or Event.

NOTE: Reclaimers may not transfer 'excess' Resources from Asset cards spent while executing their own Operations in this way.

- ▶ MarsGov and Red Dust may transfer Resources to Reclaimers to pay for Operations that the Reclaimers are currently executing, but any Resources transferred in this way must be immediately spent by the Reclaimers.



We huddled in the shelter while explosions boomed across the labyrinth. They echoed in the empty spaces where the sky should be; they are the music of oppression, anger, and grief. Each time there is an attack, we rush to the shelters in case the labyrinth is breached. It is impossible to know which explosions are the Duster's bombs and which are retribution from the Corps doing the dirty work of the Martian Government. Repetition has a way of making the terrifying into the mundane. The attacks have become so commonplace lately that I worry more about my lost wages than anything else.

1.7 POPULATION & DAMAGE

All Labyrinths and Deserts have between zero and four Population. A space with zero Population is **Unpopulated**, while a space with one or more Population is **Populated**. The amount of Population in most spaces may change during the game, but Phobos and the Wilderness are always Unpopulated.

Infrastructure

Spaces that are capable of supporting Population possess an **Infrastructure** track consisting of two or four boxes, immediately to the right of the box marked 'Neutral'. Each green square on an Infrastructure track indicates one unit of Population, while each gray square indicates room where additional Population markers may be placed.



For example, in the image above; Europa currently has two Population, indicated by the two green squares on its Infrastructure track.

Additional Population



Yellow **Population markers** may be placed onto gray infrastructure squares. Each Population marker increases the Population of its space by one. Each gray infrastructure square may hold at most one Population marker, so once they are full the Population of a space may not increase further.

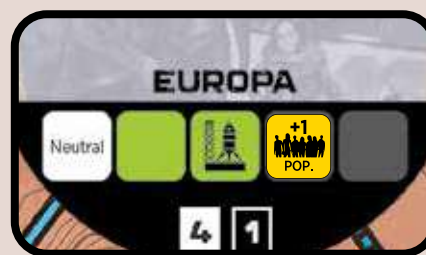
Damage



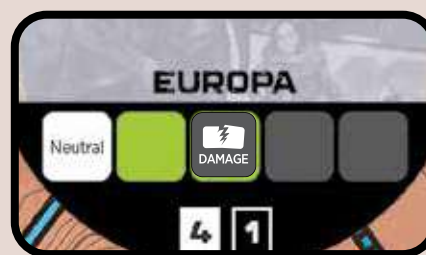
Gray **Damage** markers may be placed onto green Infrastructure squares. Each Damage marker reduces the intrinsic Population of its space by one. When a Damage marker is placed in a space, first remove all yellow Population markers to the general supply, then place the Damage marker on the rightmost uncovered green Infrastructure square. Additional Damage markers may not be placed in a space without any uncovered green Infrastructure squares.

NOTE: Population and Damage use the same set of markers, with one face indicating each marker type.

Europa now has three Population, with room for one more.



Europa now has one Population.



Spaceport

The rightmost green square on each Labyrinth Infrastructure track features a **Spaceport** icon, indicating that fast travel to and from this Labyrinth is possible during Secure, Recon, and March Operations. A Spaceport may not be used if there is a Damage marker covering it. Phobos is a Labyrinth that cannot be Damaged, so it possesses a Spaceport that may always be used.

Displaced Population

The **Displaced Population** box holds Population markers that are on Mars but not currently housed in any map space. Population markers are added to Displaced Population in three ways:

- ▶ When a Damage marker is placed in a space, immediately add one Population marker to Displaced Population.
- ▶ When a Population marker moves from Transit to Phobos, immediately place it in Displaced Population.
- ▶ Some Event effects may add Population markers to Displaced Population.

Population markers may be removed from the Displaced Population box by House actions, Repair actions, and some Event effects.

NOTE: Each Damage marker placed may remove multiple Population markers from a map space, but Damage only ever adds one Population marker at a time to Displaced Population.

▲▲▲ House Actions

The **House** action moves a Population marker from Displaced Population into a space. Choose a map space without any Damage and containing an uncovered gray square on its Infrastructure track. Place a Population marker from Displaced Population there.

If the House action is taken by:

- ▶ **MarsGov**, set EG Confidence to **EG+**;
- ▶ **Red Dust**, set EG Confidence to **EG-**;
- ▶ **Corporations**, set EG Confidence to your choice of **EG+** or **EG-**.

A House action may not be taken if there are no Population markers in Displaced Population.

▲▲▲ Repair Actions

The **Repair** action removes a Damage marker from a space. Choose a map space with at least one Damage marker and remove a Damage marker from it. One Population marker must also be removed from the Displaced Population box to take this action.

If the Repair action is taken:

- ▶ by **MarsGov**, it costs 3 MG resources and sets EG Confidence to **EG+**.
- ▶ by **Red Dust**, it costs 2 RD resources and sets EG Confidence to **EG-**.
- ▶ by **Corporations**, you must return one Security in the space to Available and may set EG Confidence to your choice of **EG+** or **EG-**.

All costs (including removing Security) must be paid in order to perform a Repair action, and a Population marker must be able to be removed from Displaced Population. A Repair action may not be taken if there are no Population markers in Displaced Population.

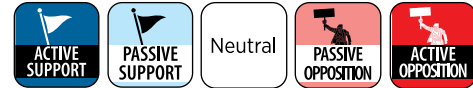
House and Repair actions are performed as part of other game effects, including Train [5.1/p.26], Secure [5.3/p.27], and Recon [5.4/p.28] Operations; Public Relations [6.4/p.34] and Coordinate [6.8/p.36] Special Activities; and some Events [7.0/p.38]. The MarsGov and Red Dust Factions also have an opportunity to House and Repair during Dust Storm Rounds [4.3/p.24].

1.8 SUPPORT & OPPOSITION

Support and Opposition affect the MarsGov and Red Dust victory totals and some Operations and Special Activities.

Levels of Support and Opposition

Labyrinth and Desert spaces always show their populace's **Support** for or **Opposition** to the Martian Government. There are five possible levels, forming a spectrum from Active Support to Active Opposition:



The current level of Support or Opposition in a space is designated by a marker placed in the 'Neutral' box. A space is **Neutral** if it does not have any marker in the box, and an Unpopulated space is always Neutral (remove any Support or Opposition marker whenever a space becomes Unpopulated). When a space is shifted towards a particular level of Support or Opposition a marker should be added, flipped, or removed to indicate this shift.

For example, if a Neutral space is shifted once towards Active Support, you should place a Passive Support marker in the 'Neutral' box. If that space were later shifted again towards Active Support, you would flip the Passive Support marker to show its Active Support side. If that space was then shifted two levels towards Active Opposition, you would remove the marker to leave the 'Neutral' box visible.

▲▲ Total Support & Total Opposition

Passive Support and Passive Opposition count each Population in the space as one point for **Total Support** and **Total Opposition**, respectively. Active Support and Active Opposition count each Population in the space as two points for Total Support and Total Opposition, respectively. Total Support and Total Opposition contribute towards the MarsGov and Red Dust victory totals [2.0/p.17].

Martian Government and Red Dust victory depend on the total value of Population at Support or Opposition, respectively [2.0/p.17]. Adjust their respective victory markers on the Edge Track as any change to Support, Opposition, or Population occurs.

NOTE: Remember to adjust Total Support and Total Opposition as Population increases or decreases due to Damage or other effects.

1.9 CONTROL



Control affects certain Faction activities as well as the possibility of rapid transit between Labyrinths. A Labyrinth or Desert on Mars is under COIN Control if the number of COIN (MarsGov + Corporations + EarthGov) forces there exceeds the number of all Rebel (Red Dust + Reclaimer) forces there. Red Dust or Reclaimers each Control a space if their own forces in that space exceed all enemy forces there combined, including both COIN and enemy Rebel forces. Control markers are provided for convenience; these may be placed in spaces to indicate who currently Controls them, but their usage is optional. A space that is not Controlled by any Faction is **Uncontrolled**.

1.10 DUST STORMS

Dust Storm markers are double-sided, with an **Approaching Storm** side and a **Raging Storm** side. Storm markers are placed during game setup [3.2/p.18] and adjusted during Flashpoint Rounds [4.2/p.23] and in the Redeploy and Reset Phases of Dust Storm Rounds [4.3/p.24].



Approaching Storms signal where the next Raging Storms will be. They have no further intrinsic effect, but may modify some actions.

Raging Storms inhibit some actions. A Desert space with a Raging Storm marker cannot

be selected for any Operation, Special Activity, or Event effect, unless otherwise noted. A Labyrinth space with a Raging Storm marker can be selected for Operations, Special Activities, or Event effects, but forces cannot be moved to or from the Labyrinth space unless otherwise noted (they may still be placed directly from Available).

DESIGN NOTE: Labyrinths are in lockdown during Raging Storms, with all entrances and exits sealed but otherwise protected from the most serious effects of the storm. Therefore, it is still possible to operate as normal inside a Labyrinth suffering from a Raging Storm, even if it is not possible to enter or leave.

1.11 VICTORY MARKERS

Each Faction has a victory marker that is placed on the Edge Track to mark the following totals that affect victory:

▲ Martian Government



Total Support plus EarthGov Confidence. The MarsGov victory marker indicates the current Total Support on Mars [1.8/p.15], combined with the current EarthGov Confidence level [1.2/p.9].

▲ Corporations



Profits. The Corporations victory marker indicates their current Profits total. Profits can be raised by several means, including Corporation Terraforming Bases during Flashpoint Rounds [4.2/p.23], Corporations Bases in Labyrinths during Dust Storm Rounds [4.3/p.24], Assault Operations involving Corporations units [5.5/p.28], Public Relations and Exploit Special Activities [6.4/p.34, 6.5/p.35], and some Event effects [7.0/p.38]. Profits can be reduced by Reclaimer Conversion Centers in Deserts during Flashpoint Rounds [4.2/p.23], Corporations Casualties [4.2/p.23, 4.3/p.23], Displaced Population during Dust Storm Rounds [4.3/p.24], the Campaign Operation [5.10/p.32], the Petition Activity [6.2/p.34], and some Event effects [7.0/p.38].

▲ Red Dust



Total Opposition plus Bases. The Red Dust victory marker indicates the current Total Opposition on Mars [1.8/p.15], combined with the number of Red Dust Bases on Mars.

▲ Reclaimers



Reclaimer Control plus Reclaimer Bases, Enemy Bases. There are two Reclaimer victory markers, one indicating the total amount of spaces with Reclaimer Control plus Reclaimer Bases on Mars, the other indicating the current number of enemy Bases on Mars.

NOTE: Each space with Reclaimer Control is worth one point towards the Reclaimer victory total, regardless of its current Population.

2.0 VICTORY

Each Faction has a unique victory condition, described below.

During Dust Storm Rounds

Check for victory at the start of each Dust Storm Round by comparing the positions of the various victory markers to the thresholds marked on the Edge Track (or the Enemy Bases marker for Reclaimers). The Factions' victory conditions are:

▲ **Martian Government:** Total Support plus EarthGov Confidence exceeds 34.

▲ **Corporations:** Profits exceed 36.

▲ **Red Dust:** Total Opposition plus Red Dust Bases on Mars exceeds 32.

▲ **Church of the Reclaimer:** Spaces with Reclaimer Control plus Reclaimer Bases on Mars exceeds enemy (non-Reclaimer) Bases on Mars.

If any Faction has met their victory condition, the game ends immediately and a winner is determined. If none have, the game continues with the next step of the Dust Storm Round.

After Final Dust Storm

If the final Dust Storm Round is completed but no Faction has met its victory condition, the Faction with the highest **victory margin** wins. The victory margin is the amount by which a Faction exceeds or falls short of its victory condition set forth above, which can be calculated as follows:

▲ **Martian Government:** Total Support + EarthGov Confidence – 34.

▲ **Corporations:** Profits – 36.

▲ **Red Dust:** Total Opposition + Red Dust Bases on Mars – 32.

▲ **Church of the Reclaimer:** Spaces with Reclaimer Control + Reclaimer Bases on Mars – enemy (non-Reclaimer) Bases on Mars.

NOTE: The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not.

Ranking Wins and Breaking Ties

Whenever any single Faction passes a victory check or if none do so by game end, the Faction that reached the highest victory margin comes in 1st place, 2nd highest comes in 2nd place, and so forth. Ties go to the Reclaimers, then MarsGov, then Red Dust.



I was finishing my shift at the docks that Wednesday when everything changed. The newsfeeds were reporting that Ares workers would not be paid, indefinitely, due to a software error. Of course, they still expect us to come in to work tomorrow. No chance. My anger finally boiled over; not only was I working long hours for company scrip, but I gave most of it right back to Ares for housing and food! And now they say that we will work for only the promise of pay? When will it be enough? I let out a long scream of grief and rage, only to realize that I was not the only one angry enough to do something about it. I was swept along with the crowd, their arms reaching for anything that was not bolted down.

3.0 SETUP

Place the map board in the center of the table and arrange each Faction's mats around the board. Place the wooden forces belonging to each Faction on their corresponding mat. Arrange all other markers into pools of each type, within easy reach of all players.

3.1 MAP SETUP

Place markers and wooden pieces on the map as follows (a full setup diagram can be found at the end of this booklet, and the reverse side of each Faction mat includes setup instructions):

Eligible Factions Box:

One cylinder of each player Faction's color.

Flashpoint Track:

Marker on '0' position.

Earth Government Confidence Track:

Marker on the top '1' position, set to 'EG-1'.

Displaced Population Box:

4 Population markers.

Edge Track

Enemy Bases: 10

Profits: 0

CR Controlled + Bases: 7

Total Support + EG Confidence: 12

Total Oppose + Bases: 14

Red Dust Resources: 14

MarsGov Resources: 18

Player Mat Available Areas

MarsGov: 1 MG Base, 12 MG Troops

Corporations: 6 CORP Bases, 6 SpecOps, 4 Security

EarthGov: 8 EG Troops

Red Dust: 4 RD Bases, 14 RD Rebels

Reclaimer: 11 CR Bases, 9 CR Rebels

Off Mars

Earth:

2 EG Troops, 1 Security, 1 SpecOps, 2 Satellites,
1 Supply marker, 1 Population marker

Transit:

2 EG Troops, 1 Security, 1 SpecOps, 1 Satellite,
3 Supply markers

Phobos:

4 EG Troops, 2 Security

Orbit:

1 Satellite

Tharsis Montes

Europa: 2 MG Troops, 1 Security, Passive Support

Tenzing: 3 MG Troops, 1 Security, 1 CR Rebel, Active Support

Tereshkova: 2 MG Troops, 1 RD Rebel, Neutral

Shepard: 1 MG Troop, 2 RD Rebels, Passive Opposition

Ascraeus Mons: 1 CR Base, 2 CR Rebels, 1 Damage (on Infrastructure track), Neutral

Tharsis Tholus: 1 MG Base, 2 MG Troops, 1 Damage (on Infrastructure track), Neutral

Arsia Mons: Neutral

Pavonis Mons: Passive Support

Syria Planum: Active Support

Noctis Labyrinthus: 1 RD Base, 2 RD Rebels, Neutral

Daedalia Planum: 1 RD Rebel, Neutral

Sinai Planum: 1 RD Rebel, Neutral

Arabia Terra

New Córdoba: 2 MG Troops, 1 RD Rebel, 1 CR Base, 2 CR Rebels, Neutral

Shenzhou: 2 MG Troops, 1 CORP Base, 2 Security, 1 RD Rebel, Neutral

Rutherford: Neutral

Radau: 1 RD Base, 1 RD Rebel, 1 Damage (on Infrastructure track), Neutral

Marth: 1 CORP Base, 2 Security, 1 Damage (on Infrastructure track), Neutral

Trouvelot: 1 CR Base, 1 CR Rebel, 1 Damage (on Infrastructure track), Neutral

Hellas Planitia

Gandhi: 1 MG Troop, 1 RD Base, 2 RD Rebels, Passive Opposition

Sharma: 1 MG Troop, 1 RD Base, 3 RD Rebels, Active Opposition

Alpheus Colles: 1 RD Base, 1 RD Rebel, Passive Opposition

Coronae Montes: 1 MG Base, 2 MG Troops, 2 CR Rebels, 1 Damage (on Infrastructure track), Neutral

Hellas Chaos: 1 CORP Base, 2 Security, 1 Damage (on Infrastructure track), Neutral

The Wilderness

1 CR Base, 3 CR Rebels

3.2 APPROACHING STORMS

Roll two dice (one white, one black) and place an Approaching Storm marker in the space corresponding to the result. The white die result indicates the map region or sub-region and the black die result indicates the precise space within that region. Then repeat this procedure once more, so two Approaching Storms are placed in total. If the same space is rolled twice, place one Raging Storm there instead, and the Reclaimers may remove one enemy unit from the space.

3.3 DECK PREPARATION

Campaign Deck

Shuffle together the 12 Campaign cards to form the Campaign deck. Draw and reveal one Campaign card from the deck, then put it into play. This card's effect will be active until the next Dust Storm Round Reset phase.

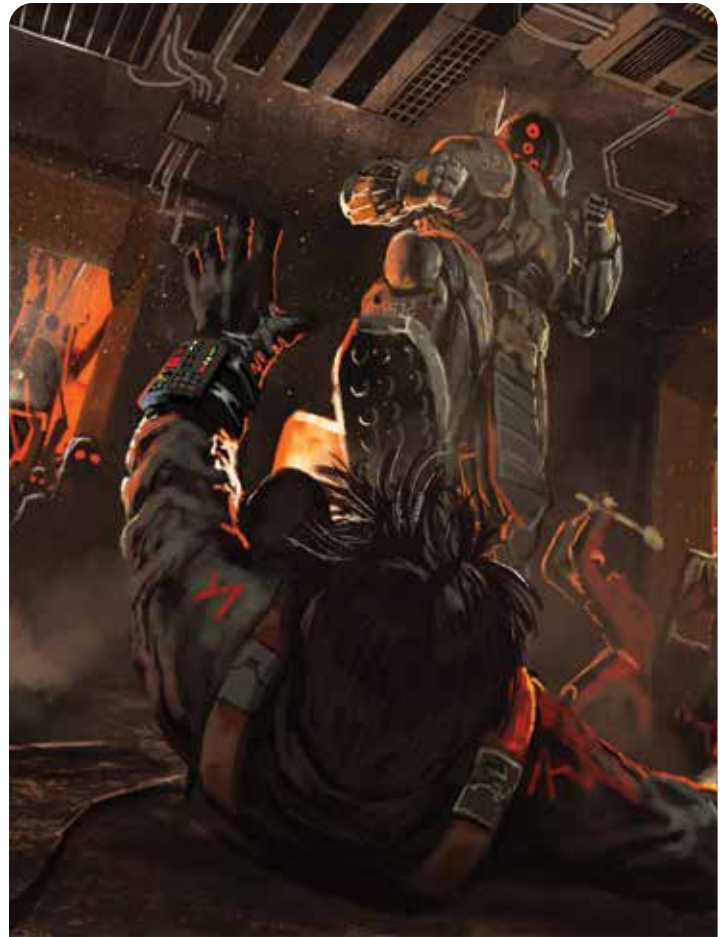
Asset Deck

Shuffle together the 30 Asset cards to form the Asset deck. The Reclaimers then draw three Asset cards from this deck to form their opening hand.

Event Deck

Remove the three Dust Storm cards, then shuffle together the remaining 48 Event cards. Deal out three piles of 12 Events cards, then remove the remaining 12 Event cards from play without revealing them. Shuffle one Dust Storm card into the bottom six Event cards of each pile of 12 Event cards, then stack the three piles together to form the complete deck of 39 Event cards.

Reveal the top card of the Event deck and place it face up next to the Event deck to form a discard pile; this card is called the Current Event. Then reveal the next card and place it face-up on top of the Event deck; this card is called the Next Event. Ignore any Flashpoint icons on these two cards.



“Once the Corps arrived the riot at the docks turned into a bloodbath. I was lucky to get away in one piece. The unrest spread across all of Mars, workers turning on their taskmasters no matter what conglomerate they represent. Now they’re calling it “Red Wednesday”. The retribution was swift: it only took two days for us to be evicted. The ever-present cameras had identified my face in the footage from the Ares office. We were left on the street, with no money and two children. For tonight some friends have taken us in, but there is no extra room in the corporate housing. We can’t stay here.”

4.0 SEQUENCE OF PLAY

On each regular round, an Event card will be drawn and an Event Round will be played. During the round, up to two Eligible Factions will take actions, which can include performing an Operation (possibly with a Special Activity), executing the current Event, or Passing (in which case another Faction may become Eligible). Event Rounds are broken up by periodic Flashpoint Rounds and Dust Storm Rounds, each composed of a set order of phases. Victory checks take place at the start of each Dust Storm Round, but if no automatic victory occurs then play continues until the end of the third Dust Storm Round.

General Sequence of Play

Two Event cards are visible each round: the Current Event and the Next Event. The Current Event is played first; the Next Event will be played on the following round.

NOTE: *Players will see one card ahead into the draw deck. All played cards and the number of cards remaining in the draw deck are open to inspection.*



Each Event card has a Flashpoint symbol (lightning bolt) on it with a numerical value. When an Event card is revealed as the Next Event, advance the Flashpoint track marker to the right a number of steps equal to the number shown in the Flashpoint symbol on the Next Event card (do not do this during Setup or in the Dust Storm Round Reset Phase). When the marker reaches the lightning bolt symbol at the end of the Flashpoint track, immediately resolve the Flashpoint Round sequence described below [4.2/p.22], and then reset the marker to zero. If the marker would go past the end of the track, ignore the extra value and conduct a Flashpoint Round.

After advancing the Flashpoint track, but before any player acts on the Current Event card, the Reclaimers may choose to discard up to three Asset cards in order to adjust their position in the Faction Eligibility order displayed on the Current Event card, with each card increasing their position on the card by one place. Reclaimers are normally in last (fourth) place on all Event cards, so discarding one Asset card will put Reclaimers in third place, discarding two Asset cards will put them in second place, and discarding three Asset cards will put them in first place.

NOTE: *Discarding Asset cards allows Reclaimers to adjust their place in the printed Eligibility order on the Current Event card—if any other Factions are currently Ineligible, then the Reclaimers might be able to become 1st or 2nd Eligible without discarding as many cards as normal.*

The 1st and 2nd Eligible Factions then conduct their Operations, Special Activities, or Event as described in the Event Rounds section [4.1/p.21], moving their eligibility cylinder into the appropriate box on the Sequence of Play track when done.

After up to two Factions have acted, play continues by resetting Eligibility, moving the Next Event card to the discard pile to become the Current Event and revealing the next card of the draw deck as the new Next Event (unless the Current Event is now a Dust Storm, see below).

When a Dust Storm card becomes the Current Event, play is interrupted to perform a Dust Storm Round before drawing the Next Event card.

NOTE: *This means that there will never be a Flashpoint Round immediately before a Dust Storm Round, as there is no Next Event while a Dust Storm is the Current Event.*

The game continues in this way until a Faction meets its victory conditions at the start of a Dust Storm Round, or until the final (third) Dust Storm Round is completed and a victor is determined.

Haboob Marker

When a Dust Storm card is visible as the Next Event, place the **Haboob** marker on the Current Event. Recon and March Operations may not be performed while the Haboob marker is on the Current Event card.

4.1 EVENT ROUNDS

In each **Event Round**, up to two Factions will **execute** an Operation or the Event. Each Eligible Faction may choose either to act on the current card or Pass, in which case another Faction may become Eligible to act instead.

- Factions whose cylinder is in the “Eligible” box on the Sequence of Play track get an opportunity to act in the order determined by the Faction icons shown at the top of the Current Event card. The leftmost Eligible Faction on the Current Event card goes first.

- ▶ ▲ The Reclaimer Faction icon is last (rightmost) on every Event card, but they may discard Asset cards in order to move forward (left), one step per Asset card discarded, before any other Faction acts.
- ▶ Factions with cylinders in the “Ineligible” box do nothing.

NOTE: Reclaimers must discard one Asset card for each Faction icon they want to move past, even if that Faction is currently Ineligible. Discarding three Asset cards will always allow Reclaimers to become 1st Eligible, but sometimes fewer discards may be sufficient to become 1st Eligible, depending on which other Factions are currently Eligible.

Eligibility

Factions that did not execute an Operation or Event on the previous card (or were made Eligible by Event text) are **Eligible** and their cylinders will start the card in the “Eligible” box. All other Factions are **Ineligible**. All Factions start the game Eligible, and all become Eligible during the Reset Phase of each Dust Storm Round [4.3/p.24].

Faction Order

After Reclaimers choose whether to discard Asset cards to shift Eligibility order, up to two Eligible Factions may perform actions in **Faction Order**. The next leftmost is the 2nd Eligible. The stars and “stop” symbols that appear under some Faction Eligibility icons are only used with the Non-Player rules and may be ignored for regular play.

Passing

If a 1st or 2nd Eligible Faction opts to **Pass**, it remains Eligible for the next card.

- ▶ ▲ If MarsGov passes, they gain 3 MG Resources.
- ▶ ▲ If Corporations passes, they must activate the Aldrin Cyler (as if selected for Logistics).
- ▶ ▲ If Red Dust passes, they gain 1 RD Resource.
- ▶ ▲ If Reclaimers pass, they may draw one Asset card.

The next leftmost Eligible Faction on the Current Event card then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass.

If the last (rightmost) Eligible Faction Passes, adjust eligibility cylinders and play the next card.

Options for Eligible Factions

Options for First Eligible

If the 1st Eligible Faction does not Pass, it may execute either:

- ▶ An Operation in one or more spaces without a Special Activity, OR
- ▶ An Operation in one or more spaces with a Special Activity, OR
- ▶ The Event shown on the card, OR
- ▶ ▲ If Reclaimer—An Event shown on an Asset card in their hand, which is then discarded.

Options for 2nd Eligible

If the 2nd Eligible Faction does not Pass, they may also execute an Operation or possibly an Event, but their options depend on what option the 1st Eligible Faction executed:

- ▶ If the 1st Eligible Faction executed an Operation without a Special Activity, the 2nd Eligible Faction may only execute a **Limited Operation**.
- ▶ If the 1st Eligible Faction executed an Operation with a Special Activity, the 2nd Eligible Faction may execute a Limited Operation or instead execute the Event on the Current Event card (▲ or if Reclaimer, an Event shown on an Asset card in their hand, which is then discarded).
- ▶ If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute an Operation in one or more spaces, with a Special Activity if desired.

If you are conducting an Operation with a Special Activity, you can usually resolve the Special Activity at any one point during your turn—either before, during or after executing the Operation. Certain Special Activities will specify restrictions on when or how they may be performed.

Limited Operation

A Limited Operation is an Operation in only one space with no Special Activity. If the Limited Operation is a Secure, Recon, or March Operation, it can involve forces from multiple origin spaces but only one destination space.

Desert Efficiency

If Reclaimers are 2nd Eligible and select the Limited Operation option, they may select multiple spaces for that Operation, but may only use one Asset card for Resources to pay for those spaces. After performing this Limited Operation they may then draw one Asset card.

NOTE: Reclaimers only receive this bonus when they place their Eligibility cylinder in the Limited Operation box on the Sequence of Play track, not at any other time.

Adjust Eligibility

After the 1st and 2nd Eligible Factions fully execute their Operations, Special Activities, and Events (or after all Eligible Factions have Passed), adjust eligibility cylinders on the Sequence of Play track as follows:

- ▶ Any Faction that did not execute an Operation or Event (and was not rendered Ineligible by an Event) is moved to or remains in the “Eligible” box.
- ▶ Any Faction that executed an Operation (including a Limited Operation) or Event (or was rendered ineligible by an Event) is moved to the “Ineligible” box.

Next Card

After adjusting Eligibility, move the Next Event card to the discard pile face-up. It is the new Current Event. If the Current Event is now a Dust Storm card, immediately conduct a Dust Storm Round (see below). Otherwise, reveal the draw deck’s next card as the new Next Event.

If a Flashpoint value greater than zero is indicated on the newly revealed Next Event card, increase the Flashpoint track by this value, then conduct a Flashpoint Round if the end of the track is reached. After any Flashpoint Round is resolved, play the new Current Event, proceeding with the Event card sequence (as described above).

NOTE: Increasing the Flashpoint track always occurs based on the value of the revealed Next Event card, not the Current Event. When the Current Event is a Dust Storm card, do not reveal the Next Event card and instead immediately perform a Dust Storm Round.

4.2 FLASHPOINT ROUNDS

A **Flashpoint Round** is triggered when the Flashpoint track marker reaches the lightning bolt symbol at the end of the Flashpoint track. A Flashpoint Round will not occur while Haboob is in effect, as the Flashpoint value is zero on all Dust Storm cards.

NOTE: To speed play, the EarthGov Controller can conduct their Flashpoint phases at the same time as the Reclaimers conduct their phases, as marked on the Flashpoint aid sheet (the Reclaimers should take responsibility for Attrition and rolling for new Dust Storms).

Note that the Flashpoint track is set to zero at game setup and after all Flashpoint and Dust Storm Rounds. Ignore the Flashpoint markers on the two cards revealed during setup and during the Dust Storm Round Reset Phase.

Flashpoint Round Phases

▲▲ Aldrin Cyclor

Carry out the following steps in order:

- ▶ Move all pieces in Transit to Phobos.
- ▶ Place all Population markers now on Phobos in Displaced Population.
- ▶ Move all Satellite markers now on Phobos to Orbit.
- ▶ Increase MarsGov Resources by 3 for each Supply marker now on Phobos, then remove all Supply markers from Phobos to the marker pool.
- ▶ If there are any Population markers on Earth, move one to Transit. Only one Population marker may be in Transit at any time.
- ▶ The EarthGov Controller must choose five other pieces (including Supply markers, but not Population markers) on Earth to move to Transit. If there is no EarthGov Controller then no additional pieces are moved to Transit.
- ▶ Corporations may voluntarily reduce Profits to move additional forces or markers to Transit, at a rate of 1 Profit per additional force or marker moved (even if they are not EarthGov Controller, and even if there is no EarthGov Controller); they may move Supply markers but not Population markers in this way.

▲ Corporate Casualties

Reduce Profits by 1 for each Corporate Base in Casualties and by 1 for every two Security cubes in Casualties (round down). SpecOps in Casualties do not reduce Profits. Then move all Corporate forces in Casualties to Available.

▲▲ EarthGov Confidence

Move all Satellites on Mars to Orbit.

Improve or degrade EarthGov Confidence based on its current direction: shift it up one box if EG+, or down one box if EG-.

If this moves the marker from the area labeled '4 CORP' to the area labeled '6 MG', or vice versa, the indicated Faction becomes the new EarthGov Controller. If the marker reaches the bottom of the track, remove all EarthGov Troops from the map to Available and place all Satellites in Orbit on Earth.

Then, based on the current position of the EG Confidence marker, add the indicated EG Troops, Supply markers, and Population markers to Earth.

▲ Terraforming

Terraforming increases Profits by 2 for the first Terraforming Base in each Desert, and then by 1 for each additional Terraforming Base after the first in each Desert.

NOTE: Terraforming Bases cannot be placed in Labyrinths for any reason.

Reduce Profits by 1 for each Conversion Center in a Desert.

Dust Storms

Remove all Raging Storms from the map, then flip all Approaching Storms to their Raging side.

Perform the following process a number of times equal to the Flashpoint value of the Next Event card, or until six Storm markers (Approaching or Raging) are on the board, whichever comes first:

- ▶ Roll two dice (one white, one black) and place an Approaching Storm marker in the space corresponding to the result (the white die indicates the map region or sub-region; the black die indicates the precise space within that region).
- ▶ If a Storm marker is already in the rolled space, instead flip that marker to its Raging side (if not already Raging) and Reclaimers may remove one enemy forces piece there (Bases may only be removed if no friendly units remain).

- ▶ COIN Bases may only be removed after all cubes and SpecOps have been removed. Red Dust Bases may only be removed after all Red Dust Rebels have been removed.

DESIGN NOTE: The Reclaimers are able to take advantage of a sudden storm to conduct hit-and-run raids against enemy forces.

Attrition and Conversion

The following **attrition** rules are then applied, one at a time, across the entire board:

- ▶ ▲▲ In Unpopulated or Raging Storm Deserts without a COIN Base, remove one MarsGov Troop and one Security (if possible).
- ▶ ▲ In Unpopulated or Raging Storm Deserts without an RD Base, remove one RD Rebel (if possible).
- ▶ ▲ In Populated spaces with a Conversion Center, place one CR Rebel.

EG Troops, CORP SpecOps, and CR Rebels are never affected by Attrition.

DESIGN NOTE: It is assumed that these units are equipped with advanced technology or genetic modification that allows them to operate in the deep Martian desert, away from military bases and population centers.

Reset

Reset the Flashpoint track to zero and continue play.

4.3 DUST STORM ROUNDS

When a **Dust Storm card** becomes the new Current Event, immediately conduct a **Dust Storm Round** following the sequence of phases below, before drawing the Next Event card. If this is the third Dust Storm card, complete the Dust Storm Round, then end the game and determine victory.

Victory Phase

▲ **Corporate Casualties.** Reduce Profits by 1 for each Corporate Base in Casualties and by 1 for every two Security in Casualties (rounded down). SpecOps Casualties do not reduce Profits. Then move all Corporate forces in Casualties to Available.

△ **EarthGov Casualties.** Decrease EarthGov Confidence one level for every Satellite in Casualties and one level for every two EarthGov Troops in Casualties (rounded down).

Then move all EarthGov forces in Casualties to Available, and all Satellites in Casualties to Earth.

▲▲ Displaced Population Penalty

Reduce MarsGov Resources by 3 and Corporations Profits by 1 for every two Population markers in the Displaced Population box (rounded down).

Victory Check

If any Faction has met its Victory condition, the game ends; determine victory. If no Faction has met its Victory condition, continue the Dust Storm Round beginning with the Resources phase.

Resources Phase

Follow these steps to adjust Resources and Profits to a maximum of 50 and draw Asset cards:

▲ **Martian Government Earnings.** Increase MarsGov Resources by the total Population of spaces with COIN Control and no Opposition.

▲ **Corporate Profits.** Increase Profits by 2 per Corporate Base in a Labyrinth.

▲ **Red Dust Earnings.** Increase Red Dust Resources by the total Population at Active Opposition plus Red Dust Bases on Mars.

▲ **Reclaimer Earnings.** The Reclaimers draw one Asset card for each card symbol revealed on the Available Bases track on their Faction mat, then must discard down to their hand limit of six Asset cards.

Support Phase

▲ **Pacify.** In each space with COIN Control, MarsGov may perform up to two of the following actions in any combination: House, Repair, or pay 3 Resources to shift one level towards Active Support.

▲ **Lobby.** MarsGov may pay 5 Resources to improve EarthGov Confidence one level, for a maximum of one shift.

▲ **Agitate.** In each space with RD Control, Red Dust may perform up to two of the following actions in any combination: House, Repair, or pay 1 Resource to shift one level towards Active Opposition.

Redeploy Phase

Remove all Storm markers, then **redeploy** forces as follows (do not adjust Control of any space until each Faction has completed their redeployment):

△ **Earth Government Redeploy.** The EarthGov Controller must move all EarthGov Troops on Mars to Phobos or any spaces with MarsGov Bases.

▲ **Martian Government Redeploy.** MarsGov must move MG Troops from Deserts without COIN Bases to Labyrinths with COIN Control or any spaces with MG Bases. They may then move any other MG Troops to Labyrinths with COIN Control or any spaces with MG Bases.

▲ **Red Dust Redeploy.** Red Dust must move RD Rebels from Deserts without either Opposition or RD Bases to spaces with RD Bases. They may then move any other RD Rebels to any spaces with RD Bases as desired. If there are no RD Bases in play then any Rebels that must move are instead removed to Available.

▲ **Church of the Reclaimer Redeploy.** First, the Reclaimers may move any CR Bases to the Wilderness, then they must flip any Conversion Center that moved to its non-upgraded side. They may then move any CR Rebels to any spaces with CR Bases as desired.

Reset Phase

If this was the third Dust Storm Round, play ends immediately and victory is determined. Otherwise, prepare for the next card as follows:

- ▶ Remove or add Population markers to Earth until the number of markers there matches the current value of the EarthGov Confidence track.
- ▶ Hide all Rebels and SpecOps.
- ▶ Remove all active Campaign cards from the game.
- ▶ Shuffle all discarded Asset cards into the Asset deck.
- ▶ Mark all Factions Eligible. Reveal the top card of the draw deck and move it to the discard pile to become the new Current Event card, then reveal a new Next Event card from the top of the draw deck. Ignore any Flashpoint icons on these two cards.
- ▶ Reset the Flashpoint track to zero, then total up the value of the Flashpoint icons on the new Current Event and Next Event and make that many Dust Storm rolls, as during a Flashpoint Round Dust Storm phase [4.2/p.22].
- ▶ Continue play with the new Current Event.

5.0 OPERATIONS

A Faction executing an **Operation (Op)** chooses one of the Operations listed on its Faction aid sheet and selects one or more spaces to perform that Operation in. Each space on the map may only be selected once for the chosen Operation. MarsGov, Red Dust, and Reclaimer Operations usually cost Resources; the executing Faction must pay those costs once all spaces selected for the Operation have been resolved (in the case of Reclaimers, the Resource cost must be met by playing Asset cards of the appropriate value or more, with any excess value lost). A player is not permitted to select more spaces for an Operation than they have available Resources, although they may interrupt an Operation to perform a Special Activity to gain additional Resources.

The executing Faction chooses the order of the spaces in which the Operation is resolved and the pieces or Factions to be affected. Once targeted, an enemy Faction's pieces are affected to the maximum extent possible.

Players may wish to mark spaces selected for various actions with the colored **pawns**. The pawns are for convenience, and not a limit on play.

Certain Events grant **free** Operations or Special Activities. These do not cost any Resources and, if executed by a Faction other than the one playing an Event, do not affect its Eligibility. Other requirements and procedures still apply unless modified by Event text.

For example, if MarsGov conducts a free Train Operation, they must still pay any additional costs if they choose to Pacify.

NOTE: Refer to the Faction foldouts during play and to the following rules sections only as questions arise.

▲▲ COIN Operations

COIN Factions may execute Secure, Recon, and Assault Operations. MarsGov may also execute the Train Operation and Corporations may also execute the Logistics Operation.



We don't know who cracked the labyrinth, but I bet it was the Earthers. On Earth, they take breathing for granted. On Mars, we've learned to be thankful for air. Arriving on Mars, we had nothing but the clothes on our backs, the change in our pocket, and the hope that things could get better. There were others like us, and we made ourselves into a community. Even despite losing our home and the few things that we called our own, we had each other. We had our labyrinth. Now we have only emergency breathers given out by those religious fanatics, and temporary shelter until the Government finds a hole in which to hide us, to appease their Earther masters.

▲▲ 5.3 SECURE

Secure moves COIN units to Labyrinths and reveals Rebels there.

PROCEDURE: Select any Labyrinths as destination spaces. If MarsGov, pay 3 Resources per destination Labyrinth that moving units stop in. As desired, move any of your units to destination Labyrinths as follows:

- ▶ From adjacent spaces without Raging Storms.
- ▶ Using Maglevs to move between any Labyrinths connected by Maglev lines and with no Raging Storms.
- ▶ Using Spaceports to move between any Labyrinths with COIN Control (at the beginning of the Operation) and no Damage or Raging Storms.

Each unit may move multiple spaces across Maglevs and via Spaceports, but must stop immediately upon reaching any Labyrinth that had enemy Control at the beginning of the Operation (do not adjust Control until the Operation is complete). Units moving along Maglev lines must stop if they reach a Labyrinth with enemy Control, and may not enter or pass through a Labyrinth with a Raging Storm. A Raging Storm in a Desert adjacent to a Maglev line has no effect on movement along that Maglev line.

For a Limited Secure Operation, select only a single destination Labyrinth that moving units stop in (but may move cubes from more than one origin).

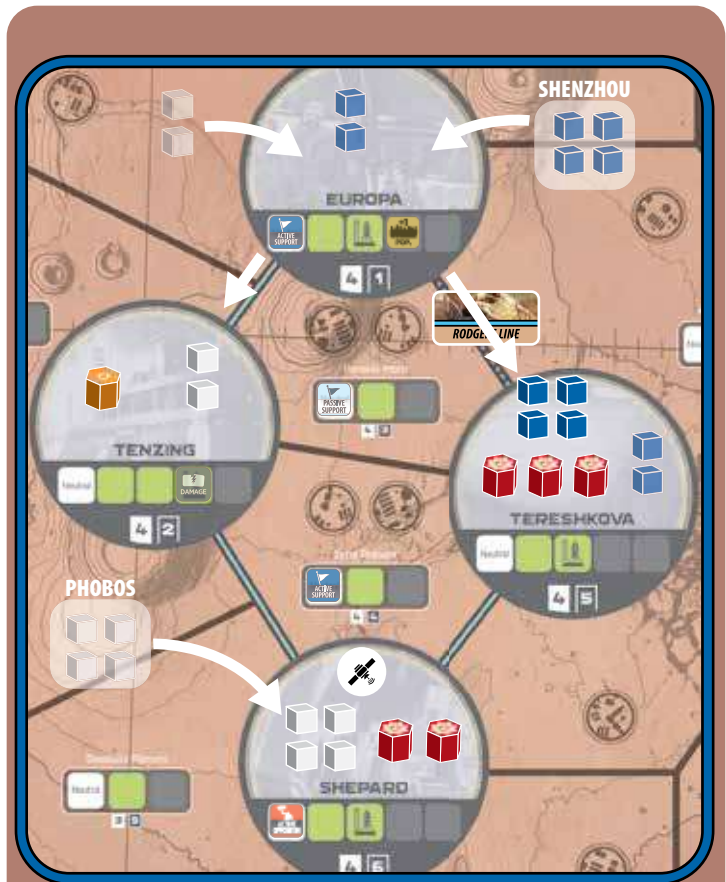
After all desired units have moved, Activate one Rebel in each destination space for each of your units there (even if none moved). You may then remove one Security (if Corporations) or MG Troop (if MarsGov) to place a Base, up to once per destination space. Any Security removed to place a Base are sent to Available, not Casualties.

△ **EarthGov Secure.** If you are the EarthGov Controller, you may use EarthGov Troops as though they were your own.

△ **Drop Pods.** If you are the EarthGov Controller, you may move a Satellite from Orbit to any Labyrinth (even with Damage or a Raging Storm) in order to move EarthGov Troops there directly from Phobos. You may do this in multiple spaces selected for the Operation if desired.

House or Repair

After resolving the Secure Operation, in one destination space with COIN Control you may choose to either House or Repair once.



EXAMPLE of Secure: MarsGov selects Tenzing, Tereshkova, and Shepard as Secure destinations. They are currently EG Controller, so they can move EG Troops and use Satellites for Drop Pods. They move two EG Troops into Europa from an adjacent Desert, then onwards along the Maglev to Tenzing. They use Spaceports to move four MG Troops from Shenzhou to Europa, then onwards along the Maglev (placed by an Event) to Tereshkova. As both Tenzing and Tereshkova had enemy Control at the start of the Operation these units must now stop moving, but they can also place a Satellite from Orbit to move four EG Troops from Phobos to Shepard. One Rebel per MG cube (including EG cubes) in each space is now Activated. MG decides not to House or Repair in any destination. Finally, they pay 3 Resources for each destination that moving units stopped in; in this case, 9 Resources total (not paying for Europa as no units stopped there).

▲▲ 5.4 RECON

Recon moves COIN units to Deserts and reveals Rebels there.

PROCEDURE: Select any Deserts as destination spaces. If MarsGov, pay 3 Resources per destination. As desired, move any of your units to destination Deserts:

- ▶ From adjacent spaces without Raging Storms.
- ▶ Using Spaceports to move from any Labyrinths with COIN Control and no Damage or Raging Storms.

Then, in each selected Desert, Activate one Rebel for each of your units there (Activate one Rebel for every two units in Wilderness). You may then remove one Security (if Corporations) or MG Troop (if MarsGov) to place a Base. Any Security removed to place a Base are sent to Available, not Casualties.

△ **EarthGov Recon.** If you are the EarthGov Controller, you may use EarthGov cubes as though they were your own.

△ **Navigation Beacons.** If you are the EarthGov Controller, you may move a Satellite from Orbit to any Desert with a Raging Storm in order to select it as a destination, or to any Desert without a Raging Storm in order to Activate two Rebels there. You may do this in multiple spaces if desired.

House or Repair

After resolving the Recon Operation, in one destination space with COIN Control you may choose to House or Repair once.

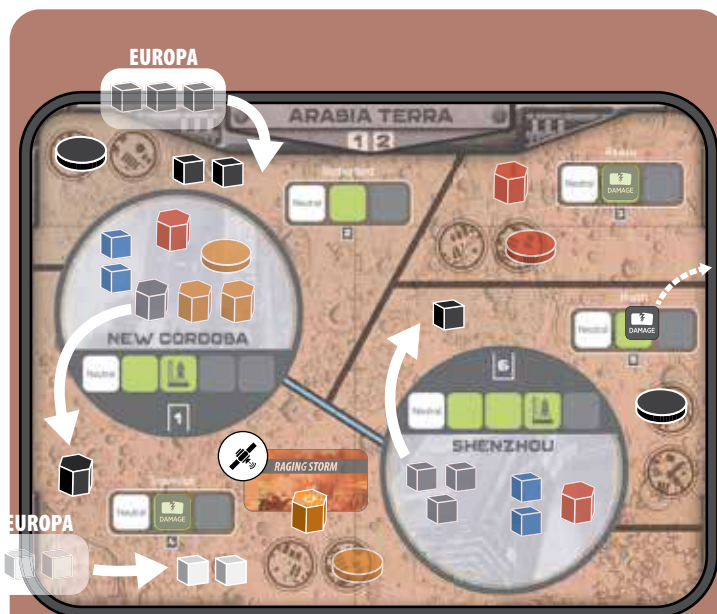
▲▲ 5.5 ASSAULT

Assault removes enemy forces.

PROCEDURE: Select any Labyrinths or Deserts with the acting Faction's forces (including EG Troops if the acting Faction is EarthGov Controller) and Active enemy forces. If MarsGov, pay 3 Resources per space selected for Assault. If EarthGov controller, you may additionally Suppress in one space not selected for Assault.

In each selected space, remove one Active Rebel or Base for each cube (including EG Troops) or Active SpecOps there (Corporations may Activate SpecOps as desired before resolving the Assault). Then, in Labyrinths or—if Red Dust, at a Dug-In Base—Rebel Factions whose forces were removed may free Attack. Red Dust may free Attack first, then Reclaimers. For a free Attack to take place as the result of an Assault, at least one friendly Rebel must still be present. If both Red Dust and Reclaimer forces were

removed by the Assault, both may free Attack if desired.



EXAMPLE of Recon: Corporations select Rutherford, Marth, and Trouvelot as Recon destinations. They are currently EG Controller, so they can move EG Troops and use Satellites for Navigation Beacons. They move three Corporate Security from Shenzhou to Marth (using adjacency) and three Corporate Security from Europa to Rutherford (using the Spaceport in Europa). Trouvelot has a Raging Storm and so would not normally be a valid Recon destination, but as EG Controller, Corporations are able to place a Satellite from Orbit to use Navigation Beacons, and then move two EG Troops there from Europa (using the Spaceport in Europa) and one SpecOps there from New Córdoba (using adjacency). The CR Rebel in Trouvelot is Activated, then Corporations choose to replace one Security in each of Rutherford and Marth with a Base, and finally choose to Repair in Marth, which removes an additional Security. Corporations never pay any Resources for Operations.



Bases Last

Rebel Bases may only be removed once none of their Faction's Rebels remain in the space.

▲ **Mercenaries.** Increase Profits by 1 for every two Rebel forces removed from a space with Corporate Security or Active SpecOps (even during MarsGov Assault).

NOTE: Count forces removed in each space separately for Mercenary Profits, not total forces removed during the Assault Operation.

△ **Bombard.** If you are the EarthGov Controller, you may move a Satellite from Orbit to an Assault space in order to remove two additional Active enemy forces (Bases last). If you target a Labyrinth with this effect, also place one Damage there. You may do this in multiple spaces if desired.

△ **Suppress.** In one space not selected for Assault and containing EarthGov Troops and Rebels, the EarthGov Controller may force Rebels up to the number of EarthGov Troops there to move to adjacent Deserts, with the destination chosen by the owner of each moving Rebel. Then, shift any Opposition in the space selected for Suppress one level towards Neutral.

▲▲ Rebel Operations

Rebel Factions may execute Rally and Attack Operations. Red Dust may also execute March and Campaign Operations, and Reclaimers may also execute Travel and Preach Operations.

▲▲ 5.6 RALLY

Rally augments or hides friendly forces.

PROCEDURE: Red Dust may select any Populated spaces without Support. Reclaimers may select any Neutral spaces on Mars. Pay 1 Resource per space.

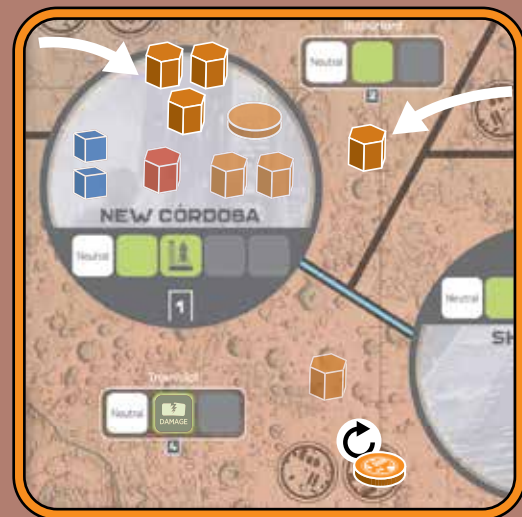
In each selected space, place one friendly Rebel, or replace two friendly Rebels there with one friendly Base. Instead, if a friendly Base is already present there:

- ▶ Place friendly Rebels up to the space's Population plus the number of friendly Bases, OR
- ▶ Flip all friendly Rebels to Hidden, OR
- ▶ ▲ If Reclaimers, upgrade a friendly Base to its Conversion Center side and draw an Asset card.

▲ Red Dust may then upgrade one friendly Base in any Desert to its Dug-In side, even if this was a Limited



EXAMPLE of Assault: MarsGov selects Gandhi and Sharma for Assault. In Gandhi they remove all three Active RD Rebels using their three Troops. In Sharma they have only one Troop and so can only remove one Active Rebel, but as they are EG Controller they can also place a Satellite from Orbit for Bombard, removing two additional Active Rebels and placing one Damage. Red Dust could now decide to free Attack with the two remaining Rebels in Sharma, but decides not to, as they would like to keep a Hidden Rebel here. The RD Base in Sharma can only be removed if no RD Rebels remain, and no Hidden Rebels may be removed. Finally, MarsGov decides to Suppress with the two EG Troops in Coronae Montes, forcing the two CR Rebels there to move to an adjacent space (the CR player decides to move them to the Wilderness). MarsGov pays 3 Resources per Assault space; in this case 6 Resources total (the Suppress space is not counted).



EXAMPLE of Rally: Reclaimers select Rutherford, New Córdoba, and Trouvelot for Rally (all Neutral spaces). They place one Rebel in Rutherford, place three Rebels in New Córdoba (with a Base allowing them to place Rebels up to friendly Bases plus Population), and upgrade their Base in Trouvelot to a Conversion Center (which allows them to draw an Asset card). They must pay 3 Resources for selecting three spaces, and do so by discarding one '3' value Asset card.

Operation. Only one Red Dust Base may be upgraded in this way per Rally Operation, but it can be in a space that was not selected for Rally.

▲ 5.7 MARCH

March moves Red Dust Rebels.

PROCEDURE: Select any destination spaces on Mars. Pay 1 Resource per destination that moving Rebels stop in. Move any Red Dust Rebels to destination spaces as follows:

- ▶ From adjacent spaces without Raging Storms.
- ▶ Using Maglevs to move between any Labyrinths connected by Maglev lines and with no Raging Storms.
- ▶ Using Spaceports to move between any Labyrinths with RD Control (at the beginning of the Operation) and no Damage or Raging Storms.

Each Rebel may move multiple spaces across Maglevs and via Spaceports, but may otherwise only move once from an adjacent space, and must stop immediately upon reaching any Labyrinth that had enemy Control at the beginning of the Operation (do not adjust Control until the Operation is complete). Rebels moving along Maglev lines must stop if they reach a Labyrinth with enemy Control. They may not enter or pass through a Labyrinth with a Raging Storm. A Raging Storm in a Desert adjacent to a Maglev line has no effect on movement along that Maglev line.

In each destination space at either Active or Passive Support, if the number of Rebels moving from one origin plus any cubes and SpecOps in the destination exceed three, Activate those moving Rebels (check separately for each group of moving Rebels). Hide all Rebels that March into the Wilderness.

For a Limited March Operation, select only a single destination space that moving Rebels stop in (but may move Rebels from more than one origin).

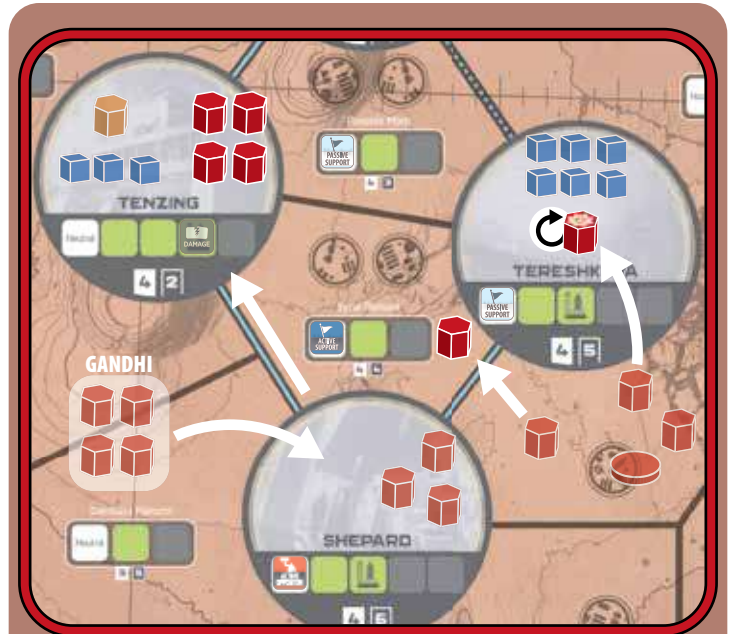
▲ 5.8 TRAVEL

Travel moves Reclaimer Rebels and Bases.

NOTE: *Travel ignores the Raging Storm rules, and so may always move Reclaimer forces into or out of spaces with Raging Storms.*

PROCEDURE: Select any origin spaces on Mars (even with Raging Storms). Pay 1 Resource per origin space. (EXCEPTION: The Wilderness costs 0.)

From each selected space, any Reclaimer Rebels and Bases there may move into an adjacent space (even with Raging



EXAMPLE of March: Red Dust selects Tenzing, Syria Planum, and Tereshkova as March destinations. They use Spaceports to move four RD Rebels from Gandhi to Shepard, then onwards along the Maglev to Tenzing, where they must stop moving due to enemy (COIN) Control. They then move two Rebels from Noctis Labyrinthus, one to Syria Planum and one to Tereshkova. Both destinations have Support, but moving Rebels only become Activated in spaces with Support if the number of moving Rebels plus cubes and SpecOps in the destination is greater than three. So, the Rebel moving into Syria Planum stays Hidden while the Rebel moving into Tereshkova becomes Activated. Finally, Red Dust pays 1 Resource for each destination that moving Rebels stopped in; in this case, 3 Resources total (not paying for Shepard as no moving Rebels stopped there).

Storms). Any Conversion Center that is moved must be flipped to its non-upgraded side. In each destination space at either Active or Passive Support, if the number of Rebels moving from a single origin space plus any cubes and SpecOps in the destination exceed three, Activate those moving Rebels (check for each group of moving Rebels). Then, Hide all Rebels that Traveled into the Wilderness or any space with a Storm marker (either Approaching or Raging, and even if the space has Support).

Hidden Rebels may continue moving through any spaces that contain a Reclaimer Base (including one that has just been moved) at no additional cost, and may do so multiple times, provided that each space granting an additional move contains a Reclaimer Base.

▲▲ 5.9 ATTACK

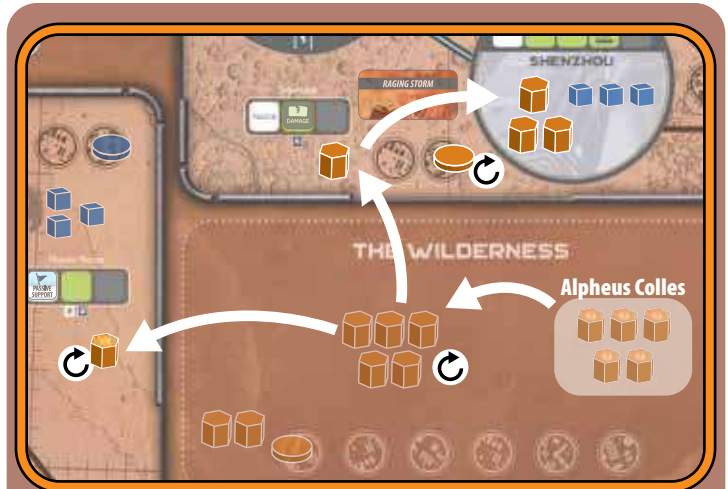
Attack seeks to remove enemy forces and may cause Damage.

PROCEDURE: Select any spaces on Mars with enemy forces and with any of the acting Faction's Rebels. Pay 1 Resource per space.

In each selected space, Activate all of the acting Faction's Rebels and roll two dice. If the sum of both dice is less than or equal to the total number of forces there, place a Damage marker. For each individual die result less than or equal to the total number of the acting Faction's Rebels there, remove two enemy forces (including Satellites) in that space.

- ▶ Each EG Troop counts as two forces removed.
- ▶ Hidden Rebels may be removed.
- ▶ Remove Rebel Bases only once none of their Faction's Rebels remain in the space.
- ▶ Remove COIN Bases only once no cubes or Active SpecOps remain in the space.
- ▶ Hidden SpecOps cannot be removed by Attack, but they do not protect Bases in the same way that Hidden Rebels protect Rebel Bases from Assault.
- ▶ Attack may remove forces belonging to different Factions, even from the same space.

▲ If a Reclaimer Attack removes a Corporate Terraforming Base, the Reclaimers may immediately place a CR Base on its non-Conversion Center side in the same space.



EXAMPLE of Travel: Reclaimers select Alpheus Colles and the Wilderness as origin spaces. They first move five Active Rebels from Alpheus Colles into the Wilderness, which is adjacent to all Desert spaces that touch the edge of a sector. All Rebels moving into the Wilderness become Hidden, and because there is a CR Base there they may also continue moving to another adjacent space. One Rebel moves on to Tharsis Tholus, where it becomes Activated due to there being Support and three cubes in the space. One Conversion Center Base is then moved into Trouvelot (Reclaimer Travel ignores Raging Storms), where it is then flipped back to its non-upgraded side. Next, four more Rebels move from the Wilderness to Trouvelot, and can again continue moving due to the presence of a CR Base, so three of them move on to Shenzhou. The Reclaimers only need to pay 1 Resource for this Operation, as the Wilderness may always be selected as a free origin space. They discard a '2' value Asset card to pay for the Operation.



EXAMPLE of Attack: Red Dust Attacks in Tenzing. They Activate all of their Rebels there, and then roll two six-sided dice. The total combined value of the two dice is 6, fewer than the total number of forces in the space, so one Damage is placed there. The value of each die is also equal to or less than the number of RD Rebels in the space, so they can remove four enemy forces in total, counting each EG Troop removed as two forces. They choose to remove one EG Troop, one Corporate Security, and one CR Rebel. The CR Rebel can be removed even though it is Hidden, but the Hidden SpecOps cannot be removed. Red Dust pays 1 Resource for the one space chosen for Attack.

▲ 5.10 CAMPAIGN

Campaign bolsters Opposition and can cause rioting or other ongoing effects.

PROCEDURE: Select any Populated spaces with at least one RD Rebel. Pay 1 Resource for each selected space.

In each selected space, Activate an RD Rebel if no RD Rebels there are currently Active, then shift the space one level towards Active Opposition.

If the space is now at Active Opposition, draw a Campaign card. If the space was already at Active Opposition when you started this procedure, still draw a Campaign card.

If the space is now at Passive Support, place one Damage and set the EarthGov Confidence marker to EG-. If there is a CORP Base present, also reduce Profits by 2.

Then, put one drawn Campaign card into play and shuffle any others back into the deck.

Campaign Cards

Played Campaign cards are active until removed from the game during the next Dust Storm Round. Each card has a unique effect on the game and should be placed where they can remind players of that effect.

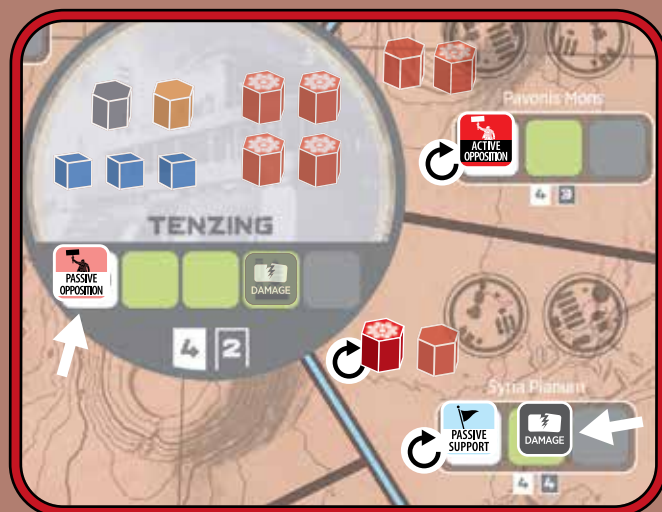
▲ 5.11 PREACH

Preach removes Opposition and Support and places Rebels.

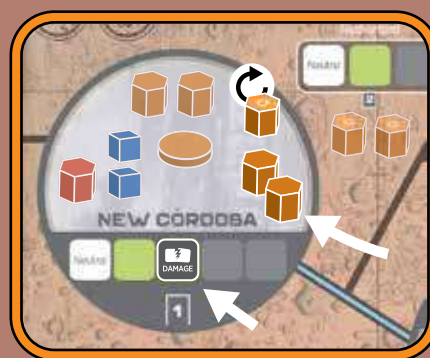
PROCEDURE: Select any Populated spaces with at least one CR Rebel. Pay 1 Resource for each selected space.

In each selected space, Activate a CR Rebel if no CR Rebels there are currently Active, then shift one level towards Neutral. If already Neutral, instead place CR Rebels there equal to the space's Population and either remove a Population marker or, if there are no Population markers to remove, place a Damage marker and set the EarthGov Confidence marker to EG-.

NOTE: Population markers removed by Preach are placed in the marker pool, not in Displaced Population. If Damage is placed then a Population marker should be added to Displaced Population as normal.



EXAMPLE of Campaign: Red Dust selects Tenzing, Pavonis Mons, and Syria Planum for Campaign. They must first Activate one RD Rebel in each space without an Active RD Rebel, but may select Tenzing even though all RD Rebels there are already Active. They Activate one Rebel in Syria Planum, and do not need to Activate an additional Rebel in Pavonis Mons, as there is already one Active there. Then they shift Tenzing from Neutral to Passive Opposition, Pavonis Mons from Passive Opposition to Active Opposition, and Syria Planum from Active Support to Passive Support. Finally, they draw and play one Campaign card due to one selected space now being at Active Opposition, and because Syria Planum is now at Passive Support they place one Damage there and set the EG Confidence marker to EG- (the Passive Support marker will also be removed, as the space is now Unpopulated). Red Dust must pay 3 Resources in total, one each for the three spaces selected for Campaign.



EXAMPLE of Preach: Reclaimers select New Córdoba and Rutherford for Preach. They must first Activate one CR Rebel in each space without an Active CR Rebel, but may select Rutherford even though all CR Rebels there are already Active. They Activate one Rebel in New Córdoba. They shift Rutherford from Passive Support to Neutral, and then because New Córdoba is already Neutral they instead place two additional CR Rebels there (one for each point of Population in the space), then place a Damage and set the EG Confidence marker to EG-. The Reclaimers must pay 2 Resources in total, one for each selected Preach space, and do so by discarding a '2' value Asset card.

6.0 SPECIAL ACTIVITIES

When a Faction, per the Event Round sequence of play, executes an Operation in at least one space, it may also execute one of its **Special Activities** (EXCEPTION: Limited Operations). As with Operations, the executing Faction selects the space, Factions, and pieces affected as well as the order in which the Special Activity is carried out. Select a given space only once for a given Special Activity. A Faction may typically execute its Special Activity at any one time immediately before, during or after its Operation, but may not interrupt the complete execution of an Operation in one space.

Some Special Activities may only accompany certain types of Operations, and sometimes may only take place where those Operations occur. Unless otherwise specified by an Event, a Special Activity must accompany an Operation. Events may grant Special Activities, which are executed regardless of current Eligibility and do not require an **accompanying** Operation.

NOTE: If the 1st Eligible Faction uses a Special Activity, the 2nd Eligible Faction will have the option to execute the card's Event, and vice versa.

▲ MARTIAN GOVERNMENT

6.1 ENTRENCH

The **Entrench** Special Activity builds up defensive infrastructure. It may accompany MarsGov Train, Secure, or Recon.

PROCEDURE: Select one or two spaces with COIN Control and MarsGov forces. In each selected space, you may replace one MG Troop with one MG Base.

Then, Fortify any number of remaining MG Troops in that space. Place each **Fortified** Troop in any Populated square on the Infrastructure track for that space. Each Populated square may hold at most one Troop, so each space may have a maximum of one Fortified Troop for each point of Population in that space.

Fortified Troops protect the Population from Damage. Whenever Damage would be placed in a space with any Fortified Troops (regardless of which square those Troops are on), instead remove a Fortified Troop to Available and ignore that Damage. These Troops are otherwise treated like any other cube in the space. Fortified Troops that are moved to another space are no longer Fortified.



EXAMPLE of Entrench: MarsGov decides to Entrench in Europa. They have the option to replace one MG Troop with an MG Base, but decide not to do so. Then, they may Fortify up to three MG Troops (the current Population of the space). They Fortify three Troops, placing one each on the three Populated squares of the Infrastructure track (including one with a Population marker on it).



EXAMPLE of Transport: MarsGov is EG Controller and decides to Transport. They select Phobos, Tharsis Tholus (with an MG Base), Ascræus Mons, and Europa, then move two EG Troops from Phobos to Ascræus Mons, and three MG Troops from Tharsis Tholus to Europa. They could have selected any spaces on Mars (plus Phobos), not just adjacent spaces—up to a maximum of two Mars spaces without MG Bases.

6.2 PETITION

The **Petition** Special Activity requests Supply from Earth or bolsters EarthGov Confidence. It may accompany MarsGov Secure, Recon, or Assault Operations, but may only be performed once the Operation has been completed in all selected spaces.

PROCEDURE: Place one Supply marker on Earth, plus one additional Supply marker for every three Rebels Activated by an accompanying Secure or Recon Operation. Reduce Profits by 1 for every Supply marker placed in this way. If an accompanying Assault Operation removed more Rebel forces than COIN forces, set the EarthGov Confidence marker to EG+ and reduce Profits by 2.

EXAMPLE of Petition: MarsGov has just completed a Recon Operation that Activated ten Rebels. They Petition to place four Supply markers on Earth and reduce Profits by 4. On a future turn they Assault and remove all ten Rebels (losing no COIN forces in the process), then Petition to place one Supply marker on Earth, set the EarthGov Confidence marker to EG+, and reduce Profits by 3.

DESIGN NOTE: The reduction of Profits by the Petition Special Activity represents the effect of anti-Corporate lobbying on Earth, bolstered by the success of high profile Martian Government counter-insurgency operations.

6.3 TRANSPORT

The **Transport** Special Activity gathers Troops quickly. It may accompany any MarsGov Operation.

PROCEDURE: Select Phobos, any spaces with MG Bases, and up to one additional space. If EarthGov Controller, instead select up to two additional spaces. Move any number of Troops among the selected spaces.

▲ CORPORATIONS

6.4 PUBLIC RELATIONS

Public Relations leverages good deeds into Profits. It may accompany Corporate Logistics, Secure, or Recon Operations.

PROCEDURE: Select up to two spaces with both COIN Control and Security. In each selected space, Corporations may Repair any number of times and gain 2 Profits for each Damage removed. In up to one selected space, Corporations may also House.

In each space where Repair or House occurred:

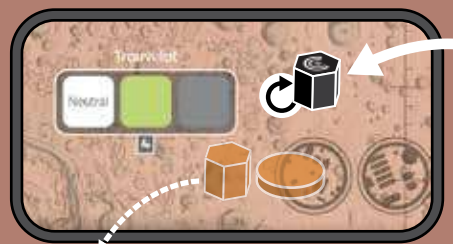
- If any Red Dust forces are present, reduce RD



EXAMPLE of Public Relations: Corporations decides to perform Public Relations in Hellas Chaos. They remove one Security to Repair and gain 2 Profits, then also House one additional Population. Because there is a CR Rebel in the space, the Reclaimers are forced to discard one Asset card of their choice.



EXAMPLE of Exploit: Corporations select Shenzhou for Exploit. They shift it one step toward Neutral (from Passive Support to Neutral) and gain 3 Profit (one per Population in the space).



EXAMPLE of Raid: Corporations select Trouvelot for Raid. They move in one Hidden SpecOps from an adjacent space, then Activate it to remove two enemy forces there: a Hidden CR Rebel and a CR Base.

Resources by 3.

- ▶ If any Reclaimer forces are present, the Reclaimers must discard one Asset card of their choice.

6.5 EXPLOIT

Exploit extracts Profits out of a captured market. It may accompany Corporate Logistics or Assault Operations.

PROCEDURE: Select up to two spaces with a Corporate Base, no Damage, and more Corporate forces than MarsGov forces (count EarthGov Troops as forces of the EarthGov controller).

In each space, increase Profits by the Population of each space, then shift the space one level towards Neutral. Then:

- ▶ If the space has Red Dust Control, increase Red Dust Resources by the Population of the space.
- ▶ If the space has Reclaimer Control, the Reclaimers draw one Asset card.

6.6 RAID

Raid hits hard with Hidden SpecOps. It may accompany Corporate Secure, Recon, or Assault Operations.

PROCEDURE: Select up to two spaces. First, Corporations move in up to two Hidden SpecOps from adjacent spaces without Raging Storms. Then, in each space, Corporations may Activate a Hidden SpecOps to remove one EG Troop or any two other forces (including Satellites). Remove Bases only once none of their Faction's Troops or Rebels remain in the same space. If any MarsGov or EarthGov forces (including Satellites) were removed, set the EarthGov Confidence marker to EG-.

NOTE: *Raid may remove any forces, including Hidden Rebels, and it may also be used to remove MG Troops, MG Bases, EG Troops, or Satellites if desired.*

▲ RED DUST

6.7 REDISTRIBUTE

Redistribute gathers Resources from the population. It may accompany any Operation.

PROCEDURE: Select up to four Populated spaces with at least one Hidden RD Rebel and Red Dust Control. In each space, Activate one Hidden RD Rebel there. Add the space's Population plus 1 per Corporate Base to Red Dust Resources.



EXAMPLE of Redistribute: *Red Dust selects Alpheus Colles for Redistribute. They Activate one Hidden RD Rebel there and gain 2 Resources (one for each Population in the space).*



EXAMPLE of Coordinate: *Red Dust selects Alpheus Colles for Coordinate. They Activate one Hidden RD Rebel there, House to add a Population marker, and shift the space one step towards Active Opposition (from Passive Opposition to Active Opposition).*



EXAMPLE of Ambush: *Red Dust selects Tenzing for Ambush. They Activate one Hidden RD Rebel there, then choose to set one Attack die to 1 and the other to 6. This allows them to remove two MG Troops from the space without placing any Damage.*

6.8 COORDINATE

Coordinate allows Red Dust to House or Repair, and may also increase Opposition or remove or replace enemy forces. It may accompany Rally, March, or Campaign Operations.

PROCEDURE: Select up to two spaces without Support and containing a Hidden RD Rebel. In each space, Activate one Hidden RD Rebel there, then either House or Repair if desired.

Then, shift each space one level towards Active Opposition or, if already at Active Opposition, either remove two MG Troops or Security, or replace one with an RD Rebel. Any Security removed should be placed in Available, not Casualties.

NOTE: It is possible to Coordinate even if there is no Displaced Population available, just to shift toward Active Opposition or remove/replace enemy cubes.

DESIGN NOTE: Coordinate at Active Opposition causes MG Troops or Security to desert or defect as they realize that their opponents are working to protect innocent civilians. EG Troops, SpecOps, and CR Rebels are all too heavily indoctrinated or well paid to be susceptible to this kind of moral pressure.

6.9 AMBUSH

Ambush enables Red Dust to ensure the success of an Attack. It may only accompany an Attack Operation.

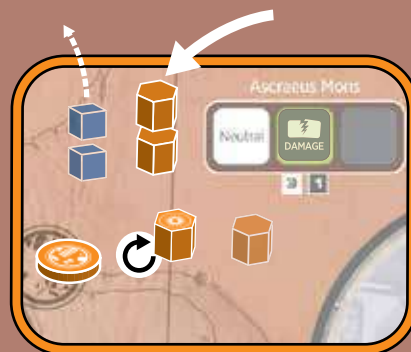
PROCEDURE: Select up to two spaces that have been selected for Attack, are not yet resolved, and contain at least one Hidden RD Rebel. Instead of the usual Attack procedure, the Attack in that space Activates only one Hidden RD Rebel. Instead of rolling, set each die to any value.

▲ CHURCH OF THE RECLAIMER

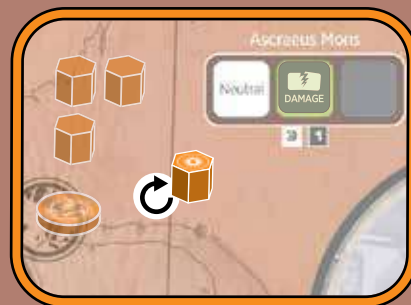
6.10 PURIFY

Purify converts enemy forces into Reclaimer forces. It may accompany any Operation.

PROCEDURE: Select up to two spaces with enemy forces, at least one Hidden CR Rebel, and Reclaimer Control.



EXAMPLE of Purify: Reclaimers select Ascraeus Mons for Purify. They Activate one Hidden CR Rebel there and, because they have a Conversion Center in the space, they are able to replace two EG Troops with CR Rebels.



EXAMPLE of Ransack: Reclaimers select Ascraeus Mons for Ransack. They Activate one Hidden CR Rebel there and draw one Asset card (because there is one Damage in the space).



EXAMPLE of Ambush: Reclaimers select Tenzing for Ambush. They Activate one Hidden CR Rebel there, then choose to set both Attack dice to 1. This places one Damage, as the total result is less than the number of forces in the space, then allows them to remove three MG Troops and one CORP Security.

In each selected space, Activate one Hidden CR Rebel there and choose:

- ▶ Replace an enemy unit with a Reclaimer Rebel. If the location has a Conversion Center, you may replace a second enemy unit; OR
- ▶ If an enemy Base with no friendly units is present (including all cubes and SpecOps for both COIN Factions), replace that enemy Base with a Conversion Center and draw an Asset card.

Any Corporations and EarthGov forces that are replaced go to Available rather than Casualties.

6.11 RANSACK

Ransack combs through the ruins to find useful supplies and technology for the Reclaimers. It may accompany any Operation.

PROCEDURE: Select up to two spaces with Damage and at least one Hidden CR Rebel. In each space, Activate one Hidden CR Rebel there and draw one Asset card for each Damage marker there.

6.12 AMBUSH

Ambush enables the Reclaimers to ensure the success of an Attack. It may only accompany an Attack Operation.

PROCEDURE: Select up to two spaces that have been selected for an Attack, are not yet resolved, and have at least one Hidden CR Rebel. Instead of the usual Attack procedure, the Attack in that space Activates only one Hidden CR Rebel. Instead of rolling, set each die to any value.



“The conditions in the resettlement camps were indescribable. The security arrived every few hours with more people. We shouted “No room!” but they did not listen. We ate rotten food and drank our own filth. But the worst part was the helplessness, knowing that you lived or died at the whim of whichever corporation had the barely profitable contract to keep the camp supplied with air for another day. Some of our neighbors signed enhancement covenants with the Church of the Reclaimer. They left for the Reclaimer Conversion Centers, and then the Wilderness, to become true Children of Mars. Are their shiny new implants the benevolence of the Reclaimers, or a Faustian bargain? Does it matter? What other option did we have?”

7.0 EVENT CARDS



Under the illustration at the top of each **Event card** there is a Flashpoint value followed by Faction Eligibility order. Each Event card also bears a title, bolded flavor text, and Event text. Flavor text provides background interest and has no effect on play. The stars and “stop” symbols that appear on some Events are only used with the Non-Player rules and may be ignored for regular play.

7.1 DUAL USE

Most Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out, but not both. While the unshaded text often favors the COIN Factions and the shaded text often favors the Rebel Factions, a player may select either text option.

7.2 EXECUTING EVENTS

When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected.

7.3 EVENT GUIDELINES

Where Event text contradicts the rules, the Event takes precedence. However:

- ▶ Events may never place forces that are not Available; they remove rather than replace if a replacement is not available [1.3/p.11].
- ▶ Events may not violate Base stacking [1.3/p.11].
- ▶ Rebel forces may never be placed on Phobos.
- ▶ Events may not target Deserts with Raging Storms, or move forces in or out of Labyrinths with Raging Storms. Labyrinths with Raging Storms may otherwise be targeted by Events.

7.4 SPACES

The Faction executing the Event must select spaces where as much of the Event text as possible can be carried out,

but may select from among applicable spaces if there is a choice. If not all of an executed Event’s text can be carried out, implement all that can be.

7.5 EARTHGOV CONFIDENCE

Some Event options feature an ‘EG+’ or ‘EG-’ symbol. If an option with one of these symbols is executed, set the EG Confidence marker to the indicated state.

7.6 OPERATIONS/SPECIAL ACTIVITIES FROM EVENTS

Some Event options allow a Faction to execute a specific Operation or Special Activity, which should be carried out in the usual manner but are typically free (costing no Resources). When otherwise executing an Event that is similar to an Operation or Special Activity, only implement what is specified by the Event text.

7.7 EVENTS ON ASSET CARDS

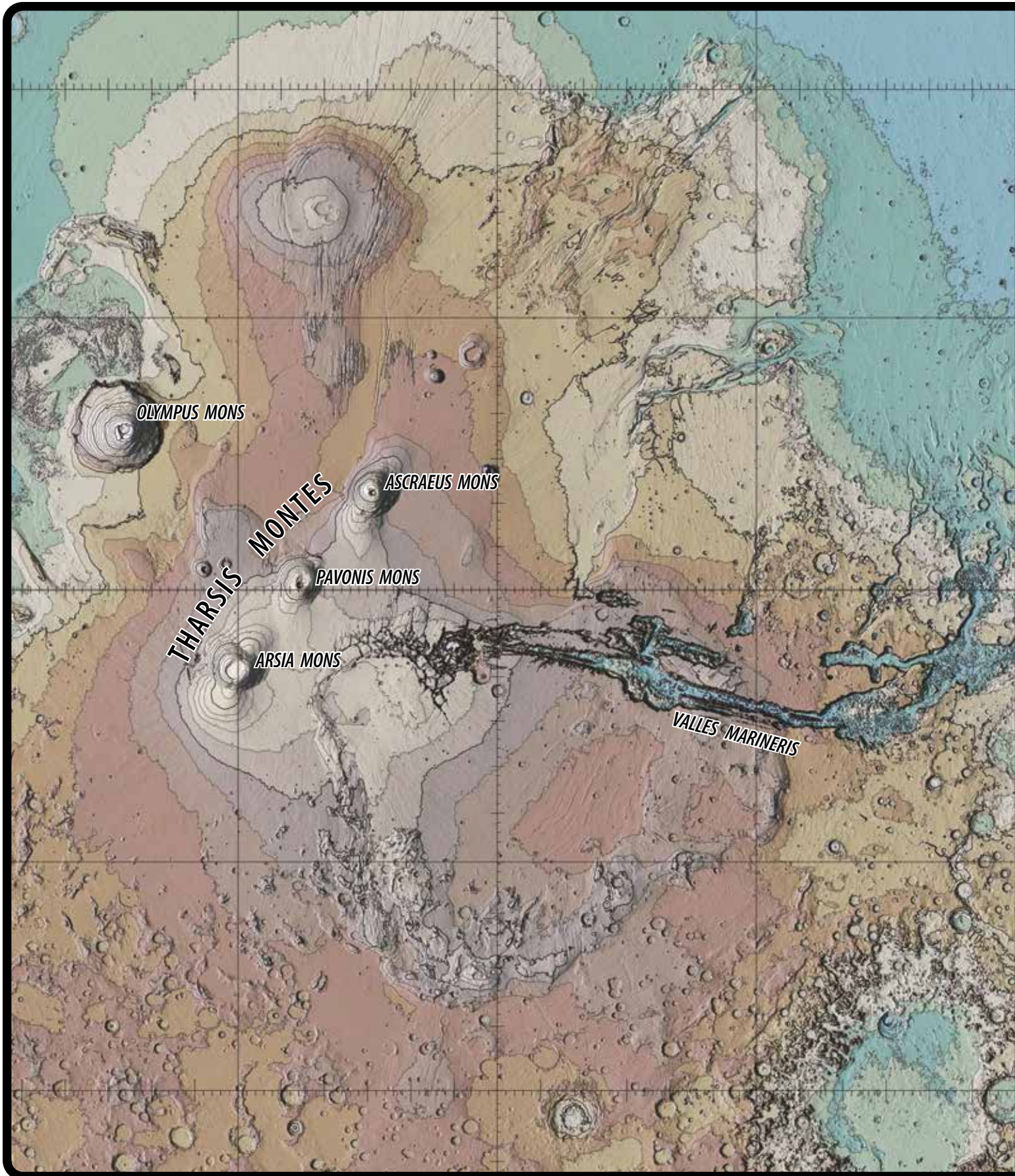
Some Asset cards also feature Events, which the Reclaimer Faction may choose to play instead of executing either option on the Current Event card as long as they are Eligible to execute an Event. The stars that appear on some Asset Events are only used with the Non-Player rules and may be ignored during regular play.

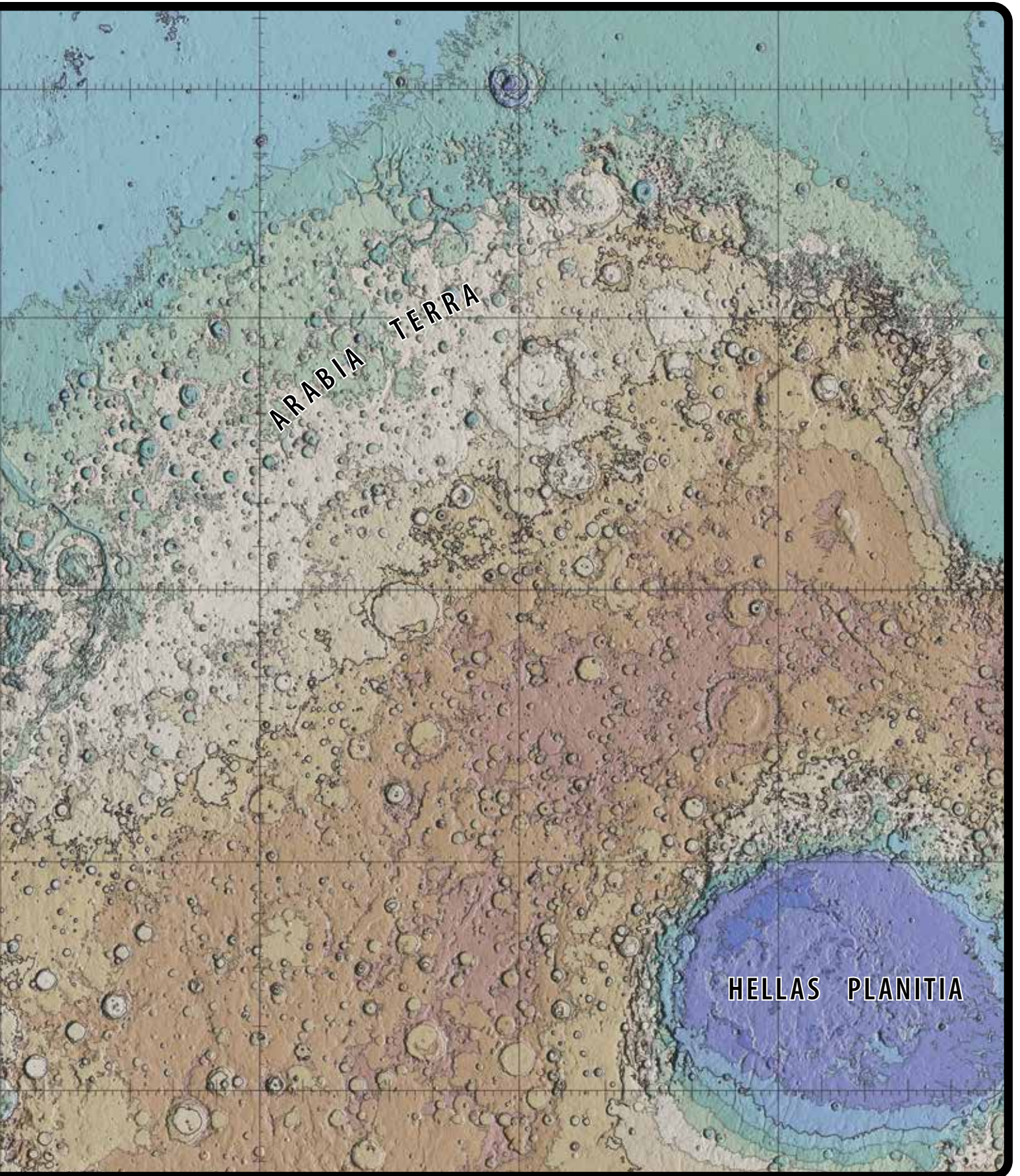




I've lived one year on Mars. One year of misery, fear, freedom, and self-realization. My new breathing implant, the result of my own enhancement covenant with the Reclaimers, lets me walk on the surface of Mars with barely any mechanical assistance. I am more Martian than I was before, but I am no true believer. Jaya and I have packed well for our escape, not to the Church centers in the deep deserts of Mars, but a covert trip to a small settlement in Hellas Planitia, where we can lie low until things blow over. After all, this rebellion is nothing new. Governments will come and go. Patriots and martyrs will rise and die. Mars will remain.

USGS/NASA Contour Map of Mars • 2003





KEY TERMS INDEX

Accompanying 33	Campaign 32
Operation required for a specific Special Activity.	Red Dust Operation to increase opposition and to gain Campaign cards.
Activate 11	Campaign Cards 13
Flip a Hidden Rebel or SpecOps.	A special deck of cards used only by the Red Dust Faction to trigger temporary effects that last until the next Dust Storm Round.
Active 11	Capabilities 12
Status of Rebels and SpecOps with symbol end up, and of all Bases, Troops, and Security.	Asset Events that provide a permanent benefit to the Reclaimer Faction.
Adjacent 8	Casualties 9
Spaces sharing a border.	Corporations and EarthGov forces, when removed from the board, usually go to the Casualties Box.
Agitate 24	Church of The Reclaimer (Reclaimer/CR) 4
Red Dust action that Houses, Repairs, and/or builds Opposition.	A Rebel Faction (abbreviated to Reclaimer or CR).
Aldrin Cycler 8	Control 16
The series of off-Mars spaces including Earth, Transit, and Phobos.	A space is Controlled by one Faction (or by MarsGov and Corporations together as COIN) if they have more forces than all enemy Factions combined.
Ambush 36	Conversion Centers 10
Red Dust and Reclaimer Special Activity ensuring Attack success.	A special CR Base, symbol side up, that enhances Purify and has additional effects during Flashpoint Rounds.
Approaching Storm 16	Coordinate 36
A storm marker indicating where a Raging Storm will next hit.	Red Dust Special Activity that allows them to Repair Damage, House Population, and build Opposition.
Assault 28	Corporations (CORP) 4
COIN Operation that removes Active enemy forces.	A COIN Faction (abbreviated to CORP).
Asset Cards 12	Counterinsurgent (COIN) 4
A special deck of cards used only by the Reclaimer Faction to adjust eligibility, to pay the Resource cost for Operations, and to trigger special Events.	EarthGov, MarsGov, and Corporations Factions.
Attack 31	Cube 10
Rebel Operation that removes enemy forces and may also cause Damage.	Troop or Security Unit.
Attrition 23	Damage 14
Removal of non-Reclaimer forces from Deserts without friendly Bases during Flashpoint Rounds.	Markers placed to indicate reduced Population in a space, or the action placing a Damage marker.
Available 11	Deserts 8
Forces in holding boxes, waiting to be placed.	Any space on Mars that is not a Labyrinth.
Bases 10	Displaced Population 14
Mostly-immobile forces that affect Rally, Resources, and Victory, among other functions.	Holding box for Population markers on Mars.
Bombard 29	Drop Pods 27
Satellite action for the EarthGov Controller to remove additional enemy forces during Assault Operations.	Satellite action for the EarthGov Controller to move EG Troops directly from Phobos to any Labyrinths during Secure Operations.

Dug-In	10	Player role: MarsGov, Corporations, Reclaimer, and Red Dust.
A special RD Base, symbol side up, that allows Red Dust to retaliate after an Assault in a Desert.		
Dust Storm Card	23	
Card triggering a Dust Storm Round.		
Dust Storm Round	23	
A lull in the fighting, where victory is checked and a small reset occurs.		
EarthGov Confidence Track	9	
A measure of how capable the Earth Government thinks the Martian Government is, used for scoring and determining EarthGov Controller.		
EarthGov Controller	9	
The COIN Faction that currently controls EarthGov forces, determined by the EarthGov Confidence Track.		
Earth Government (EarthGov/EG)	4	
A non-player COIN Faction that can be controlled by either the Corporations or MarsGov player.		
EarthGov Troops	10	
Resilient units used by the EarthGov Controller.		
Eligible	21	
Faction able to execute Event or Operation: per Faction order, 1st or 2nd.		
Enemies	4	
MarsGov, Corporations, and EarthGov are enemies to Red Dust and Reclaimers. Red Dust and Reclaimer forces are enemies to each other and to all other Factions.		
Entrench	33	
MarsGov Special Activity that builds Bases and lets Troops Fortify to defend Population from Damage.		
Event Card	38	
Card with Faction order and text a Faction may execute, usually two options.		
Event Rounds	20	
One full round of play, during which up to two Eligible Factions may execute actions.		
Execute	20	
Implement Event or conduct Operation or Special Activity.		
Exploit	35	
Corporations Special Activity that increases Profits and reduces Support or Opposition.		
Faction Order	21	
Card symbols on Event cards that determine Eligibility, can be influenced by Asset cards.		
Factions	4	
Flashpoint Round	22	
A special round that happens every few turns, advancing the Aldrin Cyclor, causing storms to move, increasing or decreasing Profits, and affecting EarthGov Confidence.		
Flip	10	
Switch Rebels and SpecOps between Hidden and Active, or some Bases between their basic and upgraded states.		
Forces	10	
Troops, Security, SpecOps, Rebels, and Bases.		
Fortified	33	
MarsGov Troops placed on an Infrastructure track to protect Population from Damage.		
Free	25	
Operation or Special Activity via Event that does not cost Resources or affect Eligibility.		
Friends	4	
Each Faction is friendly to itself. MarsGov, Corporations, and EarthGov are also all friendly to each other.		
Haboob	20	
The last card before a Dust Storm Round, when no Recon or March actions may be taken.		
Hidden	11	
Status of Rebels and SpecOps with symbol end down.		
House	15	
An action that moves Population from Displaced Population to an Infrastructure track without Damage.		
Ineligible	21	
Faction skipped in Faction order.		
Infrastructure	14	
Track that indicates the current Population of a space.		
Labyrinths	8	
Circular spaces on Mars and Phobos, representing a major underground settlement.		
Limited Operation (LimOp)	21	
Operation in one space only with no Special Activity. Reclaimers may perform a Limited Operation in multiple spaces.		
Lobby	24	
Option for MarsGov to raise EarthGov Confidence during Dust Storm Rounds.		

Logistics	26	Phobos	8
Corporations Operation that places pieces on Earth, moves the Aldrin Cycler, and upgrades Bases to Terraforming Bases.		A special Labyrinth space only accessible to COIN Factions.	
Maglev Lines	8	Populated	14
High speed trains that connect Labyrinths.		A space with one or more Population.	
March	30	Population Markers	14
Red Dust Operation to move RD Rebels.		A marker used to increase the Population of spaces on Mars, may otherwise be on Earth, in Transit to Mars, or in Displaced Population.	
MarsGov Troops	10	Preach	32
Forces working for the Martian Government.		Reclaimer Special Activity that shifts toward Neutral or places Rebels and Damage.	
Martian Government (MarsGov/MG)	4	Profits	12
A COIN Faction (abbreviated to MarsGov or MG).		Corporations victory total, increased and decreased by various game effects.	
Navigation Beacons	28	Public Relations	34
Satellite action for the EarthGov Controller to perform Recon in Raging Storm spaces or Activate additional Rebels.		Corporations Special Activity to Repair Damage to gain Profits.	
Neutral	15	Purify	36
Space neither at Support nor Opposition; all spaces with zero Population are considered Neutral.		Reclaimer Special Activity that converts enemy Forces.	
Operation (Op)	25	Raging Storm	16
Core Faction action, usually making use of their Forces.		A storm marker in a space on its Raging side prevents the space from being targeted by most Operations, Special Activities, and Events.	
Opposition	15	Raid	35
A space that has Population against the Martian Government, Active or Passive.		Corporations Special Activity that repositions and strikes with SpecOps.	
Orbit	8	Rally	29
Circular spaces next to Phobos that hold Satellites.		Rebel Operation to place or hide forces.	
Overflow	8	Ransack	37
Boxes and markers that help manage cases of overcrowding in map spaces; for convenience only, no game effect.		Reclaimer Special Activity that targets Damaged areas and generates Asset cards.	
Pacify	24	Rebels	10
MarsGov action that can Repair Damage, House Population, and build Support.		Reclaimer and Red Dust unit, difficult for COIN to strike when Hidden.	
Pass	21	Recon	28
Declining to execute an Event or Op when Eligible.		COIN Operation that moves Units to Deserts and Activates Rebels.	
Pawns	25	Red Dust Movement (Red Dust/RD)	4
Wooden pieces that designate spaces selected for Operations or Special Activities; for convenience only, no game effect.		A Rebel Faction (abbreviated to Red Dust or RD).	
Petition	34	Redeploy	24
MarsGov Special Activity that adds Supply markers to Earth or sets the EarthGov Confidence marker to EG+, and reduces Corporations Profits.		Dust Storm phase in which Factions move forces.	
		Redistribute	35
		Red Dust Special Activity that enables Red Dust to gain Resources from spaces.	

Repair	15	Calculation of public opinion on Mars for the purposes of scoring.	
An action that removes Damage.			
Resources	12	Train	26
Spent by some Factions for Operations and other actions.		MarsGov Operation to place Troops and Pacify in one space.	
Satellites	11	Transport	34
Markers moved from Earth to Orbit by the Aldrin Cyclor, may be used by the EarthGov Controller to enhance Operations.		MarsGov Special Activity to move Troops rapidly between spaces.	
Sectors	8	Travel	30
One of the three main populated areas of Mars, separated from each other by the Wilderness.		Reclaimer Operation to move CR Rebels and Bases, possibly through several spaces.	
Secure	27	Troops	10
COIN Operation that moves Units to Labyrinths and Activates Rebels.		MarsGov and EarthGov units.	
Security	10	Uncontrolled	16
Basic Corporations unit.		Space without Control of any Faction.	
Spaceport	14	Units	10
Any undamaged Labyrinth (including Phobos), allowing for rapid movement.		Mobile forces: Troops, Security, SpecOps, and Rebels.	
Spaces	8	Unpopulated	14
Area holding pieces on the map.		A space with zero Population.	
Special Activities	33	Victory Margin	17
Actions accompanying Operations, unique to a Faction.		Calculation of a Faction's closeness to its victory condition.	
SpecOps	10	Wilderness	8
Corporations special unit that are hard to remove while Hidden and can strike adjacent spaces with Raid.		A Desert space that is always Unpopulated.	
Stacking	11		
A limit on Bases that can occupy a space: six Bases in Wilderness, zero Bases on Phobos, two Bases everywhere else.			
Supply Markers	12		
A token worth 3 MG Resources that must move along the Aldrin Cyclor to Phobos to be converted into Resources.			
Support	15		
A space whose population favors the Martian Government, Active or Passive.			
Suppress	29		
A special action the EarthGov Controller can take with EarthGov Troops during Assault Operations.			
Terraforming	23		
Flashpoint phase that adjusts Profits.			
Terraforming Bases	10		
A special CORP Base, placed symbol side up in a Desert, that contributes to Profits during Flashpoint Rounds.			
Total Opposition/Support	15		

