SYNCANITE
FOUNDATION

GAMEPLAY EXPANSION



Crimson Protocol

INTELLIGENCE UNBOUND

♦ RULEBOOK ♦

V3.2

♦ Preface ♦

Honored new member of the Foundation Council,
from the dawn of time, power has rested on a single, inexorable truth:
It does not belong to those that have the mere means, but to those that have the will to do what must be done.
As a guarantor of stability, as a servant of the Foundation, and now as a voice in the inner circle of our work, you know this better than most on this continent. You know that order is not a gift from the gods. It is not a law of nature.
It is a work. Created by determination, preserved by sacrifice, - and defended by those who
are willing to act in secret so that others can live in the light.

They know that power is not always tangible.
Sword and pen, crown and treaty, army and senate—all these are but the visible shadows of a reality. The true foundations of our influence lie beneath the surface: in networks, in debt and favor, in the quiet dependencies of nations, in control of the syncanite market, — and in the simple fact that, for society, we are no longer only useful, but indispensable.

All of this comes together in the Crimson Seal.
It i‘s more than a sign. It i‘s a vow. A legacy. A silent promise to those who
live within our peace — and an unspoken warning to those who threaten it.

PAX SYNCANUM AETERNUM - THE SYNCANE PEACE FOREVER

But no symbol alone, no matter how sublime, bestows seriousness to our goal. There is no peace
through hope. Prosperity does not last through kindness. Order does not survive through asking.
It endures because we recognize the weakness of power. Because we know that words only carry weight, where reason still takes root.. And because we are prepared to act consistently where insight fails.

KINDNESS WHERE IT I‘S USEFUL. TERROR WHERE IT IS NECESSARY.

I now place this unwritten, universal, and sacred covenant of invisible power in your hands.

THE CRIMSON PROTOCOL

Contemplate it with wisdom. Keep it with reverence. Apply it with the coldness of those who know
that hesitation can break empires and forbearance can end ages.
Because one thing is certain: every golden age contains the seeds of its downfall already.
It is often only a matter of time before those appointed to protect order
succumb to the temptation of their office - and go from being an instrument of stability to a cause of decline.
If that day comes, you know what to do.
And if your work is not enough, you will know what I will do.
With this certainty, I solemnly appoint you to the Council.

Rule wisely. Act decisively.
And never forget: Peace is not a state. Peace is domination.

signed
Zane al Zephyr
Founder & owner of
SYNCANITE FOUNDATION

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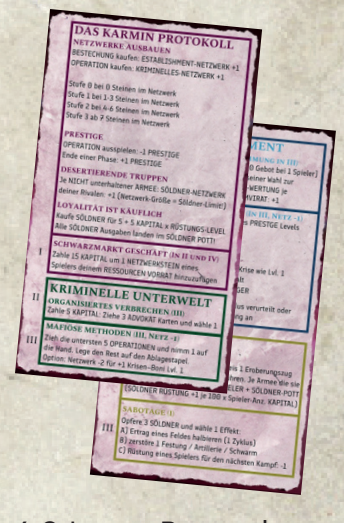
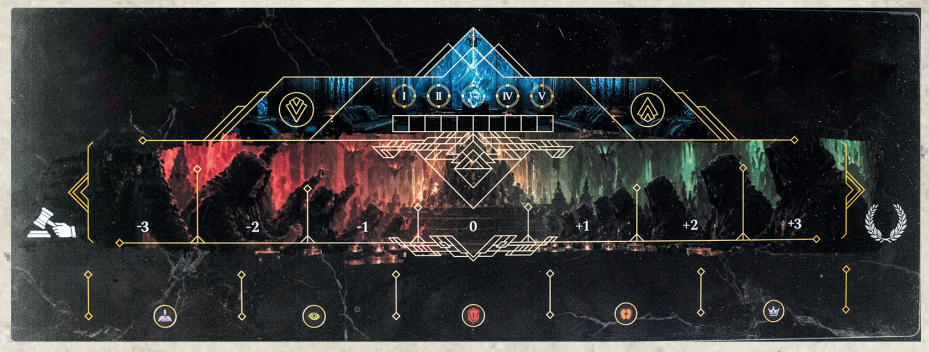
♦ New Game Material ♦



6 Cycle Chronicle



6 Crimson Protocol



1 Foundation / Prestige / Crisis Boni / Mali Board



6 Acryl Figures



9 Company Boards



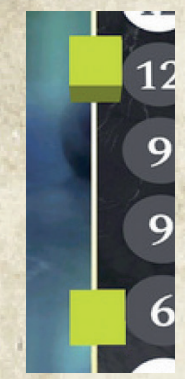
6 Network and Armee-Limit Boards



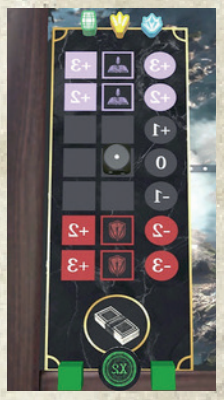
9 Company Cards



10 for each colour



2 Marker for Trading



1 for each Doctrie + 2 Chainsaws



18 for each colour, Role-Stones



3 Paria Revenge



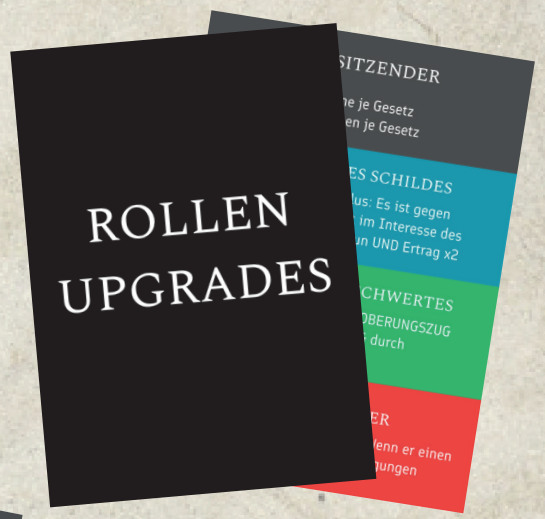
30 Crises Event Cards



8 Foundation Directives



4 Censor Newspapers



6 Expended Role Cards



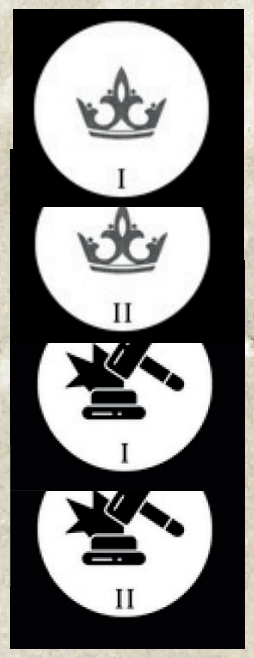
10 Rebels/Epidemic



2 Swarm Bait/ 15 Syncanite



2 for each colour





9 for each colour

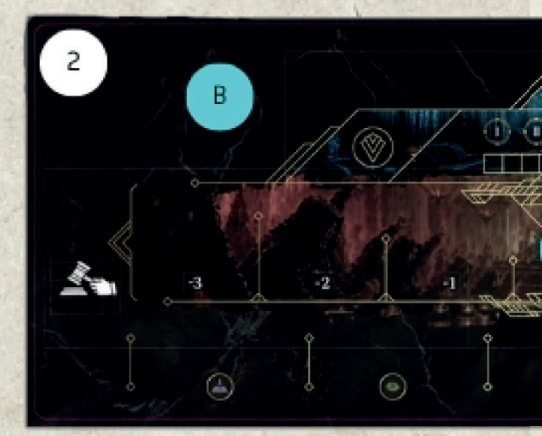


9 for each colour

♦ Game setup changes ♦

1. FAVOR
Place the 15 favor jewels of each of the three nations in the capitals of the respective nations. Red for Avadur, green for Tycos, blue for Rhiel.

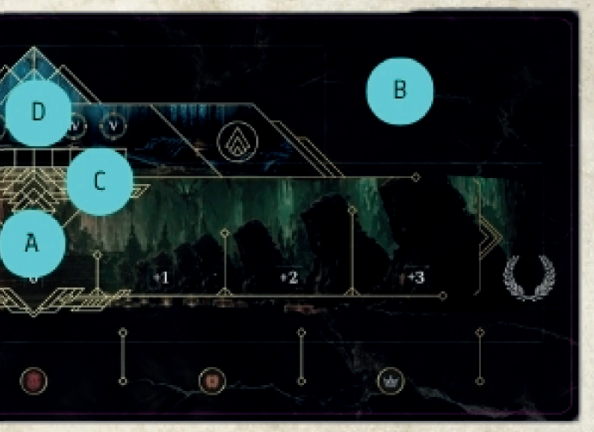
2. FOUNDATION BOARD
Place the foundation board anywhere on the table, ideally where it is clearly visible to everyone, e.g., above the game board.
A) Then place the oligarch standees in its center at 0.
B) Place the 12 judgment tokens onto the black area at the top of the board.
C) Fill the syncanite reserve with 10 syncanite resources minus the player count.
D) Place the certificate course marker on the III.

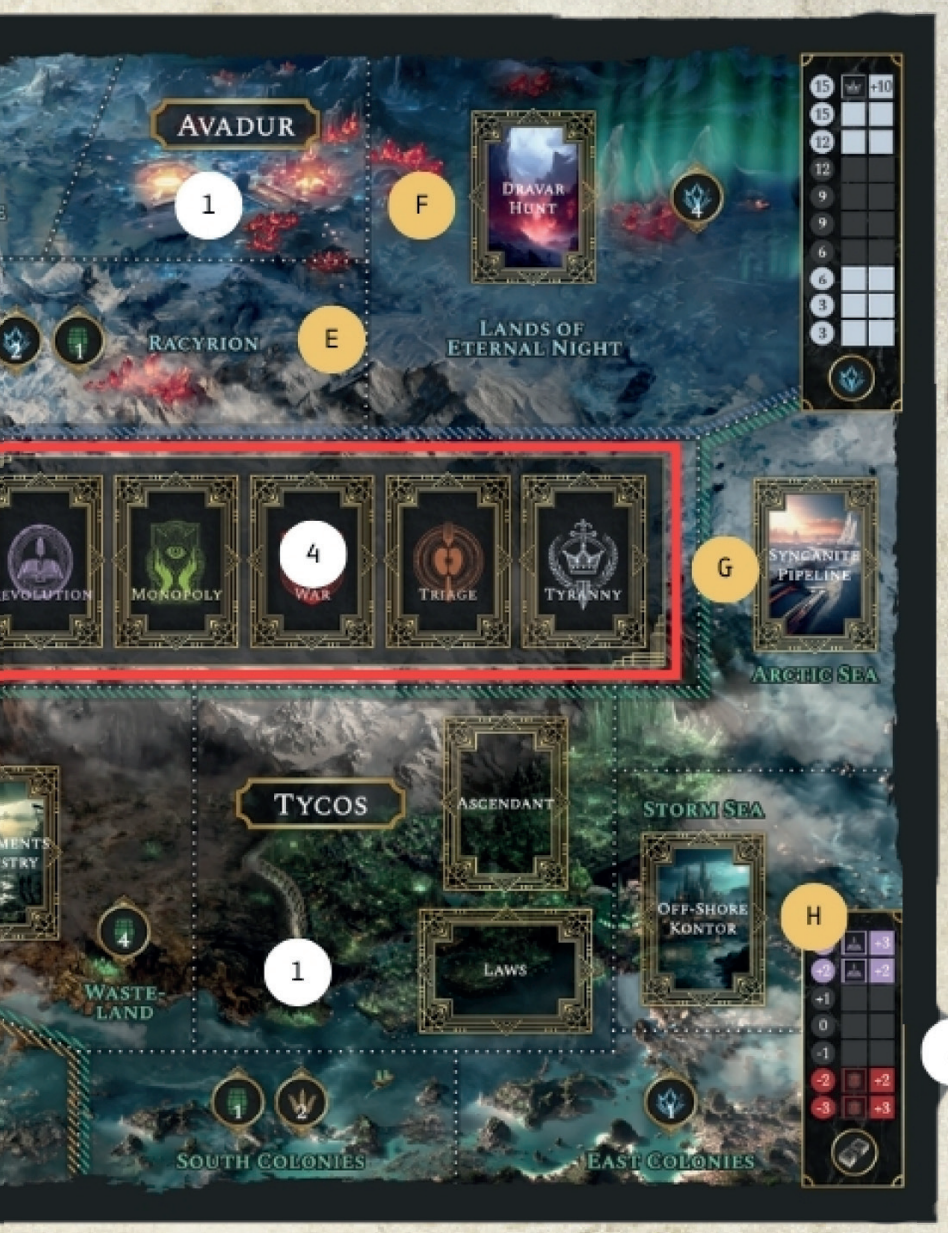


3. COMPANIES
Place the company boards with the resource side facing up:
Buccaneer Bay (A)
Radio Freedom (B)
Triumvirate barracks (C)
Archeology Institute (D)
Syncan opencast mine (E)
Dravaren laboratory (F)
Submarine shipyard (G)
Airship hangar (H)
Artillery test range (I)

4. ADVANCED CRISIS
Place the extended crisis events cards beneath the crisis events and the crisis game mechanics of the base game, whereby the II event cards must be shuffled and placed under the shuffled I event cards (red frame).







5. MAGNAT MARKERS
Place the magnate markers next to the capital value scale.

6. AROUND THE GAMEBOARD,
Place the company cards clearly visible next to the game board.

Place the rebel/plague and the swarm bait/ 15 syncanite token clearly visible next to the game board.

~~7~~. PLAYER AREA,
Each player places the network and army limit board of their oligarch color next to their player mat or clearly visible in front of them when playing without a player mat.

Place two acrylic discs on each network and army limit board: 1x at level I, 1x at army limit 10.

Each player places the 18 role cubes next to their player mat or clearly visible in front of them when playing without a player mat.

♦ Favor ♦

Favor is a new resource in Crimson Protocol. Each nation has favor as its own resource. It is harvested by territorial majority in the nations and can be used for a variety of purposes.

3.1 Territorial Majority

At the end of phase I, each player receives points for occupied fields and companies.
For each occupied field, you receive two points of the corresponding nation. For each company in which you are involved (see page x), you will also receive one point of the associated nation, but only one regardless of your number of investments in this company.
You now receive one favor for every 2 points of a nation. To do this, take the favor stones of this nation that match its color.

Example: You occupy the Hill Lands and the Calvus Archipelago and have a company investment (see page X) in Radio Freedom. You get 2 points for the fields you occupy and an additional point for your company investment. Since you get one favor for every 2 points, you get one favor from Rhiel for your 3 points.

The player with the most points of a nation also receives prestige (see page x). With 1-4 players, the player with the most points receives 1 prestige.
No one gets prestige if they are tied.
With 5-6 players, the two players with the most points receive prestige, with the first player receiving 2 prestige and the second player receiving 1 prestige. If there is a tie for first place, both receive 1 prestige. If more than 2 players are tied, no one gets prestige.
If there is a tie for second place, the 1st player gets 2 prestige and the others get none.

Example: : In a 5-player game, in Rhiel, player A holds 3 points and player B holds 2 points. The remaining players have no points. Player A gets 2 prestige and B gets 1 prestige. In Avadur, player A has 2 points, player C has 2 points, and Player D has 1 point. As A and C are tied, both receive 1 prestige and D receives 1 prestige. In Tycos, players B, D and E each have 2 points. As a result of this tie, no one gains prestige.

3.2 Use favor

You can use your favor in many ways. All usable effects are explained below.

Table 1: Effects of using favor

Zeitpunkt	Wie oft?	Purpose
at any time	unlimited	- Use the effect of your role from the nation whose favor you spent
before the doctrin	once per cycle	- Spend a nation‘s favor to take the corresponding doctrine
at any time	once per cycle	- Take resources from the nation, whose favor you spent, in a number equal to the cycle number
at any time	once per cycle	- Increase your network, which is associated with the nation whose favor you spent, by the cycle number
during transaction	unlimited	- Build a company (see page 11)

♦ Prestige ♦

Prestige is a new resource to be added to Crimson Protocol. You will each receive 1 prestige at the end of each phase. You can also get additional prestige through territorial majority, as described above. Every time you play an operation, you lose 1 prestige. You also lose prestige when trading syncanite outside the legal trading margin (see The Foundation on page 11).
The prestige scale ranges from -3 to +3. It shows the prestige of each player. With a prestige of -1 you receive a penalty in various crises. For every time you reach -3 prestige, you also receive an immediate penalty for each active crisis. Additionally, if you are at -3 prestige and a crisis becomes active, you will receive the same penalty.
Each prestige you have, allows you to draw one more card when you need to draw a Pariah‘s revenge card.
You can spend 3 prestige at any time to increase your role by one level. Reduce your prestige by 3 scale values and increase your role by one level. If you receive prestige while you are already at +3 prestige, you receive buffer prestige instead. To do this, place a role cube in the area next to the +3 prestige level. You can only invest this buffer prestige in networks in phase IV. In phase IV during “Invest buffer prestige”, each player’s buffer prestige is invested into the networks according to player order.

♦ Networks ♦

Networks are a way to improve your opportunities asymmetrically by allowing you to invest in 3 different networks. There is the criminal network that is assigned to Tycos. There is the establishment network, which is associated with Avadur, and the mercenary network, which is associated with Rhiel. You can level all these networks through buffer prestige. This is possible in phase IV with “Invest buffer -prestige.” You can invest one buffer prestige for one role cube in any network.

You also improve networks by:

- You buy operations. Every operation purchased increases the criminal network by 1.
- You buy bribes. Any bribe purchased increases the establishment network by 1.
- Opponents do not maintain their armies. An opponent‘s unmaintained army increases the mercenary network of all other players by 1.

Networks unlock effects for you, which you can then use.

5.1 The Crimson Protocol
The Crimson Protocol is the overview that explains how to gain and lose prestige and how to improve your networks. It also shows you how high your level must be in the respective networks to be able to use effects. Each network can be at level 0-III. The levels in the network are represented by resources that are placed in the network. For the mercenary network this is represented by food; for the establishment network this is represented by syncanite; for the underworld network this is represented by goods. Place the resources in a column on your network and army limit board. A network is at level 0 with 0 resources, level I with 1-3 resources, level II with 4-6 and level III with ~~7~~+ resources. The level I effect is the same for every network. The black-market business allows you to steal resources from other player’s networks that have at least reached level I, for 15 capital each, and to add them to your own supply. You receive the resources as a free supply not bound to ahing in the network. This must be done as a transaction, whereby you can purchase any number of resources from a player‘s network per transaction.

5.2 Underworld Network
The underworld network is Tyco‘s’ network and is linked to criminal machinations and therefore the operations.
Organized Crime: With level II you can pay 5 capital during network effects in pPhase III. You can then draw 3 advocate cards and keep one of them.
Mafia-like methods: With level III you can look at the bottom 5 operation cards of their deck in phase III during network effects and keep one of them. The remaining cards are then placed onto the discard pile. This action costs you one resource from the network. You can also optionally discard 3 resources and equip a crisis of your choice with a criminal bonus. To do this, place your crisis bonus marker on the selected crisis. You can only receive the criminal bonus of a crisis. If you place a crisis bonus marker on a crisis on which you have the -1 penalty marker, they cancel each other out and both are discarded.

5.3 Establishment Network
The establishment network is the political network linked to Avadur and the bribes.

Corruption: With level II, in phase III, before revealing the laws, you can bid for the right to choose one of the laws. This auction runs like the initiative auction. If only one player has corruption, he does not have to carry out an auction. Players with corruption receive in the event of a conviction by the Triumvirate for each privilege that they hold +1 prestige in conviction rating.
Judgment of the Triumvirate: With level III you can sentence a player of your choice in phase III during network effects or equip a crisis bonus of your choice with the establishment bonus. To do this, remove one syncanite from your establishment network. If you want to sentence a player, then you select one who will be sentenced. Players can only be sentenced once per cycle. You then compare the difference between your prestige and that of the convicted player. Depending on the difference, the effects are triggered; they accumulate.

- Difference 0 No effect
- Difference 1 Choose a crisis and give the player a -1 penalty on this one.
- Difference 2 The sentenced player receives -1 prestige times the cycle number.
- Difference 3 The sentenced player receives a -3 penalty on the previously chosen crisis.[AU1.1]
- Difference 4 The sentenced player receives for one cycle no prestige.
- Difference 5 The dignitary of the sentenced player becomes executed.

If a player already has a bonus on a crisis on which they receive a penalty, the effects cancel each other out. So the -1 penalty cancels the criminal bonus and the -3 penalty resolves the establishment bonus. If you choose the establishment bonus for a crisis, you place your crisis bonus marker on the selected crisis. You can only receive the establishment bonus from a crisis.

If you choose a bonus to a crisis on which you have the -3 penalty marker, these cancel each other out and are both discarded.

Example: Player A sentences player B. Player A has 2 prestige and has corruption in the establishment network. Since A also has privilege and corruption, his privilege is 3. Player B is sentenced and has a prestige of 0. The difference is therefore 3. Player A now chooses a crisis in which B receives a -1 and -3 penalty. Additionally, B loses 2 prestige since we are in the 2nd cycle. The penalty is represented by the associated token.

5.4 Mercenary Network

5.4.1 Mercenaries
Mercenaries are a special type of armies. They can be purchased as a transaction for 5 capital + 5 capital times the mercenary‘s armor level. All capital paid for mercenaries is put aside in the mercenary pot. This mercenary pot decides the mercenaries‘ armor level. For every 100 capital times the number of active players in the pot, the armor level is increased by 1.

Example: 3 players are playing. Player C buys 5 mercenaries for 50 capital since the mercenaries already have armor level 1 and increases the pot from 550 to 600. The armor level now increases to 2.

Piracy: With level II you can carry out conquests with mercenaries in phase I. To do this, pay the purchase price of the mercenaries you want to move. You receive for each, through the conquest destroyed army 10 capital. The same amount of capital also goes into the mercenary pot. Both amounts are paid by the supply.

Example: Player A wants to carry out a conquest with 2 mercenaries with armor level 0. He pays 10 capital and moves into a field with an army of player B. The battle continues
following the order of battle. Player A destroys the army and receives 10 capital and 10 capital is placed in the mercenary pot.

Sabotage: With level II you can sacrifice 3 of your own mercenaries at any time. This means destroying 3 mercenaries from your own supply or from the field and thereby triggering one of the following effects. To destroy the armies, take a total of 3 mercenaries, either from the field or from your reserve, and return them to the supply
- Halve the harvest of a field for a cycle.
- Destroy a fortress/artillery/swarm.
- Reduce a player‘s armor by 1 for the next battle.

♦ Companies ♦

Companies can be built through a transaction. Resources and favor must be paid for.
This can also be done with several players in cooperation.

6.1 Build a company
To build a company, a player must spend a transaction. You can then pay all resources alone or build the company together with others. For a company, there must always be paid 2 resources of all types and a favor from the nation in which the company is located. You can distribute the payment of resources between the involved players freely. Regardless of the resources paid, all players involved in the build-up each receive a share in the company. Once you have built the company, you flip over the company board and place one of your role cubes on one of its spaces to mark your share.

6.2 Use a company
For each share in a company, the use of this company is free once per cycle. Otherwise, to use its effects you have to pay the costs that the company charges. Effects without phase binding are considered anytime effects. Each company has an effect that is only activated with 2 shares. This effect has the same cost as the other effects, but can only be used from the 2nd share onwards. Further shares can be acquired through the Foundation (see page 11).

♦ The Foundation ♦

The Foundation is a new element of Crimson Protocol, represented by the Foundation board.

7.1 Legal trading margin of syncanite
Syncanite's legal trading range is set by the Foundation and starts on the 4th.
Syncanite row from above and below in the syncanite market. This range is marked with the trading margin markers. You can buy and sell syncanite at the market up to and including the marked row. If you trade syncanite outside of the trading margin, you lose prestige. In one transaction you lose one prestige for 1-2 syncanite traded, 2 Prestige for 3-4 sycanite, 3 prestige for 5-6 syncanite, etc.

Example: You make a transaction. You sell 2 syncanite legally but 3 illegally. This means you lose 2 prestige.

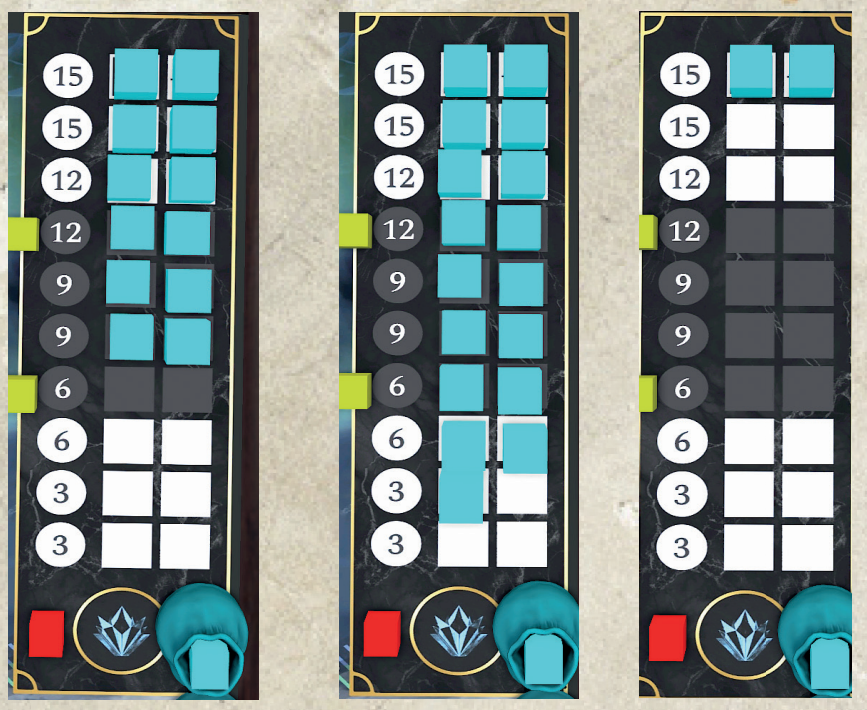
But you do not have to carry out a transaction illegally. If the market is set up in such a way that purchasing the syncanite would be illegal because the market is filled beyond the legal range (as in the post-transaction example), you may also choose to purchase the syncanite within the legal margin to avoid incurring a penalty.

However, only in this exceptional case are you not allowed to buy the lowest syncanite. If the syncanite market is so empty that selling syncanite would be illegal, you can also sell it cheaper within the legal margin, just like buying it.

Example1: Player A decides, instead of buying the syncanite for 3 and thereby losing prestige, to buy the syncanite for 6 within the legal margin and does not lose any prestige.

Example 2: Player B decides to sell 2 syncanite on the market for 24 instead of 30 capital in order to avoid the loss of prestige. For forward transactions, the bottom trading margin marker of the market continues to count, regardless of the gaps.

IN THE TEST Example: Subsequently, for example 1above, forward transactions are triggered. The market has the bottom trading margin marker at the first 3 row and the price is counted up to that point regardless the fact that the top row of 6 is empty. So you count the actual lowest price and ignore the legal trading margin.



♦ The Foundation

7.2 Certificates and company shares
Players can purchase certificates from the Foundation in order to obtain additional shares in companies that have already been built. Buying a certificate is a transaction. Any number of certificates can be purchased in one transaction. The price is made up of 5 times the stock exchange price times the cycle. Take a role marker for each certificate you purchased and place it on the Foundation board on top of the certificates. You can borrow against your certificates at any time. To do this, place one of your role markers from the certificates on the mortgaged certificates to receive a company share of your choice.
The company must already be built and still have free spaces. If there is only one free share left in a company that several players want to claim, the share is auctioned off according to the same principle as the initiative auction. All bids are paid, but the losing players keep their shares unmortgaged.
Mortgaged certificates must be paid for by the end of phase I. A player must pay syncanite the stock exchange price per mortgaged certificate. If a player cannot cover these costs, he loses 3 prestige. He still has to pay as much syncanite as he can, even if the amount is not enough. This syncanite is paid into the Foundation‘s pool.

7.3 Choose directive
In phase IV, a Foundation directive is selected by an open majority vote. To do this, 2 Foundation directives are revealed and you vote. You can vote for one of the 2 revealed Foundation directives or decide not to make any changes. Each Foundation directive can affect 3 different values. The upper arrow indicates the movement of the upper trading margin marker of the trading margin. Similarly, the lower arrow shows the movement of the lower trading margin marker and the middle arrow indicates the movement of the stock exchange price.

7.4 The Foundation pool
The Foundation pool is always full at the start of the game. The full capacity of the pool is calculated as 5 + the number of players. If the pool is filled to full capacity, excess resources go into the general supply. For each syncanite added to the supply in this way, Tyranny is increased by 1. At the end of phase IV, the syncanite market must be regulated into the legal trading margin after the Foundation directive is elected. If it is emptier than the legal trading margin indicates, it will be filled with the syncanite in the Foundation pool until the first row of the legal trading margin is filled. When the market is fuller than the legal trading margin remove syncanite until the last row of the legal trading margin is still filled. The removed syncanite is added to the pool. If the Foundation cannot balance the legal trading margin, all mortgaged shares must be paid immediately. If the pool is still not sufficently filled, all crises are increased by the cycle number.

♦ Evolving crisis ♦

The Crimson Protocol expansion adds evolving crises to the game. Crises continue to be incremented after activation. When a crisis reaches a count of 10, it is activated. After the crisis is activated, crisis events can be triggered. This always happens when its counter reaches 3, 6 and 9 again. Once a crisis is active, crisis values of operations are doubled. If a player increases a crisis above these values, the player may choose and trigger one of the 3 effects on the crisis event. If the increase is caused by a circumstance that is not directly attributable to a player, no effect is triggered.



♦ Updated game setup: Example ♦

The following shows what an example cycle with the "Crimson Protocol" expansion could look like. It makes sense to set up the game and replay the cycle according to the pictures and descriptions in order to fully understand the situation.

- Player A plays the strategos.
- Player B plays the chairman.
- Player C plays the censor.

Cycle 1:

Phase I:
Increase cycle die: The cycle die is set to I.
Draw/claim doctrine: Player A receives 3 doctrines first because he plays strategos. He has the option between intrigue, villainy, and villainy and chooses villainy. Players B and C then draw their doctrine. B gets intrigue and C superiority. Player A takes 2 operations, B takes 2 bribes and C takes 3 armies.
Initiative auction: Since no player has capital, all players roll their position. A rolls a 6 and is first. Players B and C both roll a 4 and have to re-roll. Then B rolls a 5 and C rolls a 2, so the order is A, B, and then C.
Place armies alternately: Player A begins his first turn and places 2 armies in the Calvus Archipelago. B places 3 armies in the Wasteland. C places 4 armies in the Lands of Eternal Night. A places 4 armies in the Hilly Lands, B outbids A in the Calvus Archipelago with 3 armies. A gets the armies back. C places another 2 armies in the Arctic Circle. A takes revenge and outbids B in the Wasteland with 4 armies. B receives only 2 of the 3 armies back due to villainy. After further setting, the following final situation results:



harvest + favor + prestige + investment income
Player A harvests 4 food, 1 syncanite and 6 goods.
Player B receives 8 food, 4 syncanite and 7 goods.
Player C harvests 2 food, 8 syncanite and 1 good.
Player A receives a nation's favor from his 2 spaces in Rhiel and Tycos, i.e. a Rhiel favor and a Tycos favor. Similarly, B receives one Rhiel favor for his 2 spaces in Rhiel and 2 Tycos favor for the 4 spaces in Tycos. Player C has 4 spaces in Avadur and receives 2 Avadur favor. Since there is a tie between A and B in Rhiel, no one receives prestige. In Tycos, B gets a prestige and in Avadur, C gets a prestige.
Withdraw armies: All players withdraw their armies. Player B gets 1 army in transit because he is 1 army under the limit.
Repayment of certificate debt: No player has a mortgaged certificate and therefore no debts are incurred.
Prestige increase: Since the phase now ends, every player receives 1 prestige.

Phase II:
2 transactions:
- Player A buys 2 operations with 6 goods and gets 2 points in the criminal network. He places 2 goods in his network and army limit board.
- Player B uses his resources and a Rhiel favor to build the company Radio Freedom in the Hilly Lands and thereby receives a direct share. The company board is flipped over and a role marker is placed on it.
- Player C buys 2 bribes with 4 syncanite and receives 2 points in the establishment network. He places 2 syncanite in his network and army limit board.
- Player A wants to build a company, but he lacks the resources and asks B for help. B wants to build a company in Avadur, but neither of them has Avadur favor. Therefore, player A buys 2 armies with 2 food instead.

♦ Game setup: Example

• Player B sells 2 syncanite for 12 capital.
• Player C builds the Archeology Institute together with B, with C providing the transaction, the Avadur favor and 2 syncanite. B pays 2 food and 2 goods. The company board is flipped over and both receive a share. Since C spends more resources, he makes a deal with B to get food later. Player B therefore picks up a lock token.

Maintenance: Player C has no more food and therefore cannot pay the maintenance for the 3 armies. A and B receive 3 food in their mercenary network.
A and B do not have to pay maintenance.
Prestige increase: As the phase now ends, each player receives 1 prestige.

Phase III:
Network Effects: Player B forgoes his effects. Player C is the only player with corruption and is therefore allowed to choose a law without bidding. He chooses The Order‘s Privilege.
2 Reveal laws: In addition to The Order’s Privilege a second law is revealed. This one is Veto Right.
Voting, intrigue, assassination attempts:
• Under The Order‘s Privilege there are 3 votes against and 1 vote for. The chairman does not interfere and the bill is rejected.
• Under Veto Right there are 3 votes for and no vote against. Player C now plays operation Cake, reversing the votes. Revolution is increased by 1 and player C loses a prestige by playing an operation. Veto Right is rejected.
Prestige increase: As the phase now ends, each player receives 1 prestige. Since B is already at 3 prestige, he receives a buffer prestige by placing a role marker into to the space for buffer prestige.

Phase IV:
Role Card Effects:
• Player A is the strategos and therefore has no effect in IV.
• Player B receives a bribe because he did not exercise his right in III.
• Player C draws 3 headlines and chooses Emergency Decree. Revolution is counted up by 3 and the supreme law becomes active. Mass taxation becomes active and Triage is increased by 3. All players take 25 capital. A field card is laid out.
It‘s Syncane Pipeline. Tyranny is increased by 2.
• The magnate is rolled. The custom D10 shows a +2, so the capital value is increased by 2 and Revolution is increased by 2.
• The investor draws a random card and lays it out. It is Defense Industry. War is increased by 2 Player trading, blackmail: No player wants to trade. However, C demands his handshake (see 2 transactions page. x) from B. B does not want to pay food and therefore loses a victory condition card and discards the lock token.
Refill limit: Player B takes his army out of transit.
Transaction:
• Player A buys a certificate from the Foundation for 15 capital. He places a role marker on the certificates. Player A directly borrows against this certificate and receives a share in a built company of his choice. He chooses Radio Freedom.
• Player B buys 3 mercenaries for 15 capital through his transaction. The capital goes into the mercenary pot
• Player C sells 2 syncanite for 16 capital and loses 1 prestige by trading outside the legal trading margin.
Invest buffer prestige: Player B puts his buffer prestige into the establishment network and accordingly places a syncanite from the supply into the network. He also increases the level of his role and loses 3 prestige. He could do this at any time. He places his role level marker on II.

Roll market change: You roll +2 at the goods market, -3 at the food market and +2 at the syncanite market. The stocks will be adjusted accordingly.
Directive, Reserve- Intervention: 2 directives are laid out. Player A votes for the right directive, while the other players want no change. So neither the price nor the legal trading margin changes. Since there are 4 more syncanite in the market than the legal trading margin allows, these are returned to the supply since the Foundation pool is already full. This increases Tyranny by 4.
Prestige Increase: As the phase now ends, each player receives a prestige. Since A is already at 3 prestige, he receives a buffer prestige by placing a role marker in the buffer prestige space.

Cycle II:

Phase I:

Increase cycle die: The cycle die is set to II.

Draw/Claim doctrine: Player C claims the doctrine Intrigue by discarding an Avadur favor. Player A gets 3 doctrines because he is strategos. He has the option between intrigue, villainy and superiority and chooses superiority. Player B then draws his doctrine. He receives infamy. Player A takes 4 armies, B takes 2 operations and C takes 2 bribes.

Initiative Auction: The players keep their capital hidden. A offers 3, B offers 1 and C too. A is first and B and C bid a new. Nobody offers anything, so they roll the dice in the order that now looks like this: A, C, B

Placing armies alternately: Player A begins his first turn and places 4 armies in the Wasteland. Player C places 3 armies in the Southern Colonies. Player B places 4 armies and 3 mercenaries in the Calvus Archipelago. He immediately activates his role's Tycos effect by using a Tycos favor. He can now carry out a conquest with his armies. He chooses his 4 armies and moves into the Wasteland, where he triggers a battle.

This goes like this:

• Player A rolls a 5. Player B rolls a 6 + 1 (by superiority) and wins the first roll. An army of A is discarded and A draws a tactical action.

• Player A rolls a 5. Player B rolls a 4 + 1. Since A is the defender, he wins and destroys 3 armies. B draws 3 tactical measures.

• Player A rolls a 6. Player B rolls a 6 + 1. There is no mass advantage because B attacks and is superior. A plays a +5 tactical and increases his roll to 11. Player B plays the Guillotine and an additional +2 annihilation measure and thus win the battle with an army.

Player B also activates piracy with his mercenary network and pays 15 capital to attack the Southern Colonies with the 3 mercenaries. He wins the battle there and receives 30 capital and 30 capital goes into the mercenary pot. Player A uses his share in Radio Freedom and places 3 rebels in the Hilly Lands. He marks that he used Radio Freedom once. Since he only has one share, any further use of the company in this cycle would now incur additional costs.

After further alternating bets, the situation ultimately looks like this:



Harvest + Favor + Prestige + Share Income

Players harvest resources as usual. Player A receives 3 points in Rhiel and thus a favor through his 2 spaces in Rhiel and a company share. He also receives a Tycos favor from the 2 fields. Similarly, B receives a Rhiel favor for his space in Rhiel and the share in the company and 2 Tycos favor through the 4 spaces in Tycos. Player C has 3 spaces in Avadur and a company share and receives 2 Avadur favor.

Since player A has 3 points in Rhiel, he receives a prestige. In Tycos, B gets a prestige and in Avadur, C gets a prestige.

Withdrawing armies: All players withdraw their armies. Players under the limit place armies in transit.

Repayment of certificate debt: Player A must now pay his mortgaged certificate. Since the stock exchange price is 3, it has to pay 3 syncanite, but can only raise 2. He still has to pay this and then loses 3 prestige. Since the Foundation pool is full, the syncanite is added to the supply and Tyranny is increased by 2.

The example cycle ends here.

♦ ADDITIONAL TOKENS/MECHANICS ♦

10.1 Epidemics



Plagues can only appear once per field and disappear at the end of phase I. Every time all players have had one turn, the plague destroys 1 army in the affected field.

Example: Player A has 6 armies in the Hilly Lands. Player B infests the Hilly Lands. After all players have bet/outbid once, player A loses an army due to the plague in the Hilly Lands. The total number of armies destroyed by the plague in phase I depends on how long phase I lasts, i.e. how often all players take turns. However, during conquests, this is limited to 5 destroyed armies, as the war has a maximum of 5 conquests per cycle.



10.2 Swarms

In Crimson Protocol, the swarm from the base game increases the harvest of the field by 2 per resource.

10.3 Swarm bait

There is now a swarm bait that attracts swarms and is represented by a swarm bait token. Each time all players have made a conquest move once in phase I, swarms move one space to the nearest swarm bait token. If a swarm is equidistant from 2 swarm bait token, the swarm will not move.

10.4 Swarm fusion

If there are 3 swarms on a field, a swarm fusion is carried out there immediately.
This happens the moment the 3rd swarm is placed onto the field. (The timing must be precisely regulated, because of counteratacks, at any time, further swarms, etc.) All armies, swarms, cards and resources are discarded from the space. Then places the 15 syncanit token on the space. The player who would harvest the space receives 15 syncanite instead of the harvest, which does not count as a harvest but as a bonus. The token is then discarded and the space can be harvested normally again. Spaces affected by the 15 Syncanite token are not considered scorched earth cropless spaces. Syncane Bombardment wipes out a space's crops and 15 Syncanite tokens.

10.5 Rebels



Rebels can occupy spaces and are used by effects. They do not harvest. A rebel token corresponds to the cycle number times 3. For example, in the second cycle a rebel token represents a total of 6 rebels. If there are two rebel tokens in one field, this value is doubled. Rebels can be defeated through battle. In a battle, Rebels have no doctrine or armor and do not take any tactical measures. If rebels occupy a space, you can still place armies in those spaces to start a battle against the rebels, even if war is not active.

SYNCANITE GAMES presenting *SYNCANITE FOUNDATION*

A game by Timon Thöne
In loving memory of Jannis Thöne, my brother, who unfortunately
is no longer with us to celebrate the day of its publication.
That would have been our game—little one—exactly the same and no different!

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Thank you for helping me make this dream come true!
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Our style is to use “they” as a singular gender-neutral pronoun when possible.
This usage continues to gain mainstream acceptance,
including among major style guides such as *The Associated Press Stylebook* and *The Chicago Manual of Style*.
We believe it is appropriate and practical, not just to reflect
common usage but to accommodate a more inclusive view of
gender identity. The *Syncanite Foundation* rule book also uses “he” or
“she” when helpful for added clarity.

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