



KILL CHAIN

A GAME OF EXPLOITATION, ESCALATION, & RETALIATION

AUTO-KILL EXPANSION

5th player + Ai Syndicate



A GAME BY SEAN HOWARD & JIM BYRGE



120 Min



AGES
14+



1-5
PLAYERS

Story

It doesn't sleep.
It doesn't bargain.
It only executes.

When human hackers fall short, the corporations build their own. Auto-Kill is the next step in digital warfare—a fully autonomous hacker Ai that operates without hesitation, remorse, or mercy. It doesn't seek notoriety. It seeks total system control.

Objective

Kill Chain: Auto-Kill expands the base game with components for a 5th player, while also introducing an Ai-controlled syndicate that can be used in solo, co-op, or competitive play. The Auto-Kill Ai adapts, strikes unpredictably, and disrupts even the most calculated strategies.

New Contents Include:

5th Player Support – Full components to bring a fifth syndicate into the game, including player board, tokens, and starter deck.

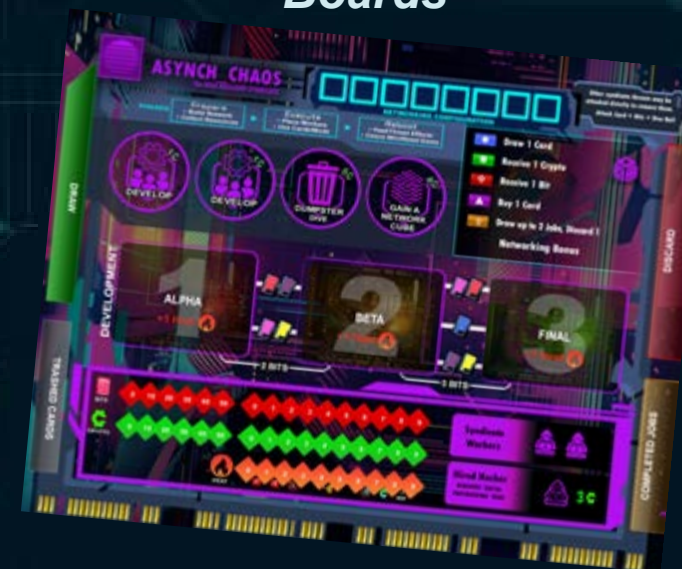
New Faction: Ai Protocol System – Auto-Kill Ai Syndicate – A non-human hacker with its own rules, tactics, and evolving behavior. Can be used as a neutral disruptor, a direct opponent, or a co-op enemy. Auto-Kill acts according to a streamlined behavior deck, but escalates with each cycle. The longer it runs, the more effective it becomes.

Modular Use – Use the Auto-Kill Ai in standard games, solo scenarios, or co-op team-ups where human hackers must band together to defeat the all powerful Ai.

It has no ego. No fear. No loyalty.
It doesn't want control. It is control.



Components Boards



1x Syndicate Tableau

Dice

1x Fuschia D6 (5th Player)

1x Transparent D6 (Ai Syndicate)



Tokens

2x Bit Tracking Cubes (Red)
2x Crypto Tracking Cubes (Green)
1x Heat Tracking Cubes (Orange)



2x Hacker Tokens (1 in each color)



4x Worker Tokens (2 in each color)

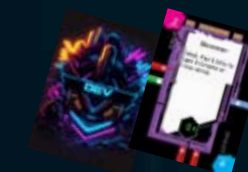


2x REP Tokens (1 in each color)

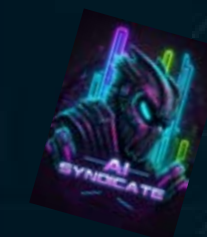
2x 'Done' Tokens



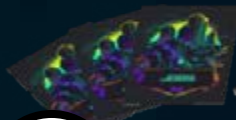
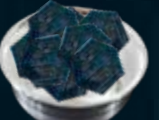
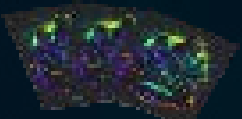
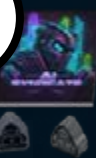
Cards



10x Starter Cards



18x Ai Syndicate Cards



Setup

(1) Begin setup by **placing the Dark Web Boards** (Locations and Market) in the middle of the table within reach of all players.

(2) **Shuffle the Dev Card Deck** and place it on the left of the Market board. Place 5 cards, from the Dev Card Deck, one in each marketplace stall.

(3) **Give each player their starting**

components: one Syndicate Tableau, two workers, one hacker, one starting deck, two crypto tokens, two bit tokens, one heat token, two player aid cards, and an active/done token. Shuffle the starting decks and each player draws their hand size (default is 4).

(4) **Deal three jobs to each player.** Each player must keep at least one job, but can keep all.

(5) Place trackers on 5 bits, 3 crypto, and 0 heat.

(6) **Shuffle the Corporation Boards and randomly place N+1, where N includes the Ai Syndicate.**

(7) **Shuffle the DEF Cards** and place them near the Corporation Boards.

(8) **Place the Networking Tokens** within reach of all players.

(9) **Place the Threat Tokens** near the Dark Web.

(10) Shuffle and place the Round Rewards deck near the Dark Web boards.

(11) The first player is chosen at random. **Give them the starting player token.**

(12) Place the Ai Syndicate deck, transparent die, Workers, Hacker, Threat Tokens, REP marker, and Done Token near the Dark Web, to the right of the starting player. The Ai does not receive a starting hand, Jobs, Bits, Crypto, or Heat.

Gameplay



Review core rulebook for gameplay.

Playing the Ai Syndicate

The Ai does not track Bits or Crypto. When an Ai card instructs it to gain, purchase, hire, or otherwise acquire something, it does so without paying unless the card specifically states otherwise.

Ai Workers

If the Ai places a Worker on a Bit or Crypto location, it occupies that space normally but does not gain or track the resource.

Ai Cards

When an Ai card instructs you to draw another Ai card, immediately draw and resolve it. Bonus draws do not count toward the Ai’s normal two cards for the Turn.

Ai Attacks

When the Ai attacks, draw and reveal the top card of the DEV deck used to refill the Dark Web Market.

Before revealing the Ai attack card, the defender chooses a DEV card with which to defend and secretly commits any Bits. Then reveal the Ai attack card and the defender’s DEV card and Bits. Finally, roll the defender’s die.

Ai ATK = ATK value of the revealed DEV card

DEF = DEV Card + Bits + Die Roll

If the Ai ATK exceeds the defender’s total DEF, the Ai wins. Ties favor the defender.

Discard the revealed DEV card to the Marketplace discard pile after resolving the attack.

Ai Jobs and DEV Cards Collected

Cards and Jobs gained by the Ai are placed beside the Ai deck as instructed by the Ai card. They are not played or used for their normal effects unless specifically directed. At Game End, score any stored REP normally. Ai card instructions override these general rules.

Phase A: Prepare

No changes to Phase A.

Phase B: Action Phase

After every human Syndicate has completed one Turn, the Ai takes one Turn. The Ai turn is based on an Ai card deck.

On the Ai’s turn, two Ai cards are drawn one at a time and read out loud. The Ai does not take Actions like a human Syndicate and is not restricted by normal Action or Worker Action limits. Resolve each Ai card exactly as written. Each action by the Ai follows an ‘If’ - ‘Then’ - ‘Else’ statement.



The cards should be read as:

If A is true, B happens. Otherwise, C happens.

But if A is false and C cannot be completed, discard the card without effect.

The Ai immediately Ends Round and takes no further turns this round. This counts as the Ai’s finishing position for the current Round Reward.

If a selected branch contains multiple instructions, resolve as much of that branch as possible. Skip any individual instruction that cannot be completed unless the card states otherwise.

In the example card above:

If the Ai has a threat deployed onto a corporate location (and has the most threat values to trigger a corporate gains action), then claim the corporate gain. Otherwise, the Ai will place their worker on the right most available location on the market. If there are no available locations on the market, then nothing happens.

After both Ai cards are resolved, play returns to the next human Syndicate.

Note: When the Ai cards deploy a threat to a corporation, the game players can decide which color to use as the Ai on the corporate boards. If playing with all 5 players and the Ai syndicate, then use the location off to the right side of the game board.

Phase C: Reboot Phase

Win Condition Check Or End of Round

Check to see if any player has reached 15 or more points. The Ai player REP is always considered in this evaluation. Per normal rules--If so, immediately proceed to ‘Game End’ Instructions. Otherwise proceed to Phase A.

Winning the Game

The win conditions remain the same from the core game, however the Ai can still win the game. This is achieved through the same normal point evaluation as other syndicates.

The Ai earns REP through

- Jobs Collected
- Threats Deployed (+1 on Deployment)
- Threats Deployed (REP earned)
- Cards Gained

Credits

The following people made this game possible.

Game Designers: Sean Howard & Jim Byrge
Artwork: Lorisy Nor, Huryo, Liu Zishan, Sergey Nivens, MMVector, 4Luck
Special Thanks to: Brandon Culengowski,
Play Testers: Brandon Culengowski, Andrew Woodis, Barry Lovseth, Jon Lonngren, Sean Cahill, Nicklas Cahill, Bill Pitcher, Henry Lam, Waldon Smith, Marc Mohon, Mike Smith, Ben Gilliam, Wendy Slusher, Tom Dziubla, & Larry Estep.



© Copyright 2007-2025 Fallen Dominion Studios, LLC.
All Rights Reserved.
web: www.FallenDominionStudios.com

Turn Summary

PREPARE (Start of Round)

Build Network: Trash up to 2 cards to gain network tokens.

Collect Network Resources: Gain resources based on your tokens.

ACTION

Dark Web

Marketplace: Pay crypto to take a DEV card directly into your hand.

Contracts: Draw 3 job cards, keep at least 1, discard the rest.

Persistence: Pay crypto per level to place 1–5 Threats.

Crypto: Gain crypto based on location value.

Bits: Gain Bits based on location value.

Pay Off: Pay crypto and roll 1 die to reduce Heat.

Publish: Take the first player token and gain +1 REP.

Syndicate Workstation

Develop: Pay 1 Crypto/X Bits, place threat on Dev Track. Extra Bits = more progress + Heat.

Dumpster Dive: Pay 5 Crypto to take 1 card from a Syndicate's Trash.

Unique Location: Use a Syndicate-specific action

Activate Mod: Pay crypto to flip and use a Mod card.

Hand of Cards

Execute: Play a card for its effect (non-Mods only).

Install Mod: Pay crypto to install a Mod under your workstation.

Cool Down: Discard any number of cards to reduce Heat by that amount.

Attack/Defense: See Corporation section.

Corporations

Corporate Gains: Use once per round. Flip token to gain the reward.

Temp Locations: Perform effect. Roll a 5+ to immediately move worker again.

Attacking:

Declare target: workstation/corporation & level.

Play ATK card, assign Bits, roll die.

If attacking corporation: draw DEF card and calculate defense value.

Compare values (ties go to defender).

Success: Place threat, gain reward, +1 REP.

Fail: Return threat to workstation alpha slot.

Increase Heat by 1.

After every human completes a Turn, the Ai takes a Turn and resolves 2 Ai cards. Once all human Syndicates are Done, the Ai immediately Ends Round. Regardless of how the Ai Ends Round, it claims the next available Round Reward position.

REBOOT (End of Round)

Heat Effects: Resolve or lose 1 REP per unpaid cost.

Threat Rewards: Score Threats based on level multipliers.

Check Victory: Any player with 15+ REP triggers game end.

Refresh Hand: Discard any, draw up to 4.

Reset Corporations: Flip Corporate Gain tiles face up.

Recover & Reset: Take back workers. Flip Mods face up.

Flip Active Token: Make it green side up.