

TOMORROW DIES TODAY

Streamlined Instructions *

**A GAME OF STRATEGY, NEGOTIATION,
AND WORLD DOMINATION**

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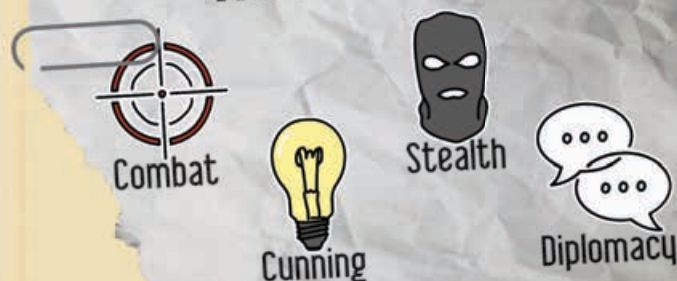
*For rules with more examples, details, theme, and videos, go to <https://www.MooneyBinEntertainment.com/tomorrow-dies-today-board-game>



Resources



Attributes



Cards



Squads and Phase Markers



Squads Markers
1, 2, and 3 for all
six player colors



Staging Marker (Back)
Each player color
will have 7 of these



Staging Marker (Front)
Each player color
will have 4 blanks,
plus a '1', '2', and '3'

Misc



Doomsday
Complete



Betrayal
Trigger



High Alert



Tech Marker



Doomsday
Marker



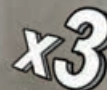
VP



Team Leader
Marker



Ugo's Serum



x3 Tokens
conserve
space

TILES

Resource Missions



- Mission Title
- Mission Type
- Requirements
- Requirements (preview of back)
- Rewards
- Spoils (preview of back)

Doomsday Missions



- Mission Title
- Mission Type
- Requirements
- Rewards
- Special Effect

Agent Headquarters



Technology Track



Doomsday Clock



Base Tiles



Setting and Goal of the Game

It's time to let out your inner villain and take over the world!

'Tomorrow Dies Today' is a game of villainy and world domination. There are three game modes, with slight rules variations for each, but most of the mechanisms stay the same.

Your first step will be to choose between **Cutthroat**, **Syndicate**, and **Mayhem** game play.

CUTTHROAT Cooperative Competitive Hybrid (4-7 Players) 3-5 Hours

While the rest of the world views General Goodman as a Supervillain, he sees himself as the leader to usher in a new golden age. Goodman has recruited a cadre of henchmen to help pull off his Doomsday Plan, which will destabilize the world enough for him to seize control.

One player will play Goodman, using guile, negotiation, and threats to guide his Henchmen through his master plan.

The rest of the players will play Goodman's top henchmen. They will use Squads to commit Villainy, and attempt to win by earning the most VP (Villain Prestige)... or betray the organization and win by tearing it down.

MAYHEM

Team vs. Team (vs. Team)
(2-6 Players) 2-3 Hours

General Goodman is taking over the world, but has room in his organization for the truly ambitious villains of the world.

Teams compete head to head over six rounds for the most VP. The winners earn the prize of membership to Goodman's new world order.

Setup

1. The main playing area is called the War Map.
2. Place Goodman's Lair and the two Agent Headquarters (Interpol and CIA) apart from each other on the War Map.
3. Place a High Alert token on the Interpol HQ.
4. Designate an area for R&D (Research and Development). Draw three Gadget Cards and place them face up in R&D.
5. Designate an area for Directives. Draw three Directives and place them face up in this section
6. Designate an out of game area called the World
7. The five types of Resources (Infamy, Corruption, Espionage, Funding, and Data Cache) and six types of Faceless Henchmen (Soldier, Assassin, Thief, Hacker, Scientist, Fixer) are placed in the World
8. Determine who picks characters first via a die roll, or the person with the best evil laugh.

SYNDICATE Solo/Cooperative (1-6 Players)

All players will represent Named Henchmen entrusted by Goodman to carry out his will.

They must work cooperatively against the clock and world organizations to complete his Doomsday Plan, with Global Events periodically causing obstacles they will have to resolve or navigate around.

Pick Characters

Characters 'In Play': Characters are considered 'in play' if they have a miniature on the War Map/in a Squad.

Team Leader:

In Cutthroat, Goodman picks the first team leader. Otherwise, the person who has most recently committed a crime is the

Team Leader...

or you could just roll a die if you lead boring, law abiding lives.

Step 1: Remove Goodman's Lair.

Step 2: Teams alternate picking an equal number of Named Henchmen, with no more than six in play.

Notes on Teams: Players may represent multiple Named Henchmen, with each considered a 'player' for the purposes of passing the Team Leader and Turn Orders.

The Team Leader receives any Rewards/Effects that normally would go to Goodman. Effects that give you the Team Leader token still do. If you gain the Team Leader Token while you already have it, you keep it for an additional round.

Betrayal Triggers: These represent disgruntled feelings, meaning teams still lose one VP for each Betrayal Trigger they have active at the end of the game.

General Goodman (Required) is a tough role that involves management of resources, leadership of the team, and balancing of potential betrayals. Goodman is also a mentor, picking out players falling behind or less familiar with the game and working with them to help find their feet. This is mutually beneficial, as Goodman succeeds when he has a good team. Goodman does not have a miniature on the board and cannot create Squads. His power lies solely with his ability to manage and influence his team.

Goodman achieves victory by completing his Doomsday Plan before the Doomsday Clock reaches 0.

The rest of the players will pick Named Henchman. Each has their own theme, Attributes, Special Abilities, and Betrayal Triggers which offer a unique global domination experience.

A Named Henchman can achieve victory by either having the most VP when Goodman completes his Doomsday Plan, or by Betraying the organization and running the Doomsday Clock down to 0.

Characters

Each player chooses a Named Henchmen. For added difficulty, players may choose to represent more than one.

Communal Vault

Designate an area as a Communal Vault. You can deposit resources in this vault during the 'Tithe to Goodman' Action, and withdraw from it during 'Requisition Resources'. Any effects that target a Henchman's Vault do not affect the Communal Vault.

Building the Base

If there are less than six Named Henchmen in play, the team picks other Named Henchmen to fill out the proverbial roster. See the Plotting action to learn how to recruit these characters in game.

Shorthand Terms for These Instructions



Resource Mission(s)



Doomsday Mission(s)



Base Tile(s)



Faceless Henchmen



Named Henchmen



General Goodman



Team Leader

Henchmen Base Tiles



Place miniatures for Named Henchman in play on their Base Tile.

Place Base Tiles around General Goodman's Lair.
Place random Base Tiles in the empty sections

Place all six chosen Henchmen tiles around General Goodman's Lair

Remove Goodman's Lair. Place Teams' Base Tiles around the War Map after it is built (see page 6)

General Goodman's Starting Assets

General Goodman starts with Resources based on the number of Named Henchmen in play

# of Henchmen	Any Resources	Faceless Henchmen	VP
3	12	3	2
4	10	2	2
5	10	1	3
6	8	0	3

Henchmen Starting Resources and Objectives

	Cutthroat	Syndicate	Mayhem
Faceless Henchmen	See 'General Goodman's Starting Assets' above	The team gets 6 - Named Henchmen In Play	Team of one: 4 Henchmen Team of two: 3 Henchmen Team of three: 2 Henchmen
Resources	See 'General Goodman's Starting Assets' above	None	Any one Resource to each Named Henchman
Doomsday Plan	Goodman secretly selects a Doomsday Plan	Draw one randomly and place it face down near the War Map	N/A
Nefarious Plans	Goodman draws one Nefarious Plan per Henchman Goodman gives one to each player (Characters under 'Restriction' cannot be chosen)	No Nefarious Plans in Syndicate	Deal all Nefarious Plans evenly to each team (discard one in the event of three teams) Each team picks one (it cannot have any of their characters under 'Restriction')
Side Jobs	1. Each player draws the Side Job with their Henchman's name on the left of the card 2. Players each draw four more Side Jobs 3. Everyone reviews their five Side Jobs, keeps two, then returns the rest to the deck 4. Shuffle the Side Jobs deck		



Resource Missions and the Interpol Agent



The Interpol Agent starts on the Resource Mission that was placed on the War Map first.

6 Resource Missions will be placed around the Interpol HQ tile by players. Shuffle the 18 tiles and pass them out as follows:

Players	Number of Tiles	Placement Order	Unused Tiles
4	4 per 6 for	clockwise around the table, then and again	returns all of his unused to the world.
5	3 per 6 for	clockwise around the table, then again	
6	3 per Player	then clockwise around the table	
7	3 per	then clockwise around the table	Players tithe 1 to returning the rest to the world

Players may reveal their tiles, discuss options, and negotiate placements before placing tiles around Interpol HQ

Step 1	Step 2	Step 3	Step 4	Step 5
The team draws 9 Resource Mission tiles	Pick 6 tiles to place around Interpol HQ	Draw 3 more tiles	The 6 drawn tiles go in the Communal Vault	The last 6 tiles are removed to the World

The end result should be 6 tiles on the War Map, 6 in the Communal Vault, and 6 in the World.

Step 1	Step 2	Step 3
Split the 18 tiles between the teams	Teams negotiate, then alternate placing tiles around Interpol HQ (Starting with)	Each team places half of the remaining tiles in their Vault, returning the rest to the World



Doomsday Missions and the CIA Agent



Place the CIA Agent on the CIA Headquarters tile. Six Doomsday Mission Tiles must be placed around the CIA Headquarters. Doomsday Missions in the World remain facedown unless a special abilities/events/Gadget allows for a player to view them.

Shuffle the Doomsday Mission Tiles and pass them out accordingly:

Step 1	Step 2	Step 3	Step 4	Step 5
Pass out tiles (see table)	Players negotiate, then place one facedown in a pile in the order described below	Shuffle and place the six tiles around the CIA HQ	returns his unused tiles to the World, then places other players' unused tiles in his Vault	Goodman returns in excess of 3 to the World

Players	Number of Tiles	Placement Order
4	3 per Player	clockwise around the table, then and again
5	2 per player, +1 for &	clockwise around the table, then again
6	2 per Player	then clockwise around the table
7	2 per doesn't draw	then clockwise around the table

Step 1	Step 2	Step 3
Draw 6 at random (do not look at them) and place them face down around the CIA HQ	Draw 3 at random and place them face down in the World	Place the last 3 Doomsday Missions in the players' Communal Vault

Step 1	Step 2	Step 3	Step 4
Split the tiles equally between the teams	Teams negotiate, then equally contribute to a communal pile of 6 face down tiles	Shuffle and place the face down tiles around the CIA HQ	Each team keeps one of the remaining tiles in their Vault. The rest are placed facedown in the World

Betrayer's Bolthole, Technology Track, the Doomsday Clock, and Global Events

Place the following tiles between the indicated places on the War Map:



Betrayer's Bolthole between
Resource and Doomsday Missions



Technology Track between
Base and Resource Missions



Doomsday Clock between
Base and Doomsday Missions

The Doomsday Marker starts at

N	Cutthroat	Syndicate	Mayhem
1	N/A	10 (Global Event)	N/A
2	N/A	9	6
3	10	8 (Global Event)	6
4	9	8 (Global Event)	6
5	8	7	6
6	7	6 (Global Event)	6

A Global Event (Mandatory in Syndicate) is active at the start of the game if the Doomsday Clock starts on an even number.

Place tokens on your Betrayal Triggers that are currently active. Players lose one VP for each active trigger at the end of the game in Cutthroat and Mayhem, and cannot end the game if they have 3 or more triggers active in Syndicate.

The first betrayal trigger relates to the Team Leader and is ignored in Mayhem/Syndicate.

GAME OBJECTIVE

CUTTHROAT

The Objective of the game depends on whether you are playing General Goodman or one of his Named Henchmen.

Goodman has a straightforward, but difficult task: Complete his Doomsday Plan and achieve total world domination! If he does so, he wins. However, Goodman has no pieces on the War Map. He must act through his Named Henchmen by negotiating, bribing, or threatening them into actions that will promote his agenda. He is incentivized to ensure a level playing field, and should watch for those falling too far behind, lest they be tempted to betray his organization. Goodman is also in charge of managing the Round, timer, and ensuring Actions are taken in order.

Named Henchmen lack the drive and vision of General Goodman, and instead seek to be the most villainous villain to ever villain. Doing so will secure them a place as a top Henchmen in Goodman's new world order. They have two ways they may go about this:

Loyal - If the Henchman remains loyal to the cause and Goodman achieves world domination, the Named Henchman who collected the most VP (Villain Prestige), minus their active Betrayal Triggers, is the victor. In the case of a tie, the Henchman with the most completed Objectives, not including completed Disloyal Side Jobs, wins. If still a tie, the Henchman with the most Resources plus Gadgets wins. If still a tie, the Henchman with the least Betrayal Triggers wins. If still a tie, ten paces at dawn with pistols should resolve the matter

Betrayer - If the player becomes the Betrayer, they are now working contrary to the rest of the table and seek to foil Goodman's plans. They must run the Doomsday Clock down to zero, thereby foiling the Supervillain's plot and creating a power vacuum for their own nefarious vision

The game ends with and a Henchman achieving victory, or with failing and victory going to the Betrayer

GAME OBJECTIVE

SYNDICATE

General Goodman (not a playable character in this version) has assigned his top henchmen to carry out his will. They have a limited amount of time before the world's forces find Goodman's base and shut the operation down. They must carry out his Doomsday Plan before the Doomsday Clock hits zero, and must have no more than two active Betrayal Triggers each. If they do so successfully, the players win!

MAYHEM

General Goodman is in the process of instituting a new world order. He has put the call out for insidious henchmen who want to join his organization. Ambitious villains have teamed up to make a name for themselves, looking to complete Goodman Directives and Doomsday Missions to ensure they catch the Supervillain's eye. Once the Doomsday Clock reaches zero, Goodman has completed his plan and taken over the world. By achieving the most Villain Prestige, a team will earn the right to be recruited into Goodman's new world order.


As a note for Mayhem, if a rule ever states to 'go around the table', start with the Team Leader (unless otherwise directed), and alternate between players on each team.

Round, Stages, and Action Order

The Round encompasses all Stages and Actions from 'Scheming' to 'The World Reacts'. The Round is divided into three Stages: Scheming, Villainy, and Monologuing. These Stages serve as organizational buckets for the Actions taken within them.

Within each Stage are Actions: Deploy, Complete Missions, Tithe to Goodman, etc. Each Action has specific guidelines on how players interact with each other, the War Map, and the World.

The Villainy Stage is repeated three times. Each of these repetitions is called a 'Phase'. Players commit to locations in Scheming, and carry out their plans during Phases in Villainy. After which they move on to the Monologuing Stage.

It is recommended to set a timer for each Stage to keep people on task. Negotiations and planning can lead to circular discussions and paralysis by analysis. Having  keep a timer will keep the game from going too long.

The Structure of a Round

Scheming (10 minutes)	Villainy (3 Phases - 1 minute per Phase per player)	Monologuing (2 minutes per player)
Interpol/CIA Security Sweep Coordination -Requisitions Resources -Plotting -Build Gadgets -Commit Forces Place Staging Markers Reveal Staging Markers Remove Blank Staging Markers	Agents Investigate Fund Deployment Deploy Generate or Collect Spoils Complete Missions Collect Mission Rewards Remove Staging Marker Next Phase	Voluntary Recall Tithe to Goodman Complete Goodman Directives Complete Side Jobs Goodman's Plotting Actions The World Reacts

After all Actions in all three Stages take place, a new Round starts.

Taking Turns/Order of Operations

Actions are resolved by tile, starting with the Team Leader's tile, then to the next player clockwise around the table.

During Mayhem, 'going around the table' must alternate between teams. The goal is to not allow the same team to resolve events or claim objectives one after another before another team gets an opportunity.

To expound more, resolving the order of an action/event should start at the Team Leader, followed by the person on the next team who will be the Team Leader, followed by the person who will get the token the following Round, etc.

SCHEMING

Recommended Time Limit

Negotiation and planning will take the most time in the game. Set a timer for 10 minutes for this Stage.

Interpol/CIA Security Sweep





During this Action, Squads occupying Interpol and CIA HQ tiles receive damage equal to the High Alert tokens on that HQ.


Coordination



Players take turns taking their Coordination Actions. This continues until no one has any more actions to take. Individuals/teams may pass if they don't have anything to do during their turn, but may take an action when it comes back around to them.

Requisition Resources

 may exchange one Infamy for any one Resource as many times as he has Infamy


 retains Resources in his Vault and  on his tile. During this Action he may move his  to any  Base Tile and/or Resources to their player's Vault(s)

If a tile was removed from the War Map and has not been replaced,  may fill spaces with tiles from his Vault. There can never be more than six Resource and Doomsday Mission Tiles on the War Map


 may spend one Infamy to reassign the 

As above though the Team Leader takes the role of Goodman, and must spend 3 Infamy per Resource


As in Cutthroat with the following modifications:

The  may Requisition Resources with 2 Infamy instead of 1, and may replace Mission Tiles on empty spaces





















Non-Team Leaders may Requisition Resources at a 3:1 ratio




Any player may spend 1 VP to add a  to their Base

Plotting

Unless explicitly stated in the ability, Henchmen take Espionage, Gadget, and Special Ability actions from their  during this Action. Their Plotting actions are limited to the number of Espionage Resources they have available.

If a tile is removed and not replaced, Henchmen/Squads on the tile are returned to their Base, High Alerts return to the World, Agents are moved forward a tile, and Agents moving onto the space in the future skip the empty tile and move to the next.

Target	Espionage Cost	Effect
Side Jobs	1	Draw three Side Jobs. Keep one, return the others to the top of the deck, and shuffle if desired.
Gadget	1	Draw three Gadgets, place one in R&D, and place the others on top of the deck. Shuffle if desired.
Switch out a 	1 (+1 if Occupied and for each )	N moves a  from the War Map to  's Vault. N may replace with a  from their Vault, otherwise  has the same opportunity. Mission come in Active.
Remove a 	2 (+1 if Occupied and for each )	Remove a  tile from the War Map and place it in the World. You may replace it with one from your Vault. Otherwise  may replace the tile with a  from his Vault. The new mission comes into play Active. The space remains empty if the tile isn't replaced.
Reveal a 	1	Flip a  from Active. Add one  token to the CIA HQ if this is the first  tile flipped.
Remove an Inactive/ Active/Completed 	2/3/4 respectively (+1 if Occupied)	Remove a  from the War Map and place it in the World. You may replace it with a  from your Vault. Otherwise,  may replace the tile with a  from his Vault. Replaced tiles come into play Inactive. The space remains empty if the tile isn't replaced.

If less than six N are in play, players may spend VP to hire a N whose  is on the War Map. Place the hired Henchman's miniature on the hiring player's tile. They act as a  for all mechanical purposes, with the exception that they may use their special abilities as if they were on their own tile and their  must be accounted for until the end of the Round.

The VP cost of bringing in a Henchman is as follows:

- 2 VP per Named Henchmen in play if the Doomsday Plan has not been revealed
- 3 VP per Named Henchmen in play if a Doomsday Plan has been revealed

Build Gadgets





Named Henchman on their Base Tile may purchase a Gadget from R&D and place it in their Vault. They must spend Data Cache equal to the current level of the Technology Track. Doing so raises the Technology Track by one (max of 5).

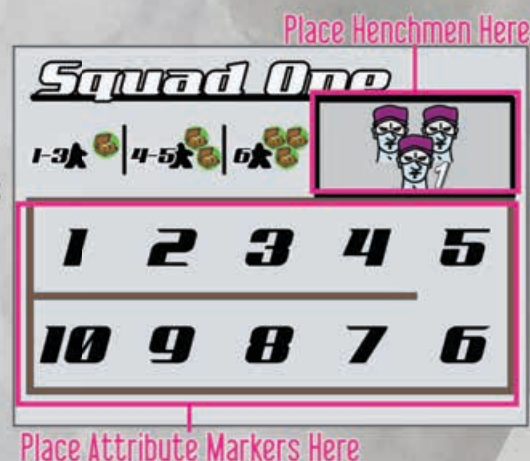
In addition, you may spend Corruption equal to the current Technology Track to raise or lower it by one prior to purchasing a Gadget.

Commit Forces to Squads

Henchmen are committed to Squads during Coordination. Henchmen outside of a Squad cannot Deploy on the War Map, and may only sit passively on a tile and defend against Conflicts initiated against them.

The rules of creating Squads are as follows:

- You may disband Squads on your  and return Henchmen to your Base
- You may create new Squads from Henchmen who are on your 
- Henchmen in a Squad should be moved to the Squad on the player's character sheet. To avoid recalculating Attribute totals, you may put Attribute markers on the numbers to keep track of the Squad's combined Attributes
- Move the appropriate Squad Marker (1, 2, or 3) to the player's Base Tile
- Each player may have up to three Squads
- You cannot have a Squad with more than six Henchmen
- A Squad that has all of its Henchmen removed (damage, etc.) is disbanded
- Squads may be Deployed. Henchmen may not Deploy without a Squad



Place Staging Markers

Staging Markers determine where Squads can Deploy for each Phase.

Players place five Staging Markers on the War Map face down. Markers will be blank or have an indicator for Phase 1, Phase 2, or Phase 3. Players may place multiple markers on one tile if they choose. Tiles with a number indicate the Phase during which a player will be Deploying during the Round.

Players may place Staging Markers one by one in a clockwise order, starting with the Team Leader, or all place together if they unanimously agree to. Players may not remove tiles once they are on the table.

CUTTHROAT

The Betrayer must deploy to the base entrance before deploying to a tile in Goodman's Base

SYNDICATE

Players only place three markers, and they do not have to be face down

MAYHEM

Players may not place Staging Markers in another Team's base

Reveal Staging Markers

The facedown markers are revealed. Markers should remain untouched until the appropriate Phase unless a mechanic explicitly allows.

Remove Blank Markers

The blank markers have served their purpose as distraction tools. They are removed.

VILLAINY

VILLAINY

Players go out into the field and perform deeds of villainy during this Stage. They will Deploy to tiles on the War Map, interact with Missions, Agents, other players, harvest resources, and complete Objectives before returning to Base to brag during Monologuing.

All Villainy Actions are repeated three times over the course of three Phases. This will give players opportunities to take three different sets of Villainy Actions on the War Map before proceeding to Monologuing.

Phases

Players Deploy Squads to the Staging Marker for Phase One, taking their Villainy actions and resolving Conflicts before doing the same for Phase Two, and finally Phase Three.










Phases are resolved in order, starting with the Team Leader's tile and going clockwise around the table. While most players will Deploy in every Phase, players who chose not to put a Phase Marker for a Phase will not.

Recommended Time Limit

It is recommended to set a timer for 1 minute per Phase per player for this Stage. Scheming takes a while, but comparing numbers and resolving actions should be relatively quick. If a Conflict occurs, allot an additional 2 minutes to resolve it.

Fund Deployment

Squads cost the following to Deploy

Henchmen in Squad	1-3 Henchmen	4-5 Henchmen	6 Henchmen
Cost		 	  
From Base/Staying on the same tile (only discount one Squad)	0 Funding		 

Normal Funding:

- 3 Squads
 - 2 Henchmen in each Squad
 - Deploying *from* three different Mission Tiles
 - Deploying *to* Murder Incorporated.
- Cost: 3 Funding (1 for each Squad)

FUNDING
EXAMPLE

Base Discount:

- 3 Squads
 - 2 Henchmen in each Squad
 - Any one (or all) Squads Deploying *From* a Base Tile
 - Deploying *to* Murder Incorporated.
- Cost: 2 Funding (1 for each Squad, minus 1 discount)

FUNDING
EXAMPLE

Squad Already on Tile:

- 2 Squads
 - 4 Henchmen in each Squad
 - Deploys Squad 1 *from* Arms Dealing
 - Deploys Squad 2 *from* Murder Inc.
 - Deploys both Squads *to* Murder Inc.
- Total Cost: 3 Funding (2 for each Squad, minus 1 Discount for Squad 2 not having to move. Both Squads may act this Phase)
- Alternate Cost: 2 Funding (2 for Squad 1, and 0 for Squad 2, though Squad 2 is Idle this Phase)

FUNDING
EXAMPLE

You Must Deploy if Able.

If you saw a big bad enemy Squad ready to Deploy to Murder Inc, you still have to Deploy there if you have a Squad you can afford to send. Your minions were given orders and funding in advance, and are eager to please. That said, you can send an expendable Squad to minimize your losses. Don't worry, no one will miss those henchmen anyway

FUND DEPLOYMENT CONT.

Deployment encompasses the transport, lodging, equipment, and logistical coordination of Squads. A Deploy action and appropriate Funding are required to move Squads and/or take action on any Tile, else they don't have the resources they need to execute your evil plans.

Multiple Squads may be Deployed *to* the Staging Marker for the current Phase, though they do not have to come *from* the same tile.

If any of a player's Squads are deploying from a Base Tile and/or remaining on a Mission Tile, the total cost for the Phase's Deployment is one less Funding. Players do not get a discount per Squad, and can therefore only ever get a total discount of one per Deployment.

It's easy to return home and/or wander the Base. Deploying back to Base, or from one Base Tile (or the Base Entrance) to another Base Tile, is free.

Players choose what Squad(s) will be Deploying and spend Funding based on the Squad size(s), applying discounts and penalties as appropriate.

If you do not have enough Funding to deploy any Squad, you spend nothing, the Deployment automatically fails, but you may participate in the next one.

Henchmen are desperate to please their evil overlords and follow orders. If the Player *does* have enough Funding to Deploy an available Squad during a Phase they have placed a Staging Marker, they must fund it and Deploy at least one Squad.

Travel Squads (aka, Supervillain Rideshare)

If multiple Squads from one or more players are Deploying *from* the same tile, or *from* their Base, and all have the same destination, they may Travel together as one Squad (Squad limit of 6 still applies). These Supervillain ride shares combine for the trip, then split back into their normal Squads once they reach their destination, though the Temporary Travel Squad may be funded by any of the travelling players. Creative uses of this rule can lower the cost of deployment and/or allow Squads to tag along when their player had otherwise run out of Funding. Characters like Azura like picking up hitchhikers, and Axle benefits from giving others a Tune Up before bumming a ride.

Group Discount

Squad 1 (Player 1): 1 Henchman
Squad 1 (Player 2): 1 Henchman
Squad 1 (Player 3): 1 Henchman
Deploying *from* Arms Dealing
Deploying *to* Murder Inc

Funding Cost

-Normal: 3 Funding
-Together: 1 Funding

TRAVEL SQUAD
EXAMPLEGroup Discount Part 2

Squad 1 (Player 1): 1 Henchman
Squad 1 (Player 2): 1 Henchman
Squad 1 (Player 3): 2 Henchmen
Deploying *from* Arms Dealing
Deploying *to* Murder Inc

Funding Cost

-Normal: 3 Funding
-Together: 2 Funding

TRAVEL SQUAD
EXAMPLECombining w/Special Abilities

Squad 1: 2 Henchmen
Squad 2: 4 Henchmen
Combined Travel Squad: 6 Henchmen

Funding Cost

-Normal: 3 Funding
-From Base: 2 Funding
-From Base with Azura Flying: 1 Funding
-From Base with Azura Flying with a Tune Up from Axle: 0 Funding

TRAVEL SQUAD
EXAMPLE

Deploy

1. Players move the Squad(s) they paid to Deploy to the Staging Marker for this Phase
2. You may Deploy multiple Squads from different tiles to a single destination. The Staging Marker indicates the destination and Phase the Squad(s) may Deploy
3. Funded Squads Deploy to the Phase Marker for the current Phase. Deployed Squads may participate in Actions and Initiate Conflicts on that tile for that Phase
4. Unfunded Squads do not Deploy, and instead sit Idle. Idle Squads cannot Deploy, initiate a Conflict, or participate in Actions. They may participate in a Conflict if they are attacked, and may use Corruption if an Agent shows up
5. If a Squad is deploying to a tile which already contains a Squad belonging to that player, only the Squad(s) that are funded may take Action during the Phase. This means the player can choose not to fund a Squad already on a destination tile and have them sit Idle while the newly arrived Squad takes Actions
6. Agents may be corrupted by Squads Deploying to their tile to avoid increased mission Requirements. Players must spent an amount of corruption equal to the High Alert Tokens on the tile + High Alert tokens on the Agent HQ

Player vs. Player Interactions and Conflicts

Two Players, One Tile - When two or more players are on a tile, they may act as following between any two Actions.

- Glare menacingly at one another from across the table
- Exchange Resources, Gadgets, Henchmen, or VP
- Initiate a Conflict (once per Phase)

Exchanges - Players on the same tile or base may exchange Resources, Gadgets, Henchmen, or even VP.

Conflict - Deployed Squads may attack other Squads on their tile. Conflicts may happen once per Phase (Villainy).
Henchmen attacked outside of Squads are all considered to be in a Squad together (6 per Squad does not apply)

Each player chooses different offensive and defensive Attributes. Offense and defense successes are gained for every two points in each Attribute. Both players choose which Squad(s) their offensive successes are applied to. Offensive successes are reduced by the number of the target's defense successes. Offense successes are applied to a target Squad, while the target chooses which Henchmen within the targeted Squad take damage (if damage is dealt). Successes/effects happen simultaneously to each side.

Each player chooses one of the following effects for each offensive success:

- Any Attribute: The defending player returns a Henchman from the target Squad to Base. Damage reduction abilities apply if Combat was used
- Combat: One damage is dealt
- Stealth: One Funding is stolen
- Cunning: One Espionage is stolen
- Diplomacy: One Corruption is stolen

Named Henchmen are removed from their Squad and returned to Base when they take damage. Faceless Henchmen who take damage are returned to the World.

If a Named Henchman is returned to Base due to a Conflict, the attacker may claim all of one chosen Resource from their victim's Vault. Once successes have been resolved and Resources have been transferred, the Phase continues.

If more than two players are involved in the Conflict, they can each have their own pools, or band together and combine offense and defense. If they do so, they must choose the same offensive and defensive Attributes, and may not attack each other. They then calculate successes as if they were one attacking/defending force. Unlike Squads, there is no six Henchman limit.

Generate or Collect Spoils

Henchmen may harvest Completed Missions for profit. Note that Generate Spoils occurs before Completing a Mission in the Round Order, so Henchmen cannot Generate Spoils the same Phase it is Completed.

Players must collectively choose one of the following actions to take per tile. A player may be excluded from Generating Spoils if they do not have enough Attributes to Generate, and others on the tile do.

Generate Spoils

Squad(s) on the tile may generate one spoil (represented by a High Alert token) if they meet the Requirements. No matter how many Squads or Players are present, only one Spoil may be generated per Phase, though Players may stack up ill-gotten gains over multiple Phases.

An uncorrupted Agent will add Requirements of their HQ to the Requirements of Generating Spoils.

Collect Spoils

Any Squad (whether they meet the Requirements or not) may collect some/all of the Spoils on the tile.

If multiple players are present, the Betrayer collects first (if applicable), followed by the Team Leader, followed by the next player in line for Team Leader if the Team Leader is not present.

An uncorrupted Agent on the tile will deal damage as if they moved on the tile when Collection is declared.


If players can't decide which action to take, General Goodman makes the call. The Betrayer may override and declare the tile is Collecting, effectively staging a raid. This can only be stopped by a Conflict which disbands all of the Betrayer's present Squad(s). Otherwise, players take turns collecting one Spoil, starting with the Betrayer.

Damage done to tiles (Agents, Neurotoxin) with no Squads present remove Spoils at a 1:1 ratio.



Affinities do not increase the amount of Spoils Generated, but do allow you to Generate or Collect with an Idle Squad. This gives players the ability to Deploy Squads elsewhere while their Idle Squad(s) are being productive in their area of expertise. This is an exception to the rule of Idle Squads being unable to act.

Collecting Spoils

If an uncorrupted Agent is present, deal damage prior to Collection as if the Agent just moved to the tile.

Squads Deployed to the tile may collect some or all of the Spoils on the tile, gaining one Resource or Henchman from the Spoils section for each  removed. If there are multiple

players who wish to capitalize on this opportunity, they may take turns doing so. The Betrayer gets first pick, after which you proceed in a clockwise order starting from the

. Resources are placed in the collecting player's Vault. Newly acquired Henchmen may create a new Squad or be added to an existing Squad on the Mission Tile, or sent to the Named Henchman's .

In Mayhem, similar to a Betrayer, any team can declare Collections are happening instead of Generation, and can only be stopped by having all of their Squads disbanded.

CONTINUED
ON NEXT PAGE

Characters with an Affinity for the Resource Mission Type do not collect extra Spoils, but may collect Spoils during a Phase if they have an idle Squad on the tile.

Generating Spoils

If an Agent is present, add its Headquarters' Requirements to the Requirements to Generate Spoils.

Characters with an Affinity for the Resource Mission Type do not generate extra Spoils, but may generate a Spoil during a Phase if they have an idle Squad who meets the Requirements on the tile.

Complete Missions

Players will engage in nefarious behavior, completing missions in the field to pursue their agendas of world domination. Multiple Squads/Players may work together, but may not each Complete the Mission independently.

If a player does not have Squad(s) with sufficient Attributes to Complete a Mission, they can be forcefully excluded by another player (or players) with a Squad(s) who can Complete it on their own. This prevents unwanted visitors from showing up with paltry resources and claiming partial credit. Supervillains don't believe in participation trophies.

Alternatively, Squads may choose to add their Attributes to the Requirements of a Tile they occupy to make it more difficult for others to complete.



Active Resource Mission Tiles

Squads complete a Mission if their Attribute totals meet or exceed the Mission Requirements. Flip the tile over to show the 'COMPLETED' side



Active Doomsday Mission Tiles

Squad(s) complete a Mission if their Attribute totals meet or exceed the Mission Requirements. Place a Completed marker on the Mission Tile.

Agent Headquarters






Players may attempt to Complete a Mission or Corrupt the Agency. See below.

Completing a Mission on an Agent's Headquarters

Multiply the Requirements by the number of  on the tile. Squads complete the Mission if their Attribute totals meet or exceed the Mission Requirements

Corrupt the Agency

A Squad may pay an amount of Corruption equal to:

- The current  (min one) on the HQ to remove or add a token
- The current  (min one) on the HQ to take a  from the World
- Two times the  (min two) on the HQ and take a  from the World



Collect Mission Rewards















Crime does pay! With the villainous deeds completed, it is time to reap the rewards! If there are multiple players at odds collecting Rewards, they may choose how to split the ill-gotten gains.

If they cannot reach an agreement, General Goodman makes the final call.

If an agreement can't be reached, divide the Rewards in half (or thirds, in the case of three teams), rounding down any Reward that doesn't divide evenly. This is cinematically described as Rewards being destroyed/executed instead of letting them go into the hands of their enemy.

MAYHEM

Mission Rewards and Affinity Bonuses

 Resource Mission	 Doomsday Mission	Agent Headquarters
Collect the Rewards listed.	Collect the Rewards listed.	Collect the Rewards times the  on the tile.
If any Squad belongs to a  with the appropriate affinity, double the Resource Rewards (not Henchmen)	A Squad belonging to a  with an Affinity for the Completed  adds +1 VP to their Vault. The +1 VP is considered outside the normal Reward, and cannot be redistributed by  /Abilities/ Gadgets. Multiple  with the same Affinity may each claim the additional +1 VP. Other Rewards are split normally.	Add a new  on the tile.
If two  work together and both have the Affinity, the Reward is only doubled once.	The effect listed under Rewards occurs upon completion of the  . If multiple players completed the mission and cannot agree on how to apply a special effect in the Rewards,  makes the decision. In Mayhem, the effect does not occur unless all players involved in Completing the Mission agree.	
	A Completed  cannot be completed again to achieve Rewards twice.	

Agents Investigate

Both Agents move one tile in a clockwise direction.

Agents skip over Inactive and missing tiles as they move. If only one Mission is Active/Complete, the Agent will move, skipping all other tiles and land on the one Active/Complete Mission again. If an effect causes the last Active/Complete Mission to be removed from the War Map, the Agent returns to their Headquarters. If a valid tile is placed later, the Agent moves to it during Agents Investigate.

CONTINUED
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The following takes place when an enemy Agent moves onto a mission tile:

1. Calculate the amount of damage the Agent will do (👤 on Tile + 👤 on the Agent's HQ)
2. Players may corrupt the Agent by spending 🟢 equal to the amount of damage the Agent would do. If they do not, proceed to Step 3.
3. Agents deal damage. 👤 who take damage are sent back to the World. 🟡 who are damaged return to their 🏠 and return all Infamy in their Vault to the World.
 - a. **Syndicate** and **Cutthroat**. 👤 decides how the damage is applied if the players cannot decide
 - b. **Mayhem**: If the players cannot decide how to distribute the damage, it is divided equally, with the 🟡 deciding where any uneven amounts go.
4. If there are no Henchmen left and there is still damage that has not been distributed:
 - a. 🟡 : 👤 on the tile are removed at a one for one basis. If there are no Henchmen or 👤 left on the tile, the Agent has a pint at the pub to celebrate a job well done.
 - b. Completed 🟡: A single 👤 is placed on the tile (not one per damage). If two 👤 are on a Completed 🟡, it is removed to the World, and the Agent moves forward one tile
5. Agents affect Mission Tiles they occupy. They deal damage when Squads attempt to Collect Spoils, and add the Requirements from their Agent Headquarters to the Requirements for Generating Spoils or Completing an Active Mission.

Next Phase

The Staging Markers for the completed Phase are removed and returned. If this was Phase 1 or 2, start Villainy again on the next Phase. If this was Phase 3, move on to Monologuing.

MONOLOGUING

Henchmen are encouraged to brag about their successes and ensure their villainy is well known! Goodman also takes the opportunity to highlight what will make his organization shine in the future, giving his Henchmen directives to keep on track.

Recommended Time Limit

It is recommended to set a timer for 2 minutes per player for this Stage. There can be some negotiation and such during the Tithe action which takes time, especially if there is a potential betrayal, but otherwise claiming objectives and resolving Goodman's Plotting should be relatively quick.

Voluntary Recall


Players may recall any or all of their Squads on the War Map to their respective Base Tiles at no cost.


TITHE TO GOODMAN
ON NEXT PAGE

Tithe to Goodman

The player to the left of the Team Leader starts the tithe, then proceeds clockwise around the table. When it is a player's turn, they may choose to betray or Tithe (even if the Tithe is nothing).

CUTTHROAT

- At least one player has 1 VP
- A player may betray if:
 - The player wishing to betray has three  active, or is last/tied for last in VP
 - There is not already a Betrayer

Henchmen remaining loyal may tithe to Goodman so long as their Named Henchman is in the Base. In return,  may be more willing to commit to assistance at a later time. Goodman has the ability to reveal Directives, Side Jobs, Gadgets, and/or allocate Resources to empower players to go wreak havoc on the world. He may even be willing to tell the world about a Henchman's deeds, giving them Villain Prestige, or reassign the Team Leader token so they can take charge in the field.

While Goodman prefers Infamy, Henchman can offer any Resource, Gadget, Faceless Henchman, or Mission Tile in their Vault as a Tithe. Goodman may refuse part or all of a Tithe if he wishes, and may make a deal for future repayment without any obligation to follow through.

Just as in Cutthroat, but Players may tithe into the Communal Vault, keeping Resources safe from the Agent. The Vault may be accessed by the Team Leader during the Requisition Resources Action.

SYNDICATE

Players may not betray in Syndicate.








MAYHEM

Skip this action

Betraying the Organization

Becoming the Betrayer is taking an about face from Goodman's organization, and actively opposing its ongoing efforts. You may betray during the Tithe to Goodman Action during your turn if at least one player has scored a VP, no other player has betrayed, and you have at least 3 of your 5 Betrayal Triggers active OR are last/tied for last in VP.

When you become the Betrayer, the following steps are taken:

- The Henchman's base tile is flipped over. The Betrayer may only deploy to  from this 'Base Entrance' Tile
- VP and Resources are transferred to . Side Jobs, and Gadgets stay with the Betrayer
- The Betrayer collects  = $N * \text{their active } \langle \text{Villain icon} \rangle$, plus one  per VP they turned over to 
- The Betrayer moves all their Henchmen/Squads to the Betrayer's Bolthole, which functions as their  for all mechanical purposes. Only the Betrayer may Deploy here
- The Betrayer may now Requisition Resources from their Bolthole during Coordination the same as  and his Henchmen should do their Coordination actions separately, revealing purchases simultaneously
- The Betrayer may not Complete Missions or Generate Spoils, though they may Collect Spoils if they are available. The Betrayer may declare Collections are happening, collect first, followed by the Team Leader, clockwise around the table, then back to the Betrayer



The Betrayer may spent 5 Infamy to flip a Global Event card

The Betrayer may purchase Gadgets from the R&D area on their Coordination action

The Betrayer's goals have changed. They're no longer chasing VP, but rather trying to run down the Doomsday Clock and prevent Goodman from succeeding. If the Doomsday Clock hits 0, they win, and everyone else loses.

Complete Objectives

Objectives are important to keep a team motivated. General Goodman uses Directives to motivate his team... though everyone also has a personal agenda.

Players must have participated in Completing a Mission to qualify for Directives and Side Jobs. If multiple players participated, they all get credit. However, if an objective references Spoils/Rewards, only the players who actually Collected the Reward/Spoil get the credit.



Complete Goodman Directives

Goodman Directives are claimed in a clockwise order starting with the Team Leader. If a player claims a Directive, they may not claim another until everyone else has had an opportunity. Unless it explicitly states otherwise, a Directive may only be claimed if a player met the requirement during that Round. When a Goodman Directive is claimed, the player puts it in their Vault and claims the Reward, and Goodman collects the Reward under 'Goodman'. Each Directive may only be claimed once. Once the entire table has had an opportunity to claim one Directive, keep going around the table until no more Directives are claimed.







Complete Side Jobs

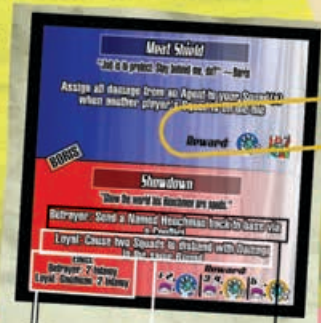
If a player met the requirements of one or more Side Jobs during this Round, they may claim the rewards. Side Jobs are completed in a clockwise order, starting with the Team Leader. When a Side Job is completed, the Reward is claimed and the Job is moved to the player's Vault.

Disloyal Jobs (Red Section) - Cutthroat Only

While completing 'Disloyal' Side Jobs don't immediately make a player the Betrayer, it will cause strife with the rest of the organization, and may motivate Goodman to forcibly eject them.

If the card has 'Betrayer' and 'Loyal' options in the red section, characters who have not Betrayed must meet the 'Loyal' Requirements, and vice versa. The effects on the bottom left of the card immediately occur, and Loyal Henchmen collect VP based on their .

For example, a Loyal character completing Meat Shield would have to cause two Squads to disband with Damage in the same Round, and would collect 2 VP if they had 2 , 3 VP for 3-4 , and 4 VP if they had all 5 .







SYNDICATE & MAYHEM


Goodman's Plotting Actions

Draw one new Goodman Directive and Gadget and place them in their appropriate areas.

Pass the Team Leader token to the next Henchman/Team.

If the Doomsday Plan's Requirements are met in Syndicate, and no Henchmen in play has 3 or more active  (ignore Team Leader's ) , go to Endgame and Scoring.

The Team Leader may spend one  to move an Inactive  to the Communal Vault, then replace it.

The new  comes into play Inactive.


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CUTTHROAT





Goodman may take several actions during Plotting:

Goodman may declare successful global domination and end the game if he currently meets the conditions of his Doomsday Plan. If he does so, go to Endgame and Scoring.

If there is a Henchman causing trouble and has completed the most (minimum 1) Disloyal Side Jobs, Goodman may spend 12 , minus 2 for every Disloyal Side Job the target has completed, to force the **N** out of the Base as the Betrayer. The Henchman then follows the rules of 'Betraying the Organization'.

Goodman may also spend one  for the following effects:

- Draw one Goodman Directive for each Loyal **N** and place them in your Vault. You may now place up to three Directives in the Directives area from your Vault
- Switch an Inactive  for one in Goodman's Vault
- Switch an Active/Completed  with one from Goodman's Vault. Spoils are removed, though all Squads/Agent are placed on the new tile
- Draw one Gadget card for each Loyal **N** and place up to two in the R&D area. Place the others on top of the deck and shuffle if you choose to
- Draw a number of Side Jobs equal to the Loyal **N** in play. Review them and distribute one Job to each Loyal **N**

Goodman's Plotting Actions

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MAYHEM

The **L** token is passed to the next team, going to the next person in line on that team.

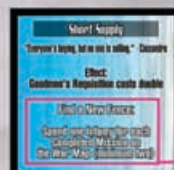
It is important to alternate teams when 'going around the table' to avoid multiple people from the same team to claim **L** multiple Rounds in a row, as it gives an unfair advantage.

SYNDICATE

If Goodman's Doomsday Plan has been revealed, reduce the Doomsday Clock by another one. This means you will always touch an even number on the clock, and will reveal a Global Event per the below.

The World Reacts

Reduce the Doomsday Clock by one.




Global Events (Optional for Cutthroat and Mayhem)

If the Doomsday clock touched an even number during its move, reveal a new Global Event. If a Global Event's **Solution** is met at any time outside of the Monologuing Stage, the player who solved it gains 1 VP and places the card in their Vault.

MAYHEM

If the clock reaches 0, Goodman has executed his plan of world domination and is now the new supreme leader. Go to Endgame and Scoring!

The Clock Reaches 0

The authorities have caught up with  and his organization, and the game ends in a tragic defeat. Feel free to narrate the means of your downfall. Going out in a blaze of gunfire and glory has always been a popular option, though some prefer striped prison suits and psychological examining as punishment for failure. If there is a Betrayer, they may commence gloating.

Endgame and Scoring

CUTTHROAT

Players count up their VP

- ★VP awarded by General Goodman
- ★All VP earned from Objectives (Side Jobs, Global Events, and Goodman Directives)
- ★Reveal and collect VP from their Nefarious Plans
- ★Subtract one VP for every Betrayal Trigger that is active

The player with the most VP is the most prestigious Villain and takes a place of honor at Goodman's side

SYNDICATE

If the Doomsday Plan has been Completed, and there are no Henchmen in play (including Named Henchmen hired on this Round) with 3 or more Betrayal Triggers (ignoring Team Leader triggers), Goodman has successfully taken over the world and the players win the game!

MAYHEM

Players count up their VP as follows

- ★All VP earned from Objectives (Side Jobs, Global Events, and Goodman Directives)
- ★Reveal and collect VP from their Nefarious Plans
- ★Subtract one VP for every Betrayal Trigger that is active, ignoring Team Leader triggers

The team with the highest Villain Prestige (VP) has won the game by catching Goodman's attention, and joins his organization as new loyal Henchmen

GLOSSARY

Action - Individual action in a Stage (Plotting, Deploy, Tithe to Goodman, etc.)

Agent - The CIA and Interpol pawns are both Agents for their respective agencies. They patrol the War Map and wreak havoc on General Goodman's plans. If the tile they are on is removed and not replaced, they advance one tile. If they have no valid tiles to move to, they move back to their Headquarters, and wait to move to the first available tile.

Agent Headquarters - Tiles within the Resource and Doomsday Mission rings. Henchmen may complete missions here or corrupt the agencies to gain Resources, Mission Tiles, and affect the Alert rating of the agency.

Affinity - A specialty that doubles Resources Rewards on Resource Missions, awards +1 VP on Doomsday Missions, and gives the ability to Generate Spoils on multiple tiles. Affinities extend to all of a Named Henchman's Squads, even when they are not present.

Attribute(s) - The 4 qualities of Henchmen: Combat, Stealth, Cunning, & Diplomacy

Base/Base Tiles - Center of operations for an organization/team. In Mayhem, each team has their own Base. If Squads are in the same Base, they may form Travel Squads together and Exchange Resources as if they were on the same tile.

Betrayal Triggers - Events that make your Henchman more likely to betray. Each one represents -1VP at the end of the game. The player may betray the organization if they have at least three Betrayal Triggers active, or have the least (or tied for the least) VP. Since the -1 VP penalties don't apply until the end of the game, they are not counted towards calculating ties.

Conflict - An opposing action between two players happening on a tile which may be initiated once during each Phase of Villainy after deployment. During a Conflict, each side will pick an Offensive Attribute and defend a Defensive Attribute, achieving one success for every 2 in their Offensive Attribute, and subtracting an opponent's success for every 2 in their Defensive Attribute. Successes are applied to both sides simultaneously.

Corruption - Blackmail, bribes, and other palm greasing assets. Corruption is a Resource used for Corrupting Agent Headquarters, stopping Agent interference on Mission Tiles, lowering the Technology Track, and activating certain abilities.

Cutthroat - Competitive/Co-op game where 4-7 players will work together to help General Goodman complete his Doomsday Plan, but are all also working towards individual glory, and can betray the organization if things are not going well. One player takes the role of General Goodman, who manages the resources and personalities of the table.

Damage - Faceless Henchmen who take one damage are put back in the World. Named Henchmen are returned to their Base Tile and may lose all of one Resource to their attacker. Damage done to a tile with no more Henchmen/Squads removes Spoils at a 1:1 basis.

Data Cache - Hard drives, research notes, and prototypes. Data Cache is a Resource used for building Gadgets and activating certain abilities

Deploy - The movement and preparation of a Squad to act. Squad(s) may remain stationary, or move to a target tile on the War Map. In either case, all Squads on/moving to the tile must be funded if they are going to participate in any Actions during Villainy

Disbanded - A Squad that loses all of its members to the World or the Base is disbanded

Espionage - Secret plans, contacts, and information. Espionage is a Resource used for affecting the War Map, revealing Gadgets, Objectives, and activating certain abilities.

Gadget - Equipment which provides benefits to the player who holds it. Unless explicitly stated otherwise, Gadgets are used during Plotting.

Global Events - Cards representing the world pushing back against General Goodman. This rule is optional for Cutthroat & Mayhem, mandatory for Syndicate.

Goodman Directive - Objectives worth VP and other rewards that are available only to Loyal Named Henchmen. These are available only to the first Henchman who completes them

Goodman's Organization - Goodman, Loyal Named Henchmen, and anything under their control

Henchman, Faceless - Soldiers, Assassins, etc. There's so many of these out there we just give them numbers half of the time. Aside from being good sidekicks to the Named Henchmen, they are affected by anything that affects 'Henchmen' or 'Faceless Henchmen', and can be assigned to Squads

Henchman, Named - Azura Badeau, Emerson Barlow, etc. These are player controlled henchmen that are affected by all 'Henchmen' or 'Named Henchman' mechanics. Any successful damage to a Named Henchman sends them back to base, with all Infamy in their Vault going to the attacker. Any event which would send a Named Henchman to the World sends them back to their Base Tile, losing all their Infamy to the World

Idle - A Squad or Henchman on a tile, but not deployed. Idle forces may not take actions except for defending themselves, or Generating/Collecting Spoils on Missions of their Henchman's Affinity.

In Play, Henchmen - Named Henchmen are considered in play if their miniature is represented on the board. Syndicate allows for Named Henchmen to be temporarily brought into play

Infamy - The reputation of a villain. Infamy is a Resource required to achieve General Goodman's victory condition, and is used by Goodman to requisition Resources

Mayhem - 2-6 players on 2-3 teams. All teams are competing to gain the attention of the Supervillain General Goodman before he completes his Doomsday Plan to take over the world.

Mission, Active - These missions are able to be Deployed on and Completed. Resource Missions are Active as a default, and Doomsday Missions may be activated (flipping them over) with Plotting actions.

Mission, Complete - After an Active mission is Completed it is either flipped over (Resource) or marked with a Complete token (Doomsday)

Mission, Doomsday - Red tinted missions surrounding the CIA Headquarters. Doomsday Missions are meant to wreak global panic and establish control, which can then be leveraged to complete General Goodman's Doomsday Plan.

Mission, Inactive - Doomsday missions start facedown and 'Inactive'. They must be Activated with a Plotting Action to flip them over before they can be Completed.

Mission, Resource - Blue tinted missions surrounding Interpol Headquarters. These Mission Tiles represent areas of villainy the characters can take control of and harvest for Resources to fuel General Goodman's plans.

Mission Tile - Agent Headquarters, Resource Missions, and Doomsday Missions. If Mission Tiles are removed from the board and not replaced, anything on the tile must be moved. High Alert Tokens are removed, the Agent advances to the next tile, and Squads return to their respective Base Tiles.

Mission Type - Vice, Larceny, etc. This is the type of crime the mission revolves around. Mission type is important for Affinities and various objectives

Side Job, Betrayal (Cutthroat Only) - Alternate Jobs Henchmen may complete that will net them a positive Reward while negatively affecting Goodman's organization. Side Jobs cannot be traded.

Side Job, Loyal - Objective held in the Vault of a Henchman. When completed, it rewards them with VP and other Resources. Side Jobs cannot be traded.

Nefarious Plan (Cutthroat Only) - Secret tasks assigned by Goodman at the beginning of the game, netting Villain Prestige at the end of the game

Objective - Goodman Directives, Nefarious Plans, Side Jobs, and Global Events

Occupied - A tile is considered Occupied if it has at least one Squad or an Agent on it. If an objective or other effect requires for a tile to be unoccupied, and there is a Squad belonging to the player claiming the Directive/Job/using the effect, the tile may be considered unoccupied if they choose

Phase - After the Scheming Stage, each Round has three Phases of Villainy before moving to the Monologuing Stage

Player - Player of the game. They control a Named Henchman (or Goodman) and all of the Resources under that Henchman's control.

Resolve/Resolution - Phase when Attributes are compared and Missions are successfully executed or failed

Resources - Funding, Data Cache, Espionage, Corruption, and Infamy

Reward - Resources & VP gotten from completing Missions, Directives, & Side Jobs

Round - The time from the beginning of Scheming to the end of Monologuing

Special Abilities - Each character has their own talents to contribute to their organization. Unless explicitly stated otherwise, Special Abilities are used during Plotting

Spend - When you spend a Resource, it is returned to the World

Squad - Henchmen are assigned to Squads, which then can be funded and moved to Mission Tiles during Villainy

Stage - The three main categories of a Round (Scheming, Villainy, and Monologuing)

Syndicate - Cooperative gameplay mode where 1-6 players work together to execute Goodman's Doomsday Plan. There are no betrayals or competition in this version.

Team Leader - Used for betrayal triggers and turn order. As a default, actions are resolved by the Team Leader first, then go around the table clockwise. Goodman can reassign the Team Leader in Cutthroat during the Requisition action by spending three Infamy

Tile - Missions, Agent Headquarters, Base sections, the Doomsday Clock, Technology Track, and Betrayer's Bolthole. These are the tiles that make up the War Map

Vault - Storage area for Goodman's or a Henchman's Resources, Gadgets, and Mission Tiles.

Villain Prestige (VP) - The Henchman with the most VP at the end of Cutthroat, or team at the end of Mayhem, wins the game

War Map - The Mission, Base, and other tiles on the table. Items here are considered in play

World - Area designated for pieces that have been removed from any player's direct control. Named Henchmen sent to the World lose all Infamy in their Vault and are sent back to their Base Tile.

