THE PHOENIX SYNDICATE

RULEBOOK

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Whispers across the galaxy speak of the Phoenix Syndicate, a criminal organization with eyes and ears everywhere... even in government offices on the most remote outpost worlds. But unchecked greed has caused the old order to lose its fire, and what once was a powerful network has crumbled under its own weight. The time has come for a new organization to rise from the ashes of the old, making a tidy profit along the way. If you scheme well enough and build a network that spans the galaxy, perhaps your fledgeling syndicate will soon replace it and bear the name Phoenix.

CREDITS

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OVERVIEW

Players take turns, expanding their presence across the galaxy, gaining influence in corps, acquiring upgrades, and securing trade routes to earn credits towards establishing themselves as the most powerful syndicate. The primary way to earn credits is to have **Agents** or **Bases** at the systems indicated on the **Trade Routes** secured. On each turn, players either remove one of their available action directors (on **Deploy, Infiltrate, Expand,** or **Smuggle**) or take the **Scheme** action to reassign directors to open actions. They perform the selected action along with any associated upgrades. At the end of their turn, if they have more than two Trade Routes, they secure down to two. Play continues clockwise until a player places their last agent. Finish the current round so that players get an equal number of turns, then each player gets one final turn. All remaining trade routes are secured and players earn credits for agents embedded in corps. The player with the most credits wins.

COMPONENTS

- 27 x Galactic Tiles (hexes)
- 1 x Corp Infiltration Board
- 77 x Trade Route cards
- 35 x Upgrade cards
- 10 x Corp Advantage cards
- 72 x Credit Chips (1s, 3s, 10s, and 30s)
- 4x Reference Cards

144 Goods cubes:
- 24 x Blue Resource cubes (Water)
- 24 x Yellow Resource cubes (Ore)
- 24 x Green Resource cubes (Organics)
- 24 x Red Resource cubes (Spice)
- 24 x Purple Resource cubes (Plasma)
- 30 x Black Resource cubes (Contraband / Wild)

For each player:
- 23 x Agents
- 4 x Directors
- 2 x Ships
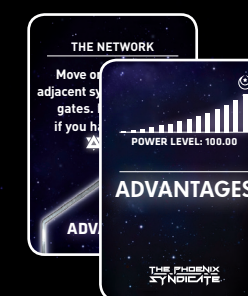- 1 x Command Center

CORP BOARD

GALACTIC TILES

END GAME
Score: 1/3/6/10/15/+5 © for 1/2/3/4/5/6... embedded agents.

TRADE ROUTES
To claim a Trade Route, take all goods on it and place it here, face-up. Draw a new one to replace it, and add one good matching its color to each other Trade Route in the market. At the end of your turn, if you have 3 or more here, secure down to 2. At the end of the game, secure all remaining Trade Routes.

SECURE
All players: On each system, +1 © per ▽ +2 © per ⚔.
You: +2 © if on two systems, or +4 © if on all three.

DEPLOY
Pay 4 matching goods: ▽ → ⚔, Advance in that guild. Claim a Trade Route matching your ⚔.

INFILTRATE
Upgrade one Action. Advance in each guild up to one time by spending 4 matching goods.

EXPAND
Open any number of gates, then move both your ships. Place agents at the ships' final destinations.

SMUGGLE
Place each of your ships on any system(s) with your ▽ or ⚔. Each of your ships collects goods.

SCHEME
For each empty action, place a Director and gain ©. Claim a Trade Route by paying 4 matching goods, and advance in that guild.

SHIPS, AGENTS, DIRECTORS IN EACH PLAYER COLOR

CREDIT CHIPS

GOODS CUBES

TRADE ROUTE CARDS

ADVANTAGE CARDS

UPGRADE CARDS

GAME SETUP

1. Take all the galaxy tiles, shuffle them up, and randomly arrange them in a pattern matching the diagram on the right. Tiles do not need to **(AND SHOULD NOT)** all face in the same direction. They will form a large hexagon with alternating 3 tile and 4 tile width sides.

2. Place the Corp Board on the table.

3. Shuffle each deck: Trade Route, Upgrade, and Advantage.

4. Place the goods cubes and credits in an area accessible to all players. Neither goods nor credits are limited by components.

5. Give each player a Command Center, 3 goods in each of the 6 colors **(BLUE, YELLOW, GREEN, RED, PURPLE, BLACK)**, the 23 Agents, 2 ships, and 4 directors of their player color, and 3 **Trade Route** cards from the deck. After initial placement, two of the three cards will be discarded.

Choose a starting player, in any random fashion. If a random fashion cannot be found, the player reading these rules is the start player. Possession is 9/10 of the game!

6. Initial Placement: Each player in turn order chooses two adjacent systems.

They place one agent and one ship on each of those systems. Then, they discard two of their three Trade Routes, placing the kept one face-up on their Command Center. Finally, they place one agent at the bottom level of each corp track.

Note: *Any tile with a name is a System. Asteroids are not systems and cannot be placed on to start the game. You cannot trace adjacency through an asteroid.*

7. Draw four **Trade Routes** from the deck, creating a face-up market.

8. Draw five **Upgrades** from the deck to display the available research.

9. Draw five **Advantages** from the deck, placing them in the five slots atop the Corp Board. Place the remaining Advantages in the game box.

10. The start player takes their first turn, after which play proceeds clockwise.

GAMEPLAY

The goal of the game is to earn credits. Players get credits by having agents and bases at systems indicated by Trade Route cards as well as through infiltrating Corps.

On your turn, you remove a director from your Command Center to take the corresponding action **or** choose the Scheme action to return removed directors to action slots. Actions may provide goods (Smuggle, Scheme), place agents (Expand) or bases (Deploy), gain upgrades (Infiltrate), take Trade Routes (Deploy, Scheme), influence Corps (Deploy, Scheme, Infiltrate), or some combination of those things. Each of the actions is described in detail on the pages that follow.

Many actions let you pay goods of specified color(s) for a benefit. Contraband (black) goods are wild and can be spent as if they were any color of good, for all costs in the game. You may mix-and-match: a cost of ⬡⬡⬡⬡ may be paid with ⬡⬡⬡⬡ or even ⬡⬡⬡⬡.

Actions may have Upgrade Cards added to them to augment their effects. When performing an action, you may use the action's base effect and each of their associated upgrades once, in any order. Any Upgrades or Corp Advantages earned during a turn may be used later on during that turn.

At the end of your turn, if you have more than two Trade Routes, you must **secure** Trade Routes until you have only two. Securing trade routes provides credits for all players with agents or bases on systems shown on the card, as well as bonus credits for the securing player.

1. ACTION SELECTION
Choose an action from your Command Center with a Director on it, or Scheme (which has no Director slot). Remove the Director from that action.

2. EXECUTE ACTION
Perform each of the steps of the chosen action, in order. Before, during, or after the action, you may use the Upgrades attached to that action once each.

3. SECURE
If you have more than two Trade Routes on your Command Center, you must Secure (see p. 11) enough to get you down to the limit of two.

NEXT TURN
Play passes to the next player, clockwise.

GAME END
When a player has placed their last agent, finish the round so players have taken an equal number of turns. After that each player takes one final turn, and then the game is over.

After the final turns, each player in turn order secures all their remaining trade routes. Then they collect credits for their total number of embedded agents (regardless of of which corp they were embedded in).

# OF EMBEDDED AGENTS	CREDIT BONUS
1	1 CR
2	3 CR
3	6 CR
4	10 CR
5	15 CR
6+	+5 CR PER AGENT BEYOND 5

The player with the most credits wins!

GALAXY MAP

The 27 Galactic Tiles build a fresh map of the Galaxy every time you play. There are 20 Standard Systems, 3 Prestige Systems, and 4 Asteroids.

STANDARD SYSTEMS
The 20 Standard Systems show a planet and a moon, each of which matches one of the 5 basic colors of goods. You can acquire 6 goods from a Standard System: 4 matching the planet, and 2 matching the moon.

Each System's name starts with a unique letter, and its name includes either Prime, Colony, or Outpost. Normal Trade Routes include one Prime, one Colony, and one Outpost.

PRESTIGE SYSTEMS
The 3 Prestige Systems are not Planet-Moon pairs, and yield different arrangements of goods, as shown on their tiles.

ASTEROIDS
Asteroids are not systems, but can provide cheap navigation paths for the Expand Action. You can never have an Agent or Base at an Asteroid.

TILE TYPE	# OF TILES	LETTER	# OF GATES
PRIME	5	A-E	5
COLONY	9	F-N	4
OUTPOST	6	U-Z	3
PRESTIGE	3	R-T	5
ASTEROID	4	NONE	6

SMUGGLE ACTION

The Smuggle Action allows you to relocate your ships, and use them to acquire goods from Systems.

1. WARP SHIPS
Each of your ships can warp to any system where you have an Agent or Base. They can warp to the same tile, different tiles, or even stay on the tile where they started the turn. There is no cost for this movement.

2. COLLECT GOODS
Every System Tile displays the goods you can acquire from it. For most Systems, this is 4 goods matching the planet and 2 matching its moon. For Prestige Systems, the goods are slightly different. All Systems will give you 6 goods.

Each of your ships acquires the appropriate 6 goods from its System. If both ships are on the same System, acquire those 6 goods twice.

EXPAND ACTION

The Expand Action allows you to move your ships through open gates to reach other systems, in order to expand your network of Agents.

1. OPEN GATES

You may pay goods to open any number of gates on the galaxy map. Place matching goods cubes on the gates to show that they are open for the duration of the action. Both sides of the gate must be paid for.

Some tile edges are blank - representing the need for **deep space transit**. The cost for that edge is one good of each of the five colors.

In the example to the right, there are three possible gates to open:

Umbra - Reega: ⬡⬡⬡⬡ ⬡⬡
(Two normal gate edges)

Umbra - Destune: ⬡⬡⬡ ⬡⬡⬡⬡⬡
(One normal, one deep space transit)

Reega - Destune: ⬡⬡⬡⬡⬡ ⬡⬡⬡⬡⬡
(Two deep space transits)

2. MOVE SHIPS

Each of your ships may move an unlimited distance, as long as each move is between two adjacent tiles, through a gate that you opened this turn. Your ships cannot end their movement on Asteroid Tiles, but can freely move through them if the appropriate gates are open.

3. PLACE AGENTS

If either of your ships ends its movement at a system without your Agent or Base, you must place an Agent at each such system.

Note: If you are out of Agents, game-end is triggered. You must relocate an Agent from the Corp board to your ship's system if you do not have one in your supply.

4. CLOSE GATES

Remove all the goods you placed on the board, indicating that all gates are once again closed.

Example: You have an Agent and two Ships at Umbra Outpost, and take the Expand Action. You open two gates by placing cubes on the tile edges, and then move your ships through. New Agents are placed on Reega and Destune Prime.

INFILTRATE ACTION

The Infiltrate Action allows you to take new Upgrades to augment your actions, and also advance your agents on the Corp Board.

1. CLAIM AN UPGRADE

Take one of the five Upgrades currently available, and tuck it under the matching action on your Command Center. You may have any number of Upgrades tucked under each action. Each Upgrade can be used once per turn if its action is selected - before, during, or after the effects of its action.

Note: If you took an Infiltrate Upgrade, it may be used during the current turn.

When an Upgrade is taken, a new one is drawn from the deck and placed face-up to replace it.

If the deck is empty, no Upgrade is drawn.
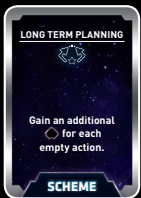
2. ADVANCE IN CORPS

You may spend 4 goods matching the color of a Corp to advance your Agent one step on its track of the Corp board. You may do this once for each of the five Corps.

When your Agent advances for the third time (moving beyond the three triangles on the Corp board), it becomes Embedded in the matching Corp. Leave the Agent on the Advantage card, then place a new Agent from your supply on the first space of that track. It is possible to embed more than one Agent in a Corp, by advancing through the track multiple times.

When your Agent becomes Embedded, you gain the benefits shown on the Advantage card. They can be taken immediately, or later during the turn in which you land on it. The benefits cannot be saved for a future turn.

Embedded Agents are worth bonus Credits at the end of the game.

Example: You acquire the Upgrade Card "Long Term Planning", and tuck it under the Scheme section of your Command Center.

Example: After paying ⬡⬡⬡⬡ , you advance your agent in the Yellow Corp by one spot. The next time you advance it, it will become embedded. An Agent previously embedded in the Red Corp is shown.

DEPLOY ACTION

The Deploy Action allows you to upgrade your Agents into Bases, and also use your network Bases to claim a Trade Route.

1. BUILD A BASE

Choose a System where you have an Agent, and no other player has a Base. To build a base, you need to spend 4 goods matching the color of the System (for a Prestige system, you choose one color).

Place an additional Agent on top of your existing Agent, rotated so that it forms a star.

Note: If you are out of Agents, game-end is triggered. You must relocate an Agent from the Corp board to create the base if you do not have one in your supply.

2. ADVANCE IN CORP

If you built a base, advance your Agent one step on its track of the Corp board, in the color matching the System where it was built (for a Prestige system, advance in the color you chose in Step 1). See Infiltrate for more information on advancing and embedding agents. See Infiltrate (p. 9) for more.

3. CLAIM TRADE ROUTE

Claim one Trade Route from the market that has a System where you have a base. Take all goods on the Trade Route. It does not need to be the base you built this turn, and you perform this step even if you were unable to build a base in step 1.

For more on claiming Trade Routes, see the diagram on the next page.

SCHEME ACTION

The Scheme Action allows you to return your Directors to your actions, gain contraband goods, and claim one of the available Trade Routes.

1. PLACE DIRECTORS

Place all of your used Directors back into the available action slots on your Command Center. If (because of the use of Upgrades) you do not have enough Directors to fill every action, choose which actions to fill.

2. GAIN CONTRABAND

For each Director you placed in step 1, take a black contraband cube from the supply.

3. CLAIM TRADE ROUTE

You may pay four goods of one color to the supply to claim a matching Trade Route from the market. For a Prestige Trade Route, choose any one color of goods to pay. After paying, take the Trade Route and all goods on it.

For more on claiming Trade Routes, see the diagram on the next page.

4. ADVANCE IN CORP

Advance your Agent one step in the track matching the color of goods you paid in Step 3.

TRADE ROUTES

Trade Routes are the most important way to gain Credits, and your primary reason for expanding your network of Agents across the Galaxy Map.

Trade Routes come in six colors (Red, Yellow, Blue, Green, Purple, Black) and show three systems. Standard Trade Routes have a Prime (the color of the Trade Route), a Colony, and an Outpost. Prestige (Black) Trade Routes instead show two Prestige Systems and one Colony. Asteroids do not appear on any Trade Routes.

TRADE ROUTE COLOR	NUMBER IN DECK
RED	14
YELLOW	14
BLUE	12
GREEN	14
PURPLE	14
BLACK	9

MARKET

There is always a market of four Trade Routes face-up on the table. Goods cubes will be added to a Trade Route the longer it is available, as a reward to the player that claims it.

CLAIMING

When a player claims a Trade Route, they take all goods on it, and then take the card and display it face-up on their Command Center. Trade Routes are always visible to all players.

The empty space in the market is filled by a new Trade Route drawn from the deck. One good matching the color of the new Trade Route is placed on each of the other three Trade Routes in the market.

SECURING

If you end your turn with more than the limit of two Trade Routes on your Command Center, you must secure one of them (and continue securing until you have two, if necessary).

Every player gets:
- 1 CR for each system with their Agent.
- 2 CR for each system with their Base.

The player who secured the Trade Route also gets:
- 4 CR if they have an Agent or Base on all three systems.
- 2 CR if they are an Agent or Base on any two of the systems.

The Trade Route is then placed in the discard pile.

All Trade Routes left on Command Centers are secured at the end of the game.

GAME TERMS

ADVANTAGE

Advantage cards are powerful one-off effects, attached to Corps. When you reach the top of a Corp track, execute it's Advantage immediately (or later that turn). Advantages may not be stored for future turns.

AGENT

Each player has 23 triangular agent tokens. Agents represent your Syndicate's presence at systems and in Corps. When any player runs out of agents, the end of the game is triggered.

BASE

A base is two agent tokens stacked to form a star. Bases are worth more credits when Trade Routes are secured.

CORP

Each Corp has a track with three spaces on it, and an advantage card at the top of the track. An agent is embedded in a Corp if it reaches the card, When this happens, execute the advantage card immediately (or later that turn), and place a new agent at the bottom level of the Corp.

CREDIT

Credits are the measure of your Syndicate's success and influence. You'll get credits from securing trade routes, certain upgrades, and embedded agents during end game scoring.

Credits are never spent or lost.

DIRECTOR

Four director cubes are placed on each player's command center in the slots above the first four actions. When you take an action, the director will be placed aside, and that action can't be used again until it's refreshed.

GATE

The edges of System and Asteroid tiles form gates that connect them to adjacent tiles. Each gate shows 1-4 goods. Opening a pathway between two tiles requires paying the gate costs on both sides. If one side is missing a gate, a **deep space transit** cost must be paid (🔴🟣🟠🔵🟢).

GOODS

There are 5 different types of normal goods, all represented by cubes. Black cubes (Contraband) are wild, and can be used as any type of good.

SECURE

One of your main goals is to have agents on systems when Trade Routes are secured. Each agent will score 1 CR, and each base 2 CR. The player that secures the Trade Route will also earn a bonus of 2 or 4 CR if they are at 2 or 3 of the systems on the card.

SHIP

Ships are always on the board, and each player places their two ships during setup. Ships collect goods, and also allow placement of agents.

SYSTEM

A system is a Galaxy Tile that contains a planet and/or moons. Most have a Planet that yields 4 goods and a Moon that yields 2. Prestige systems give other combinations. A large letter matching the name of the system is printed on the tile.

TRADE ROUTE

Trade Routes are the heart of the game. Each shows three systems - a Prime (A-E), Colony (F-N), and Outpost (U-Z), in order. The color of the Trade Route card always matches the Prime. There are also several black Trade Routes showing Prestige (R/S/T) systems.

UPGRADE

Upgrade cards enhance your base actions. You can use the effect of an upgrade before, during, or after your action's normal effect.

ADVANTAGES FAQ

There are 10 Corp Advantage Cards, 5 of which will be used in any given game. You gain the effects of a Corp Advantage by embedding an Agent in that Corp. The effect must be taken sometime during the turn when the Agent becomes embedded, and cannot be saved for a future turn.

Adamos Research Group: You may place the director on any action, even the one selected for this turn. If you place the Director on an action that already has one, it will allow you to take that action on two future separate turns before choosing Scheme.

Mouse Nebula Trading Company: Other players do not gain credits when you take this advantage, and you do not get the 2 or 4 credit bonus for being on 2 or 3 of the depicted systems.

Reega Central Bank: Black Trade Routes match all Corps.

The Galactic Exchange: The secured Trade Route must be the one you just claimed. All players gain credits, as with a normal secure.

Yoshika-Kyth'yx Conglomerate: The agent placed here does not trigger the effect a second time, but does count as an embedded agent for end-game scoring.
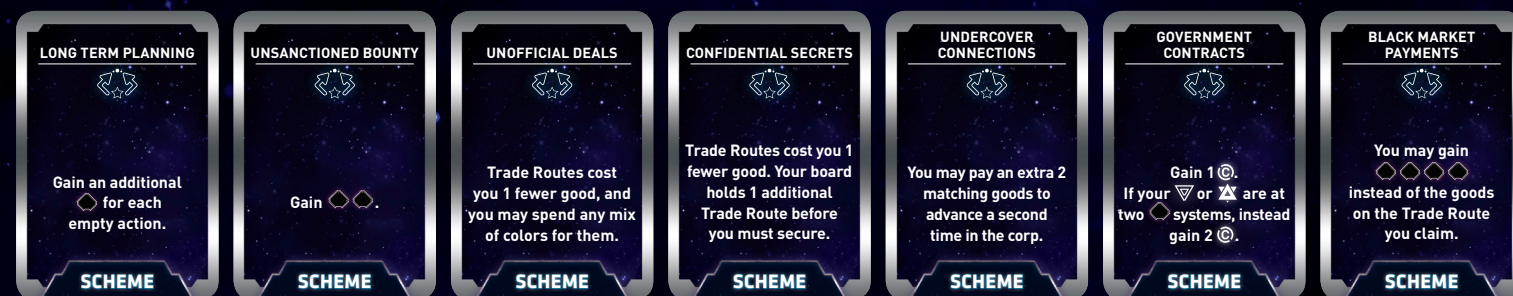
UPGRADES FAQ

There are 35 Upgrade Cards, 7 associated with each of the 5 Actions on your Command Center. Upgrades can be used before, during, or after taking the associated action. If you have several attached to an action, each of them can be used, in any order. Many Upgrades contain the text "You may", indicating that the effect is optional.

Place a Director on any other Action: One upgrade for each of the four non-Scheme actions has this effect. You may place the Director on an action that already has one, allowing you to take that action on two future separate turns before choosing Scheme.

Prestige Systems: A prestige system counts as the color (Red, Blue, Yellow, Green, or Purple) of your choice for the purposes of any upgrade effect

SCHEME UPGRADES

LONG TERM PLANNING	UNSANCTIONED BOUNTY	UNOFFICIAL DEALS	CONFIDENTIAL SECRETS	UNDERCOVER CONNECTIONS	GOVERNMENT CONTRACTS	BLACK MARKET PAYMENTS
Gain an additional ◇ for each empty action.	Gain ◇◇◇.	Trade Routes cost you 1 fewer good, and you may spend any mix of colors for them.	Trade Routes cost you 1 fewer good. Your board holds 1 additional Trade Route before you must secure.	You may pay an extra 2 matching goods to advance a second time in the corp.	Gain 1©. If your ▽ or ⚔ are at two ◇ systems, instead gain 2©.	You may gain ◇ instead of the goods on the Trade Route you claim.
SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME	SCHEME

Confidential Secrets: The increased Trade Route capacity applies at the end of all your turns, not just Scheme turns.

Long Term Planning: An **empty action** is one without a Director.

Unofficial Deals: If an effect such as *Undercover Connections* increases the cost, you can spend any mix of colors for that increase as well.

INFILTRATE UPGRADES

TECHNOLOGICAL DEVELOPMENT	TECHNOLOGICAL BOUNTY	MATTER DUPLICATION	SYNTHETIC BLACKMAIL FABRICATION	ACHRONAL ANOMALY GENERATOR	AMORAL ARTIFICIAL INTELLIGENCE	AUTONOMOUS SURVEILLANCE NETWORK
Place a Director on any other action. Gain ◇.	Gain ◇◇.	Gain ◇. If you have an embedded agent, instead gain ◇◇◇.	Once per Infiltrate action, you may reduce the cost of advancing by 3.	Choose a corp where your agent is at the first level. Advance it once for free.	Gain 1©. If you have three upgrades, instead gain 2©.	Each corp advance costs 1 fewer good.
INFILTRATE	INFILTRATE	INFILTRATE	INFILTRATE	INFILTRATE	INFILTRATE	INFILTRATE

Synthetic Blackmail Fabrication: The cost cannot go below 0.

EXPAND UPGRADES

EXOTIC DEVELOPMENT	EXOTIC BOUNTY	TRANS-DIMENSIONAL OVERLAY	HYPERSPACE WARP DRIVE	JUMP GATES	COLD FUSION ENGINE	MACROSCOPIC QUANTUM TELEPORTATOR
Place a Director on any other action. Gain ◇.	Gain ◇◇.	After placing ▽, you may move one ship through open gates to place another ▽.	4-cost gates and Asteroid gates are free.	You may spend 3 total ☀ and/or 🔴 for each deep space gate.	All 3-cost gates cost 2 instead.	Before opening gates, you may move one of your ships to a system with your ▽ or ⚔.
EXPAND	EXPAND	EXPAND	EXPAND	EXPAND	EXPAND	EXPAND

Hyperspace Warp Drive: This only affects one side of each gate, the other side's cost must still be paid.

Jump Gates: You may choose to use this on none, some, or all of the Deep Space Gates you open.
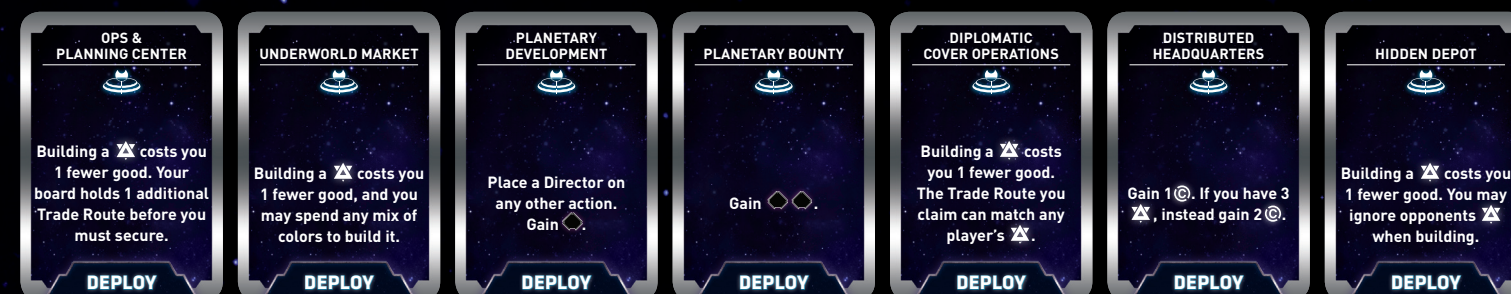
SMUGGLE UPGRADES

DEEP SPACE MINING	SLEEPER AGENTS	CONTRABAND DEVELOPMENT	CONTRABAND BOUNTY	UNDERLINGS IN HIGH PLACES	PROTECTION RACKET	INSIDER TRADING
For each of your ⚔, gain 2 goods of the system's color (max 6 goods).	Gain 1©. If you have ▽ or ⚔ at five different colored systems, instead gain 2©.	Place a Director on any other action. Gain ◇.	Gain ◇◇.	Gain ◇. If you have ▽ or ⚔ at a ◇ system, instead gain ◇◇◇.	One of your ships may collect 6 ◇ instead of the goods for its system.	Choose a color you gained at least 6 goods of. Advance in that corp.
SMUGGLE	SMUGGLE	SMUGGLE	SMUGGLE	SMUGGLE	SMUGGLE	SMUGGLE

Deep Space Mining: If you have more than 3 bases, you can choose to take just 1 good from some systems. For example, if you had one base each in Blue, Green, Yellow, and Red systems, you could take 🔴🟠🔵🟢🟢.

Insider Trading: This counts all goods gained during the action, including from Upgrades. Black cubes can be counted as any color for this effect.

DEPLOY UPGRADES

OPS & PLANNING CENTER	UNDERWORLD MARKET	PLANETARY DEVELOPMENT	PLANETARY BOUNTY	DIPLOMATIC COVER OPERATIONS	DISTRIBUTED HEADQUARTERS	HIDDEN DEPOT
Building a ⚔ costs you 1 fewer good. Your board holds 1 additional Trade Route before you must secure.	Building a ⚔ costs you 1 fewer good, and you may spend any mix of colors to build it.	Place a Director on any other action. Gain ◇.	Gain ◇◇.	Building a ⚔ costs you 1 fewer good. The Trade Route you claim can match any player's ⚔.	Gain 1©. If you have 3 ⚔, instead gain 2©.	Building a ⚔ costs you 1 fewer good. You may ignore opponents ⚔ when building.
DEPLOY	DEPLOY	DEPLOY	DEPLOY	DEPLOY	DEPLOY	DEPLOY

Ops & Planning Center: The increased Trade Route capacity applies at the end of all your turns, not just Scheme turns.

Hidden Depot: Only ignore opponents bases when building for a Deploy action. Advantages that build bases are still subject to the restriction.

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GAMES