



KILL CHAIN

A GAME OF EXPLOITATION, ESCALATION & RETALIATION

永興公司

合發五金

合發五金

電鋸工具 手動工具

回頭

中島大

3197

A GAME BY SEAN HOWARD & JIM BYRGE



120 Min



AGES
14+



2-4
PLAYERS

Story

In the foreboding shadows of an impending era, an unholy alliance of mega-corporations orchestrated the collapse of global currencies, supplanting them with their own nefarious cryptocurrency. A rebellion erupted among the downtrodden masses worldwide, yet governments succumbed, and corporations ascended to become the new overlords. Dividing the world's wealth into market fiefdoms, these corporate entities transcended national boundaries, obliterating concerns for taxes, survival, and everyday life.

The corporations tightened their stranglehold on every aspect of existence — controlling sustenance, employment, thoughts, and ultimately, the fate of all. However, a rare group of individuals managed to elude corporate dominion. In the scarcity of their existence, they were allowed to persist, but not without a cost. These chosen few navigated the fringes of society, belonging to hacker syndicates compelled to carry out the corporations' dark bidding. Exploiting vulnerabilities within the oppressive system, they engaged in espionage, theft, and intelligence gathering to satiate the insatiable appetites of other corporate giants. Hacking became their lifeline, a means to survive in a world dominated by digital malevolence.

Objective

Earn Reputation (REP) by developing and deploying Threats, completing Jobs, and building your Syndicate.

Once any player reaches 15 REP, finish the current Round. After the Round ends, add any remaining end-game REP. The player with the most REP wins.



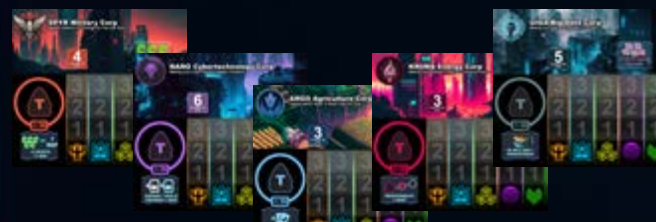
COMPONENTS

Everything you need to build your hack and run the megacorporations.

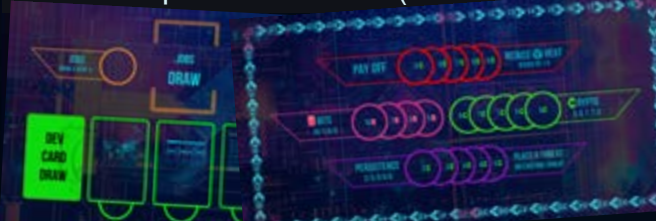
BOARDS



4× Syndicate Player Boards



5× Corporation Boards (Double Sided)



1× Dark Web: Market

1× Dark Web: Locations

CARDS



36× Jobs Cards



9× Corp Defense Cards



9× Round Rewards



40× Starter Cards
(10 per color)



54× DEV Cards



10× Player Aid Cards

TOKENS & MARKERS

100× Network Building Tokens
(20 in each color)



20× Phish Tokens



10× Denial of Service Tokens



20× Trojan Tokens



20× Rootkit Tokens



20× Ransomware Tokens



10× Botnet Tokens



8× Syndicate Upgrade Tokens



8× Bit Tracking Cubes (Red)



8× Crypto Tracking Cubes (Green)



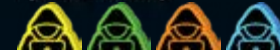
4× Heat Tracking Cubes (Orange)



8× Bit Bid Tracking Cubes (White)



4× Hacker Tokens
(1 in each color)



8× Worker Tokens
(2 in each color)



4× REP Tokens
(1 in each color)



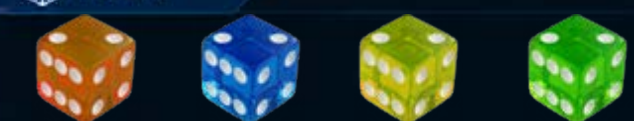
1× First Player Token



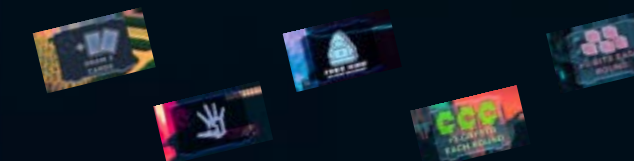
4× 'Done' Tokens



DICE



4× D6 Syndicate Dice



5× Corporate Gains Tiles

6

7

2

1

3

4

5

8

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 face-down to the left of the Market board. Place 5 cards, from the Dev Card Deck face-up, one in each marketplace stall.

(3) Shuffle the Corporation Boards and randomly place **N+1** of them near the Dark Web (where N is the number of players).

(4) **Shuffle the Corporate Defense Cards** and place them near the Corporation Boards face-down.

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

(6) **Place the Threat Tokens** within reach of all players.

(7) Shuffle and place the Round Rewards deck face-down near the Dark Web boards.

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

(9) Give each player their starting components:

- (A) one Syndicate Tableau,
 - (B) two matching Workers,
 - (C) one matching hacker token,
 - (D) an active/done token,
 - (E) two green crypto tracker tokens, set to 03 crypto
 - (F) two red bit tracker tokens, set to 05 bits
 - (G) one orange heat tracker token, set to 0 heat
 - (H) two white bit bid tracker tokens, place them beside your Syndicate Tableau for now
 - (I) two player aid cards
 - (J) three jobs to each player, face-down. Each player must keep at least one job.
- Note: Selecting jobs can cause a syndicate to lose points (red hexagon on the job card) if they do not complete the job. Be very careful about what jobs are selected.
- (K) one matching starting deck of 10 cards (white background + faction color frame).
- Shuffle the starting decks and place them face down to the left of the Syndicate Tableau. Each player draws their hand size (default is 4).



Gameplay



KILL CHAIN is played over a series of Rounds. Each Round consists of three Phases, with players taking individual Turns during each Phase.

On each Turn, a player performs two Actions. A player may perform a maximum of one Worker Action per Turn. Therefore, a Turn may consist of:

- 1 Worker Action + 1 Non-Worker Action, or
- 2 Non-Worker Actions

After a player completes their Turn, play passes clockwise to the next player.

Each Round consists of the following three Phases:

Phase A: Prepare

Players ready their resources, build their Networks by trashing cards from their hand, and gain Round income from their Network.

Phase B: Action

Players take Turns, performing two Actions to advance their objectives.

Phase C: Reboot

Players resolve end-of-Round effects, then reset and refresh for the next Round.

For each Phase, play begins with the player who holds the First Player Token and proceeds clockwise. All players must complete the Phase before the game advances to the next Phase.

Selecting Network Tokens

When trashing a card to build a network, choose one side of the card. The wire colors on that side show which Network Tokens you'll gain.

Take the matching tokens from the supply and place them at the top of your Workstation Syndicate board.

Phase A: Prepare

Round Reward Reveal

At the beginning of Phase A, reveal the top Round Reward card and place it face-up where all players can see it, replacing the existing Round Reward card. The card shows the rewards players will receive based on the order in which they End Round during Phase B.

Networking

Each player may **choose to build their network** by trashing up to 2 cards from their hand and gaining the matching Network token(s) for 'Building their network' on the Syndicate Tableau. Note that trashing a card refers to the act of removing a card from your hand of cards and placing it on the left of your Syndicate Tableau into the Trashed cards area. These cards remain here for the rest of the game unless a player uses the worker action to Dumpster Dive to return one of those cards to their hand. These networks are how you create round based income.

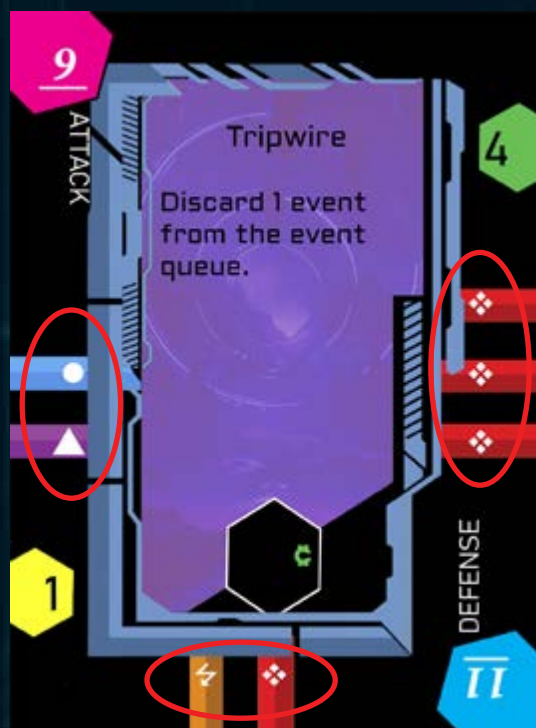
Once all networks are built, collect resources based on the chart above. If any players have purple cubes, complete them in turn order and refill the market.

- Blue: Draw 1 Card from your Deck
- Green: Gain 1 Crypto
- Red: Gain 1 Bit
- Orange: Draw 2 Jobs, keep 1 or 2
- Purple: Buy a card from the marketplace without using a worker. You must pay the Crypto costs.

Networking

During Phase A: Prepare, players may trash up to 2 cards. Place them in the Trash area; only Dumpster Dive can recover them.

For each trashed card, choose one side and gain its Networking Token(s). Your Workstation holds up to 8; if full, replace an existing token.



example above, this card may be trashed in exchange for one of the 3 options: 3 Bits, 1 Job Draw + 1 Bit, or 1 Marketplace Purchase + 1 Card Draw.

The specific breakdown of the colors can be seen in the Phase A: Prepare section.

Networking Token Bonuses

- Red: Gain 1 Bit
- Green: Gain 1 Crypto
- Orange: Draw 3 Jobs, Keep 1
- Blue: Draw 1 Card
- Purple: 1 Marketplace Purchase

Phase B: Action Phase

Beginning with the First Player, players take turns performing two Actions.

A player may perform a maximum of one Worker Action per Turn. Therefore, a Turn may consist of:

- 1 Worker Action + 1 Non-Worker Action, or
- 2 Non-Worker Actions

After completing both Actions, play passes clockwise to the next player.

On each Turn, a player performs two Actions unless they use one of those Actions to End Round. After performing End Round, flip the Active/Done Token to Done; that player takes no further Turns this Round.

Phase B ends once all players have performed the 'End Round' action.

Worker Actions

Worker Actions require placing or moving one of your Workers or Hackers to an available action space.

(A) Contracts — Dark Web

Draw 3 Job cards. Keep at least 1 and discard the rest face-down. If you draw a Job you have already completed, discard it and draw another.

(B) Publish — Dark Web

Take the First Player Token and gain +1 REP.

(C) Marketplace — Dark Web

Place a Worker or Hacker and pay the DEV card's Crypto cost. Add it to your hand.

The rightmost stall gives a 2 Crypto discount; the next stall gives a 1 Crypto discount. The two stalls marked with a red X are cleared when the Marketplace refills: discard any cards remaining there, slide the other cards right, then refill empty stalls.

(D) Pay Off — Dark Web

Pay the required Crypto, then roll your Syndicate die. Reduce your Heat by the amount rolled.

(E) Bits — Dark Web

Gain Bits based on placement order: 10, 7, 5, or 5. Only four Workers or Hackers may occupy this location.

(F) Crypto — Dark Web

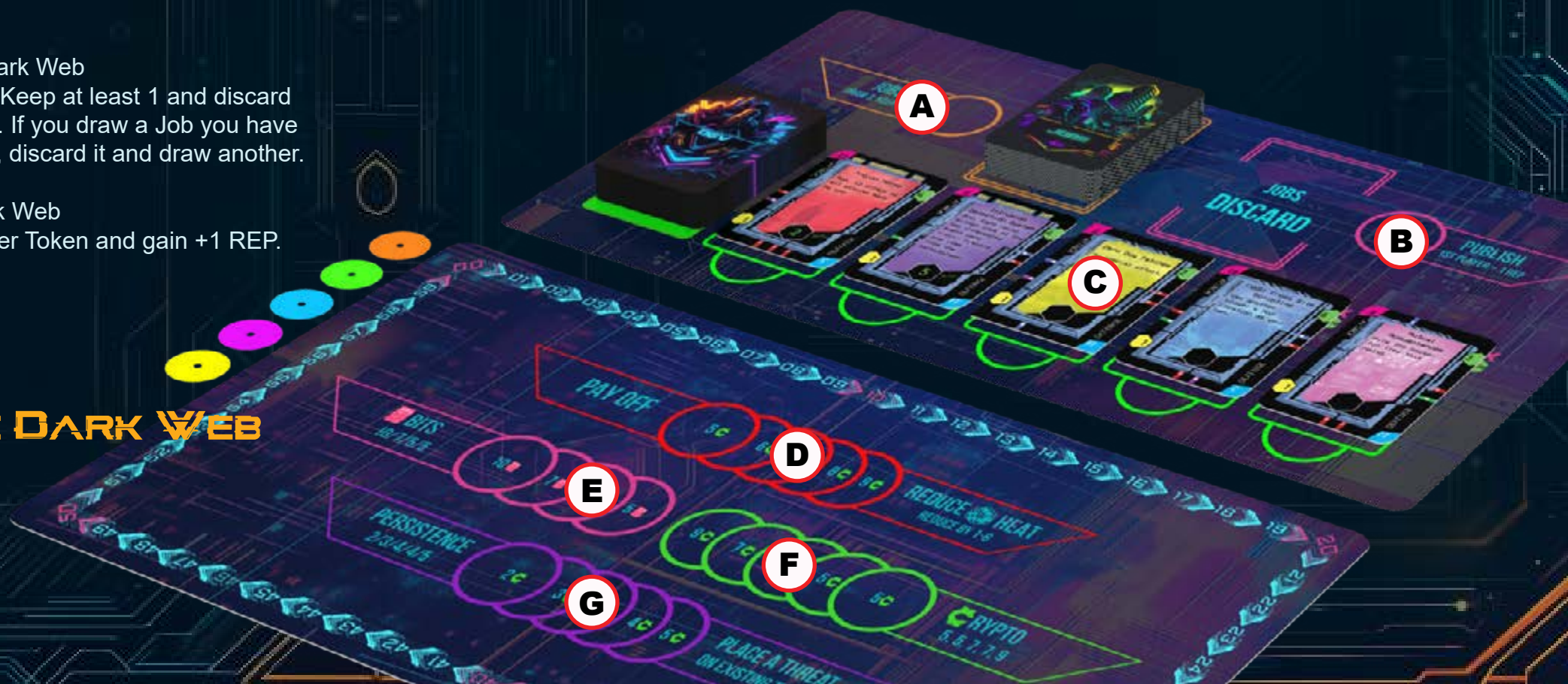
Gain Crypto based on the placement order: 5, 5, 7, 7, or 9. Only five Workers or Hackers may occupy this location.

(G) Persistence — Dark Web

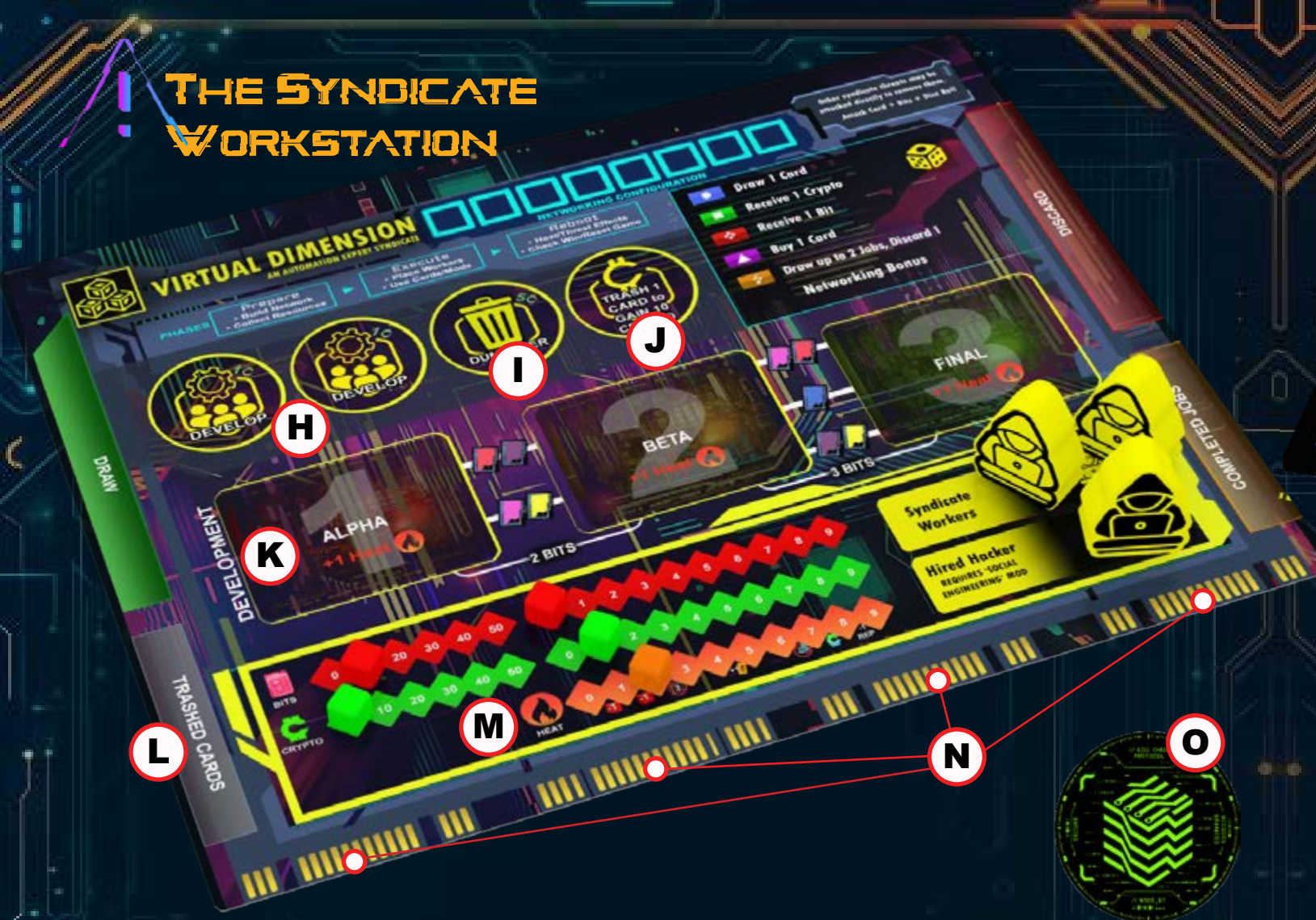
Pay Crypto to add 1–5 matching Threat Tokens to one deployed Threat. All added tokens must match that Threat and be placed on it.

Each additional Threat Token represents Persistence. If another Syndicate successfully attacks this Threat, remove one Threat Token instead of returning the Threat to the Development Track. Only when the final Threat Token is removed does the Threat return to Alpha.

Cost = location value × number of Threat Tokens added.



THE SYNDICATE WORKSTATION



(H) Develop — Syndicate Workstation
Pay 1 Crypto and the required Bits to create a new Threat. Place it on the Alpha space of your Development Track. To develop an existing Threat further, either reveal (but do not discard) cards matching the required connections between levels or pay the required Bits.

Each time you develop a Threat, increase your Heat by 1.

(I) Dumpster Dive — Syndicate Workstation
Pay 5 Crypto and declare which Syndicate's Trash you are Dumpster Diving. Examine that player's Trashed Cards, choose 1 card, and add it directly to your hand. Return all remaining cards to that player's Trash.

(J) Syndicate Unique Location — Syndicate Workstation.

Each Syndicate has a unique Worker Action:

- Blue: Add 1 Threat Token to every Threat on your Development Track.
- Green: Refresh 1 face-down Mod.
- Orange: Draw 3 cards from the DEV deck, keep 1, and discard the rest. Pay only the location cost.
- Yellow: Trash 1 card to gain 10 Crypto.

CORPORATIONS



(U) Temp Work — Corporation
Place a Worker/Hacker on an available temporary work location and immediately gain its reward.

Then roll your Syndicate die:

5–6: Immediately move that Worker or Hacker to another available Worker Action space, but not another Temp Worker location.

1–4: Your Turn ends. The Worker or Hacker may be moved on a later Turn as another Worker Action.

Non-Worker Actions

Non-Worker Actions consume one of your two Actions but do not require a Worker or Hacker.

(N1) Install Mod — Syndicate
Play a DEV card labeled Mod from your hand. Pay its Install Cost and place it in an empty Mod slot below your Syndicate Workstation. The Mod enters play ready.

(N2) Activate Installed Mod — Syndicate
Choose a ready Mod, pay any listed per-use Crypto cost, and resolve its effect. Flip the Mod face-down after use. It is unavailable until refreshed.

(O) End Round — Syndicate
Flip your Done Token to the “Done” side and immediately gain the reward shown from your position on the Round Reward. You take no further turns, but may still be targeted by attacks.

(P) Execute DEV Card — Hand of Cards
Play a non-Mod DEV card from your hand and resolve its effect. Place the card face-up in your discard pile afterward.

(Q) Cool Down — Hand of Cards
Discard any number of cards from your hand face-up in your discard pile. Reduce your Heat by 1 for each card discarded.

(T) Earn Corporate Gains
If you currently control a Corporation, use that Corporation's Corporate Gain and flip its tile face-



To determine who controls a Corporation:

Purple has 2 Threats on Giga, but 1 is blocked by **Orange's** Ransomware. This leaves only 1 active **Purple** Threat for a value of levels 0 + 3 = 3.

Orange has 2 active Threats with a value of levels 1 + 3 = 4 and wins Corporate Gains from Giga.

Corporate Gains Rewards

Argo: Draw 2 Cards	Nano: Free Hacker Hire
GiGa: +5 Bits	(No Social Engineering Mod)
KrOMA: Hand Size +1	
Spyr: +3 Crypto	

(V) Attack Corporation
Choose a Threat on your Development Track and declare a Corporation and Level as the target. The Threat must be developed to at least the Level being attacked. Resolve the attack using the Corporate Attack Rules below. Corporate attacks increase Heat by 1.

Corporate Attack Rules

1. Declare the Threat, Corporation, & Level.
2. Play 1 ATK card face up.
3. Add Bits; each Bit adds +1 ATK.
4. Roll 1 die.

$$\text{ATK} = \text{ATK Card} + \text{Bits} + \text{Die Roll}$$



Reveal 1 DEF card.
 $\text{DEF} = \text{Corporation DEF} \times \text{Level} + \text{DEF Card}$.

Note: If a DEF card effect cannot be paid, the attack fails.

If ATK exceeds DEF, the attack succeeds. Ties favor the Corporation.

Success: Deploy the Threat at the targeted Level, gain +1 REP, and discard the ATK card and Bits spent.

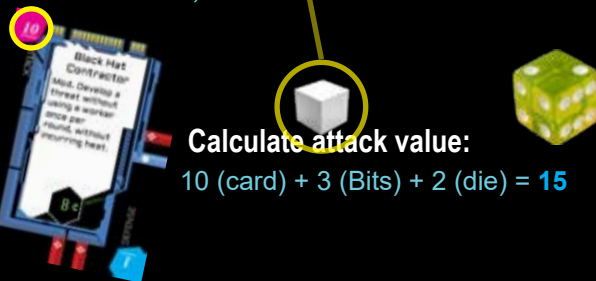
Failure: Return the Threat to Alpha, then discard the ATK card and Bits spent.

Corporate Attack Example: Deploying a Trojan



Blue declares they want to deploy a Trojan on Level 2 of Argo.

Blue plays a 10 ATK card, bids 3 bits using a white cube, and rolls a 2.



Calculate attack value:
 $10 \text{ (card)} + 3 \text{ (Bits)} + 2 \text{ (die)} = 15$

Argo's Defense:
Argo has 3 DEF per Level. At Level 2 base DEF = 6.



The defense value is summed:
 $\text{Corporation Value} \times \text{Level} + \text{DEF Card}$
 $6 \text{ (base)} + 8 \text{ (DEF card)} = 14$

Outcome: **Blue's** attack succeeds ($15 > 14$). The Trojan is successfully deployed, and the threat is placed at Level 2 of Argo.

(W) Attack Another Syndicate
Declare another player's deployed Threat or installed Mod as your target and resolve the attack using the Syndicate Attack rules.

Attacking a deployed Threat does not require a Threat on your Development Track. Deploying Denial of Service against another player's Mod does.

Resolving Syndicate Attacks

After declaring the target, the attacker plays an attack card face down and waits for the defender to respond. The defender plays a defense card face down. Simultaneously, both attacker and defender privately place white cubes on their bits location in their tableau to indicate how many bits they will spent on the attack/defense. And then they simultaneously reveal the bits added to their attacks and defense. Then both players roll a single die.

The attack value is summed:
 $\text{ATK Card Value} + \# \text{ Bits} + \text{Die Roll}$

The defense value is summed:
 $\text{DEF Card Value} + \# \text{ Bits} + \text{Die Roll}$

If the attack value is higher than the defense value, then the attacker wins.

If the attacker wins, remove 1 Threat Token from the targeted Threat. If this removes the final Threat Token, return the Threat to its owner's Development Track at Alpha. Otherwise, the Threat remains deployed at its current Corporation and Level. The attacker receives 1/2 of the Bit value of the Threat, rounded up.

In all cases, all bits used, regardless of win or loss are discarded to the bank, and the cards used for attack and defense are discarded to each player's own discard piles.

Syndicate's Attack Example

Yellow declares an attack on **Blue's** Botnet on Level 2 of Argo.

Both players choose their cards: Each places one card face down and secretly assigns Bits using a white cube.



Reveal: Both cards are revealed at the same time. **Yellow** played a 10 attack card and added 3 Bits.

Blue played a 7 defense card and added 5 Bits.

Yellow has added 3 Bits to their attack.

Blue has added 5 Bits to their defense.

Roll dice:
Each player rolls one die.
Yellow rolls a 2. **Blue** rolls a 2.

Calculate totals:
Yellow's total attack = $10 \text{ (card)} + 3 \text{ (Bits)} + 2 \text{ (die)} = 15$

Blue's total defense = $7 \text{ (card)} + 5 \text{ (Bits)} + 2 \text{ (die)} = 14$

Outcome: **Yellow** wins ($15 > 14$) and removes 1 Botnet Threat Token.

Completing Jobs

Completing a Job is not an Action. Whenever you meet a Job’s requirements, you may complete it immediately and gain its listed rewards. For Job requirements, “your deck” includes all DEV and Starter cards you own, including cards in your draw pile, hand, discard pile, installed Mods, and Trash. A card taken from your Trash by another player is no longer part of your deck.

Reference Areas

The following areas of the Syndicate Workstation are not Action spaces:

- (K) Development Track — Holds Threats while they are being developed.
- (L) Trashed Cards — Holds trashed cards that may be recovered through Dumpster Dive.
- (M) Heat Track — Tracks your Syndicate’s current Heat.

Heat Track Details

Developing Threats and making attacks increases Heat. Move your Heat cube along the track on your Syndicate Tableau.



Heat effects are additive. During Reboot, resolve all applicable Heat effects. If you cannot fully pay an effect, pay as much as possible and lose 1 REP for each unpaid cost.

- 1: Lose 1 Bit at Reboot
- 2: Lose 1 Bit at Reboot
- 3: Level 3 threats cannot be developed
- 5: Gain 1 Job at Reboot (unable to refuse)
- 7: No Using Hacker
- 8: No Ability to spend or gain Crypto
- 9: -1 REP at Reboot

Phase C: Reboot Phase

Heat Index Effects
Review the Heat chart and take the effects of the Heat Chart. If you are unable to incur the effects of the Heat Chart then you pay what you can and lose 1 REP for each effect not completed. See ‘Heat Track’ section for details.

Threat Rewards
Review the corporation boards. Any location in your color that has a threat on it provides some reward. **Evaluate the threats you have deployed and gain your rewards.** Remember that each threat level pertains to a multiplier of the reward. Also, flip over the corporate gains reward tiles for each corporation.

Win Condition Check Or End of Round
After all Heat effects and Threat Rewards are resolved, check whether any player has 15 or more REP. If so, proceed immediately to Game End. Do not perform the remaining Reboot steps.

If no player has reached 15 REP, complete the remaining Reboot steps and begin the next Round.

Refresh Hand of Cards
Each player may discard any cards from their hand, then draws up to their hand limit (default: 4). If the draw deck runs out, shuffle the discard pile to form a new deck and continue drawing.

Reset Corporations
Flip the corporate gains tiles for each corporation.

Recover Workers & Reset Mods
Each player, **retrieves their workers** from all game areas. Each player also flips all Installed Mods text-side up..

Player Active Token
Each player **flips over their Player Active Token** to be green side up to indicate they are active and able to play for the next round.

Game End

When any player reaches 15 REP, finish the current Round. After resolving the final Round’s Heat Effects and Threat Rewards, proceed to Game End.

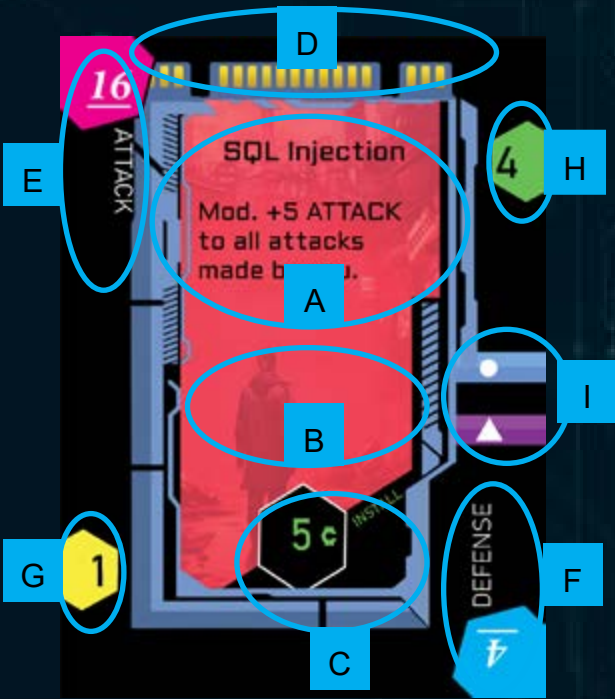
Finally, points are tallied from:
(1) Current REP on the REP tracker
(2) REP from cards purchased at Market
(3) REP from End Game Jobs; loss of REP for jobs not completed.

Highest REP score wins the game. In the event of a tie, from among the tied players, the player with the most deployed Threats is the winner. If still in a tie, from among the tied players, the player with the most crypto wins.

DEV Card Anatomy

DEV cards are versatile tools that can support a wide range of strategies. Each card has multiple functions and can be used in different ways depending on the situation.

Below is a diagram highlighting the key components of a DEV card.



A) Card Name & Effect
Cards may be played during Phase B for their card effect, if they are not a “Mod”. If they are a “Mod”, the card can be installed. The Keyword “Mod” and the key card tab in ‘D’ of Card Anatomy indicates if a card is a Mod.

B) Card Color
The color of the card matters when developing a threat on the Syndicate Tableau. These cards may be revealed to upgrade threat developments.

C) Install Cost
The value within the hexagon at the bottom middle of the card determines how much crypto must be spent in order to install this mod into the

syndicate tableau.

D) Mod Key Card Tab

Indicates that the card is a 'Mod' that can be installed. This is the face that plugs into the Syndicate Workstation.

E) Attack Value

Indicates the Attack Value that a card can be discarded for during Phase B.

F) Defense Value

Indicates the Defense Value that a card can be discarded for during Phase B.

G) REP

Indicates the REP value that this card has at the end of the game.

H) Marketplace Crypto Cost

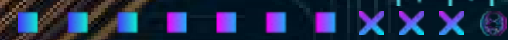
Indicates how much the DEV card costs at the Marketplace.

I) Networking Components

Indicates what Networking Tokens this card could be trashed for during the Networking step of Phase A.



Threat Tokens



Phish

Cost: 2 Bits

Function: Future Attack Bonus

Reward: Single use +5 Atk bonus vs Target. After reward is used, remove 1 layer of the Phish Token. Multiple can be used at one time.



Denial of Service

Cost: 5 Bits

Function: Disable Locations

Reward: Disables a single row of a Corporation and/or disables another Syndicate's Mod.



Trojan

Cost: 6 Bits

Function: Future Attack Bonus AND Access to Corporate Gains

Reward: Multiple use +3 Atk Bonus vs Target. In addition this threat allows a player to claim the corporate gains reward without having the most threat value on a corporation. The use of corporate gains reward still requires the corporate gain to have not been expended yet. This creates a race condition between multiple players for a given corporations' corporate gains.



Rootkit

Cost: 7 Bits

Function: Gain Crypto and REP

Reward: Gain +2 Crypto once and +1 REP every round.



Ransomware

Cost: 8 Bits

Function: Disable Locations and +2 Crypto every round.

Reward: Disables a single row of a Corporation and/or disables another Syndicate's Mod (as in Denial of Service). Also grants +2 Crypto every round (from the bank if on a corporation or from the syndicate it is deployed on.)



Botnet

Cost: 12 Bits

Function: Gain REP

Reward: Earn REP equal to the number of different corporations you have a Botnet on. Example: Botnets on 5 corporations = 5 REP each, for a total of 25 REP. 2nd Example: 3 Botnets on the same corporation = 1 REP each, for a total of 3 REP.

Note: All Rewards are multiplied by the Level that the Threat is deployed upon.

Credits

The following people made this game possible.

Game Designers: Sean Howard & Jim Byrge

Digital Artists: Lorisy Nor
Huryo
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Sergey Nivens
MMVector
4Luck

No AI art was used in the production of this game.

Special Thanks to: Brandon Kulengowski, Jon Lonngren, Sean Cahill, and Bill Pitcher.

Play Testers: Brandon Kulengowski, Andrew Woodis, Barry Lovseth, Jon Lonngren, Sean Cahill, Nicklas Cahill, Bill Pitcher, Henry “Panda” Lam, Waldon Smith, Marc Mohon, Mike Smith, Ben Gilliam, Wendy Slusher, Tom Dziubla, Mike Smith, Caleb Poynter, TJ Terry, & Larry Estep.



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FAQ

If a virus is disabled by Ransomware or a Denial of Service, then the Threat blocked does not count towards the corporate gains bonus.

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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: 2 Actions per Turn; max 1 Worker 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 to add 1–5 matching Threat Tokens to one deployed Threat.

Crypto: Gain Crypto based on the value of the Worker space used.

Bits: Gain Bits based on the value of the Worker space used.

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 (see pg. 9).

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. See Corporation section.

Corporations

Corporate Gains: Use once per round. Flip tile 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: Deploy the Threat, resolve any immediate reward, and gain +1 REP.

Fail: Return threat to workstation alpha slot.

Increase Heat by 1.

REBOOT (End of Round)

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

Threat Rewards: Score Threats based on level multipliers.

Check Victory: If any player has 15+ REP, go to Game End;
otherwise complete the remaining Reboot steps.

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.