READ BEFORE PLAYING

Welcome to the NGATA Solo Campaign, a single-player add-on to *SYNDICATE: An Interplanetary Conquest Board Game*. The following rules assume you are already familiar with multiplayer gameplay, outlined in the preceding sections. This solo rule book does not fully recap all of the rules that overlap with multiplayer gameplay.

SITUATION BRIEFING

You are a trusted member of the NGATA Family with skills to smuggle contraband anywhere in the system. A small but powerful cabal of Sovereign Senators, influential government agency leaders and loyalist mega-corporate political operatives has formed a black ops committee to plan and coordinate what they consider to be inevitable: a preemptive Sovereign strike to eliminate the pesky religious cult known as the Ascenders in a black ops sabotage mission, which will then be followed by a larger assault. The cabal has used its deep network of spies to get its hands on encrypted security countermeasures of the Ascenders's home space station, Blackstar. The countermeasures are still encrypted, but the cabal is using a secret quantum AI supercomputer in a data vault below the Cassiopia Club & Casino to decrypt the countermeasures. Soon, the Sovereign will have everything it needs to obliterate Blackstar, as well as the over 30 million souls on board.

Word of the plans has gotten to the Ascenders through black market information trading channels. They will pay anything to destroy the encrypted files and retrieve the Sovereign assault plans. However, word of the mission cannot leak or it is likely the Sovereign will accelerate its efforts. The Acenders's leader, Idmon (aka the "Client"), has put you in touch with contacts on different settlements throughout Arcturus that collectively have the blueprints for the various technology and weapons required to get into the quantum AI security data vault.

OBJECTIVE

To complete the mission, you will be required to unlock a series of vaults, the last of which is on Honos. To unlock VAULTS, you will need to find the right combination of KEYS, which you'll find by completing different types of missions throughout Arcturus. If you fail to find the KEYS and unlock all the VAULTS before the alert level maxes out and the Sovereign catches on to your involvement, the game is over and you lose.

Remember, avoid run-ins with the Sovereign, and beware of the other syndicates.

NEW GAME PIECES

1. (NGATA) MISSION CARDS
2. (NGATA) VAULT CARDS
3. (NGATA) CONFRONTATION CARDS
4. (NGATA) ADVANCED TECH CARDS
5. (NGATA) DASHBOARD CARD
6. (NGATA) HYPERJUMP CARD
7. (NGATA) CORA & VAULT TILES
8. (NGATA) CONFRONTATION TILES

NGATA SOLO CAMPAIGN

SET-UP

1. **DETERMINE GAME LENGTH / DIFFICULTY.** The NGATA Solo Campaign has two set-ups: SHORT GAME and LONG GAME, with the below vaults:

SET-UP	DIFFICULTY	TIME	MAX ALERT	VAULTS			
#1	MEDIUM	$20 - 30$ min	LEVEL 6	I BOHR STATION	II CETO	III HONOS	
#2	HARD	$30 - 50$ min	LEVEL 8	I KRONOS	II GOSHEN	III ETNA	IV HONOS
VARIATION	*ADDITIONAL VARIATIONS IN THE WORKS*						

2. **PREPARE MISSION CARD DECKS.** All MISSION CARDS are specific to either CORA or one of the vaults. Separate MISSION CARDS by the vault location specified on the back of the card. Discard MISSION CARD DECKS not relevant for your selected Set-up VARIATION. Shuffle each of the remaining MISSION CARD DECKS separately. If you are playing Set-up #1, you will have 3 separate MISSION CARD DECKS. If you are playing Set-up #2, you will have 4 decks. Place CORA MISSION DECK in the OPERATION CARD placeholder on the game board, and place remaining MISSION CARD DECKS adjacent to the board.

● *MISSION DECK LOCATION*

3. **SET UP VAULTS.** Select vault cards for VARIATION selected, and separate vault cards by VAULT location. Each vault has multiple VAULT CARDS to draw from, so you should be left with 3 sets of VAULT CARDS if playing Set-up #1 or 4 sets of VAULT CARDS if playing Set-up #2. Shuffle each set separately with the unlocked side up and then draw one VAULT CARD from each pile and place each drawn VAULT CARD on the corresponding MISSION CARD DECK, locked-side-up. Discard all unused vault cards back into the box.

4. **SET UP CORA & VAULT TILES.** Place the CORA TILE on the CORA base placeholder, and place the SHIP MINIATURE on the CORA tile. Place the VAULT I TILE on the base placeholder corresponding to VAULT I. Repeat for VAULTS II, III, (and IV if playing Set-up #2)

5.   PREPARE CONFRONTATION DECK. Shuffle CONFRONTATION CARDS, face-down. Place CONFRONTATION DECK adjacent to GAME BOARD.

6.   PREPARE FUEL DECK & DASHBOARD. Remove FUEL CARDS from box and shuffle, face-down. Place FUEL DECK adjacent to GAME BOARD.

7.   Remove DASHBOARD card from the box and place it next to you. Place a RED player cube in each of the six starting fuel unit placeholders. (The remaining three fuel placeholders can be unlocked later.)

8.   PREPARE PLAYER MAT. Remove the NGATA player mat from the box and set in front of you. Place four ACTION DICE in the ACTION DICE placeholders. Place a RED player cube in the ASSAULT LEVEL 1 box. Add five SOVEREIGN CREDITS and five POLITICAL INFLUENCE in the corresponding placeholder boxes. For the NGATA solo campaign, you can ignore CREW, TECH LEVEL and STARTING BONUS set-up.
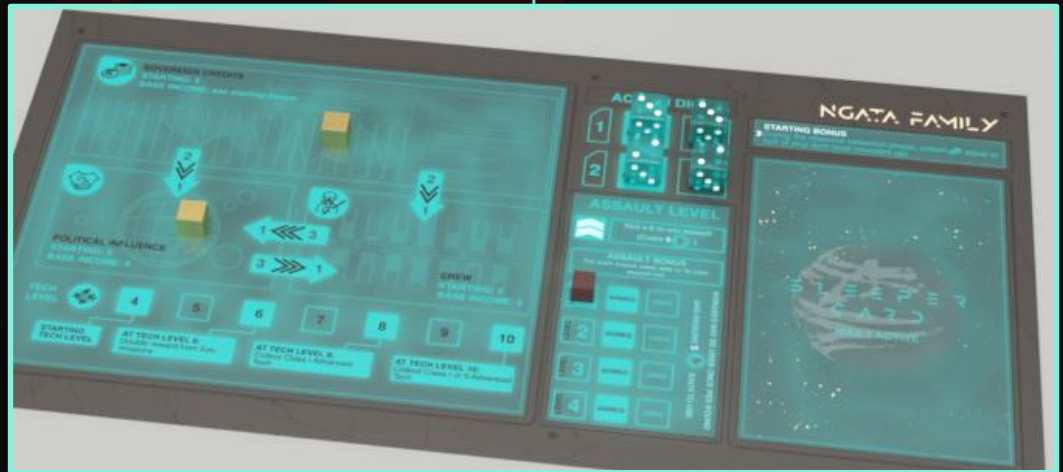
9.   SET UP REMAINING COMPONENTS:
   •   Create separate piles of RESOURCE CUBES and all PLAYER CUBES within your reach.
   •   Remove CONFRONTATION TILES and keep adjacent to GAME BOARD.
   •   Place ALERT LEVEL TRACK (upside based on VARIATION instructions) adjacent to GAME BOARD, and place a GAME MARKER CUBE on ALERT LEVEL 1.
   •   Place HYPERJUMP CARD next to player mat and DASHBOARD.
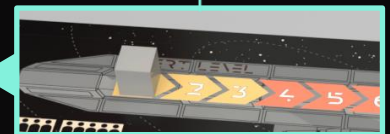
WINNING (& LOSING)

To win, you must unlock the final vault on Honos, which requires you to unlock all preceding vaults first. Each vault specifies a color combination of KEYS you will need to find (through completing missions or trading) and then deliver to the vault planet. While on the hunt for KEYS, you must maintain an ALERT LEVEL below 8. If the ALERT LEVEL reaches 8 at any time, you fail. An increase in the ALERT LEVEL can be triggered by confrontations with the Sovereign or other syndicates. There are a limited number of mission cards with KEYS. If you run out of mission cards and any vault is still locked, the game is over.

TRAVELING THE STAR SYSTEM

Unlike a multiplayer game of SYNDICATE, in the NGATA solo campaign you must travel from planet-to-planet, which comes with different limitations and costs.

TRAVELING WITHIN A ZONE

As a reminder, Arcturus is divided between three zones: the EXO zone, the MIDDLE zone, and the INNER zone, with planets, moons and stations color coded by zone.

Traveling from any location to any other location within the same zone consumes ONE fuel and does not require rolling a CONSEQUENCE DIE. There is no limit on the amount of contraband in your cargo hold for intra-zone travel.

> *Example 1:*
>
> *If you are on BLACKSTAR and want to travel to KOSS, you can move your ship simply by consuming ONE fuel.*
>
> *Example 2:*
>
> *If you are on BLACKSTAR and want to travel to GOSHEN, you must either travel through a trade route OR attempt a hyperjump (both detailed below).*

TRAVELING THROUGH TRADE ROUTES

There are two trade routes in Arcturus: the EXO-to-MIDDLE trade route (composed of KOSS, NEW VICTORIA, and VIMANA), and the MIDDLE-to-INNER trade route (composed of KAFKA, IO, and KEPLER).

Traveling from any location within a trade route to any other location within THE SAME trade route consumes ONE fuel and does not require rolling a CONSEQUENCE DIE; however, you may only travel through a trade route with a maximum of TWO contraband in your cargo hold— unless your cargo hold has been modified by ADVANCED TECH. If you have more than two contraband and you want to travel from one zone to another, you must either abandon some contraband (which you *cannot* recover later) or you may attempt a hyperjump.

Example:

If you are on BLACKSTAR and want to travel to GOSHEN. First, you travel from BLACKSTAR to KOSS (consuming ONE fuel). Then, you travel from KOSS to VIMANA (consuming ONE fuel) so long as you have two or fewer contraband. Finally, you travel from VIMANA to GOSHEN. In total, this route has consumed THREE fuel.

HYPERJUMPING

If you are bold, you may attempt inter-zone travel by hyperjumping. Hyperjumping typically consumes less fuel than traveling from zone-to-zone through a trade route, and it does NOT have a restriction on the amount of contraband in your cargo hold, but it does require rolling a CONSEQUENCE DIE, which may result in punitive outcomes. Refer to the tables below for the fuel cost and CONSEQUENCE DIE requirements for different hyper jumps:

	Exo - Middle Middle - Exo	Middle - Inner Inner - Middle	Exo - Inner Inner - Exo
Fuel Consumption	2 FUEL	2 FUEL	3 FUEL
# of CONSEQUENCE DICE	1 ROLL	1 ROLL	2 ROLLS
Outcomes (highest roll):			
Clean Jump	⚀ ⚁ ⚂	⚀ ⚁	⚀ ⚁
Draw a CONFRONTATION CARD	⚃ ⚄	⚃ ⚄	⚃ ⚄
Sovereign Trap *Abandon all cargo and raise ALERT LEVEL by 1*	⚅	⚅ ⚅	⚅ ⚅

REFUELING

As you travel, you will remove player cubes from your FUEL DASHBOARD to indicate the consumption of fuel. At anytime, you may refill your fuel tank by drawing a FUEL CARD from the FUEL DECK. Fuel tanks hold a maximum of 6 unites of fuel, unless modified by ADVANCED TECH. No matter what your fuel level is when a FUEL CARD is drawn, your fuel tank is filled to max capacity.

After drawing a FUEL CARD from the FUEL DECK, discard it.

NOTE: The FUEL DECK also includes cards that may trigger CONFRONTATION CARDS. If you are required to draw a CONFRONTATION CARD, you DO NOT refill your fuel, and you must resolve the encounter based on the instructions included on the card before taking any other actions, including drawing another card from the FUEL DECK.

NGATA SOLO CAMPAIGN
COMPLETING MISSIONS

To advance towards your final objective, you will need to complete different types of missions to find vault keys, accumulate resources, and unlock advanced tech and higher assault levels.

MISSION CARDS can always be drawn from CORA:

> *The Capone Listing is an open source platform for requests of a not strictly legal kind. While it is hidden from most of the population, anyone worth their spit in getting things done can find it easily. Mixed in with the regular jobs the Client has imbedded coded mission postings.*

Additionally, MISSION CARDS can be drawn from vaults after a vault is unlocked.

To draw a new MISSION CARD, your ship must be physically present on the source of the relevant mission card deck. For instance, if you're drawing a MISSION CARD from the BOHR STATION vault after unlocking it, your ship must be located on BOHR STATION.

Missions are completed on specific planets. To start a mission, you must be located on the planet specified by that MISSION CARD.

You may have a maximum of FOUR mission cards in your hand at once. You discard mission cards after attempting the missions (whether successfully or not). You may also discard a mission card from your hand without attempting it any time. Discarding a MISSION CARD does *not* provide any resource benefit (or consume any resources).

All discarded mission cards are permanently lost.

Unless otherwise specified by the MISSION CARD, failing a mission does not raise the alert level.

PLAYING ORDINARY MISSIONS

*** *REWARD TYPES: SOVEREIGN CREDITS and VAULT KEYS* ***

Ordinary missions are single-shot missions that require traveling to a specific planet, moon, or space station and rolling a specified minimum with an ACTION DIE. Rewards and minimum success rolls vary by mission, but all ordinary missions allow you to Hire Extra Hands, which increases your probability of success. When you Hire Extra Hands, you can roll one or multiple extra ACTION DICE.

If you are successful in completing an ordinary mission, collect the reward and discard the MISSION CARD. If you fail an ordinary mission, do not collect a reward and discard the MISSION CARD, but do not increase the alert level, unless otherwise specified by the card.

You must decide whether or not to Hire Extra Hands prior to attempting a mission. If you elect to Hire Extra Hands, you must pay the required SOVEREIGN CREDITS prior to attempting the mission.

You may play an ordinary mission while in the middle of a *special mission* (see further below).

PLAYING SPECIAL MISSIONS

Special missions are a sub-category of MISSION CARDS that have elements over multiple locations across Arcturus, and may involve multiple stages and decision points.

Special missions come in three varieties: *courier missions*, *tech missions*, and *defense missions.*

You may only have ONE active special mission at a time, which is placed face up on your player mat in the sleeper card placeholder. (While you have an active special mission, you may still attempt ordinary missions.)

Once a special mission is active and placed face up on your player mat, you may not return it to your hand. Either, you complete the mission successfully, in which case you collect the reward and discard the MISSION CARD, or you fail the mission in which case you discard the MISSION CARD and do not collect the reward.

In the NGATA solo campaign, FARSEI CRSYSALS ( ) are used to represent *special contraband*, and should *not* be used as a resource denomination. When discarding a special mission, also discard all FARSEI CRYSTALS brought into play for that mission card. FARSEI CRYSTALS from one special mission may not be used for a different mission.

To activate a special mission, you must travel to the designated starting location.

COURIER MISSIONS

REWARD TYPES: SOVEREIGN CREDITS and VAULT KEYS

Courier missions require you to smuggle contraband from the one territory to one or multiple destinations. Courier mission rewards are **sliding-scales**, meaning your rewards increase as you deliver more contraband to the specified destination(s). Courier missions may be abandoned and the MISSION CARD discarded at any time.

Mission location

Destination for contraband
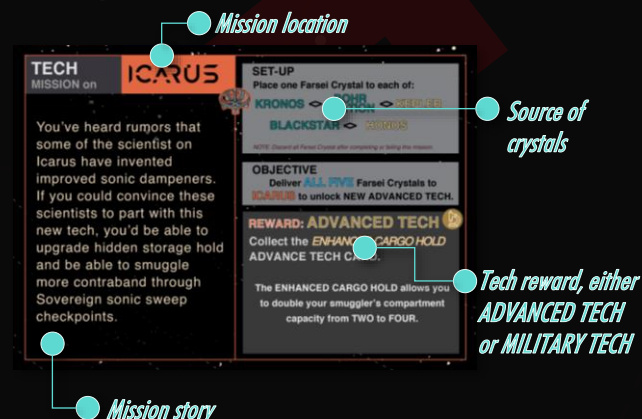
Reward based on number of crystals delivered

Mission story

TECH MISSIONS

REWARD TYPES: ADVANCED TECH

In the NGATA solo campaign, ADVANCED TECH is unlocked by completing tech missions—unlike the multiplayer version of SYNDICATE in which ADVANCED TECH is unlocked by reaching certain tech levels. Tech missions require collecting requisite contraband from across the star system and bringing them, undamaged, to the specific research center.

Tech missions require all contraband to be collect and are failed if any required contraband is lost.

Mission location

Source of crystals

Tech reward, either ADVANCED TECH or MILITARY TECH

Mission story
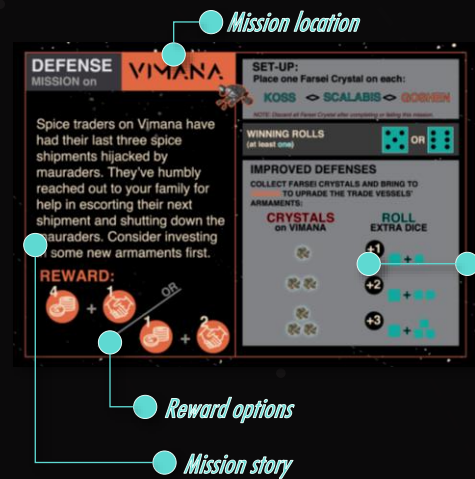
DEFENSE MISSIONS

REWARD TYPES: POLITICAL INFLUENCE and SOVEREIGN CREDITS

Defense missions are opportunities to help "innocent" Arcturians from marauder raids, earning you some POLITICAL INFLUENCE (and maybe even some SOVEREIGN CREDITS while you're at it.)

Defense missions require you roll a minimum ACTION DIE to win the defense. Prior to attempting a defense, you may upgrade your defensibility by collecting Farsei Crystals from different planets prior to the assault.

Mission location

Improve your defense by collecting crystals before attempting the mission

Reward options

Mission story

CONFRONTATIONS

As your traverse Arcturus, you will often be forced into confrontations with black market traders, the Sovereign, and other syndicates.

You will be directed to draw from the CONFRONTATION DECK from time to time as you draw Fuel Cards or attempt Hyperjumps.

Each confrontation gives you a backstory and several options of how to resolve the confrontation.

Confrontations must be resolved before taking further actions, including drawing FUEL CARDS and exchanging resources.

Confrontation Story

Your options (choose wisely)

FLEEING CONFRONTATIONS

Certain confrontations give players an option to "FLEE" if players have enough fuel to attempt a hyperjump. When players flee a confrontation, they must place a CONFRONTATION TILE on the territory they've just fled. *Do not* discard the confrontation card if you flee. You may not return to that territory to complete missions or pick up contraband without first resolving the confrontation with a non-flee action.

If a CONFRONTATION TILE is placed on CORA, one of the vaults or a trader tile, you may not draw missions or attempt to unlock a vault from those territories until the confrontation is resolved and the CONFRONTATION TILE is removed.

TRADER CONFRONTATION CARDS

Certain CONFRONTATION CARDS will give you an opportunity to trade between resources and contrabands with an Vimana or black market trader.

Trader confrontations do not require immediate resolution. Trader confrontations become available for the rest of the game once they are drawn. If you draw a trader confrontation, place a trader tile on the corresponding territory where the confrontation occurred and place the trader confrontation card in front of you. You may return to any territory with a trader tile at any time, so long as it is not encumbered by another confrontation tile, and trade with any drawn trader in front of you even if that trader was drawn on a different planet.

UNLOCKING VAULTS

The NGATA campaign requires you to unlock a series of vaults before ultimately unlocking the FINAL vault on Honos. The number of vaults that must be unlocked is determined by the game difficulty and length (either 3 or 4 total vaults).

Each vault card will specify its:

(1)   Location. You must be located on the relevant territory to deliver keys or (after the vault is unlocked) draw missions from the unlocked vault.

(2)   Required keys to unlock. Keys are awarded from successful missions or may be acquired from traders. Keys may only be placed on the open key placeholders of the lowest number locked vault. Once a key is placed in a key placeholder, it may neither be recovered, nor used for a different vault or trade.

After a vault is unlocked: (1) discard the keys used in the vault, (2) flip the vault card to the *unlocked* side and uncover the mission cards below it, and (3) flip the relevant vault tile from the *locked* side to the *unlocked* side.

Once a vault is unlocked, you may draw MISSION CARDS from that vault. As with drawing missions from CORA, your ship must be located on the same territory as the vault to draw a mission.

After unlocking a vault, read the story on pages [ ] – [ ].

DO NOT READ STORIES BEFORE UNLOCKING VAULTS TO AVOID SPOILERS.

Locked Vault   *Unlocked Vault*

NGATA SOLO CAMPAIGN

VAULT STORIES - DO NOT READ BEFORE UNLOCKING VAULTS

VAULT STORIES - DO NOT READ BEFORE UNLOCKING VAULTS