



TerrorinEurope.com

The Background

A terrorist is wreaking havoc in Europe. Every time the terrorist leaves a city there is the possibility he has left a bomb, trap, or recruiting cell. If Interpol does not find the bomb before it detonates, then the terrorist makes progress toward his goal of instilling fear across Europe.

The job of Interpol is to coordinate the efforts of Secret Agents, Bomb Squad, Special Forces, and an Informant Network to stop the terrorist from accomplishing his goal. It will take the combined special abilities of each Operative and the Informant Network for Interpol to win.

Game Components

- 3 Decks of City Cards
- 2 White Operative dice
- 1 Green Terrorist die
- 3 Meeple Operatives
- 4 Strength Markers
- 1 VIKTORY Point Marker
- 9 Covert Ops Tokens
- 1 Game Board
- 1 Miniature Game Board Map
- 1 Terrorist Player Screen
- 1 Rulebook

Game Board Components

- The game board has four Strength Bars along its perimeter (one for each Operative + the Terrorist).
- The VIKTORY Points bar shows how many points the Terrorist has been awarded during the game.
- The Terrorist Trail is the three card-sized rectangles where a City Card is played each turn by the Terrorist.
- Cities that are indicated by a circle are considered Small Cities.
- Cities that are indicated by a square are considered Large Cities.
- Cities that have a plane symbol inside them are considered to be Capital Cities or Airports.
- Cities that have an anchor symbol inside or adjacent to them are considered to be Port Cities.
- Regions are indicated by different colored areas on the map.
- Roads are indicated by dark lines on the map.
- Railroads are indicated by the railroad lines.
- Sea zones are indicated on the map by having dark blue lines at their borders. Cities that straddle the blue line are considered to be a part of both sea zones.

Player Assignments

One player always plays as the Terrorist. After that, if there are:

- Two players: one player plays as the Operatives & the Informant Network.
- Three players: one player plays as Secret Agents & Special Forces, and one player plays as Bomb Squad & the Informant Network.
- Four players: one player plays as Secret Agents, one player plays as Bomb Squad, and one player plays as Special Forces & the Informant Network.
- Five players: one player plays as Secret Agents, one player plays as Bomb Squad, one player plays as Special Forces, and one player plays as the Informant Network.

Starting the Game

The four strength markers (one for each Operative + the Terrorist) should be placed at the highest number on their corresponding strength bars on the game board. Operatives have a starting strength of six; the Terrorist has a starting strength of twelve.

The VIKTORY Point marker should be placed where it says “VIKTORY Points” on the game board, effectively at zero.

The person playing as the Terrorist should have the deck of City Cards, plus the nine Covert Ops Tokens (three Bombs, three Recruiting Cells, and three Traps), and should sit where he can make his selections of City Cards and Covert Ops Tokens in secret behind the Terrorist player screen.

At the beginning of the game, each Operative chooses a starting City location and places his corresponding Meeple in that City. Then the Terrorist chooses his starting City location by secretly selecting the appropriate City Card and playing it face-down on the game board on the Terrorist Trail in the Current Location space. The Terrorist also secretly selects a Covert Ops Token and plays it face-down on the City Card that he just placed. After this starting round, the normal game turns will begin. The Terrorist may choose a location containing an Operative (see “Terrorist vs. Operative Combat”).

Turn Sequence

Each turn every player will go in sequence:

-  1. Secret Agents moves or rests.
-  2. Bomb Squad moves or rests.
-  3. Special Forces moves or rests.
4. Informant Network calls a search in a city, a region, or all the regions containing live Operatives.
5. Terrorist moves.

Operatives Movement

On his turn, Special Forces may move his Meeple to an adjacent City via connecting Road or shared Sea Zone, to a City that is two Cities away along a Railroad, or from any Airport on the map to any other Airport.

For example, Special Forces may move from ROME to twenty other Cities.

By Road: Bari, NAPLES, Bologna

By Railroad: MILAN

By Sea Zone: Genoa, Ajaccio, Cagliari, Tunis, Sfax, Palermo, Catania

By Airport: LONDON, PARIS, MADRID, BERLIN, OSLO, MINSK, VIENNA, BUCHAREST, ATHENS

On their turn, Secret Agents and Bomb Squad may each move their Meeple similar to Special Forces, or they can choose to go to any City that is two moves away along Roads, Railroads, or shared Sea Zones. The City reached in the first move is not checked, as Secret Agents and Bomb Squad immediately makes a second move if so desired and only checks the City in which he stops.

Note that Secret Agents and Bomb Squad cannot combine different types of movement as part of their “double move”. Both movement steps must be using the same movement type. For example, they cannot move by Sea Zone and then go inland along a Road on the same move. If the first movement step is by Sea Zone, then the second movement step must be by Sea Zone.

For example, Secret Agents and Bomb Squad may move from ROME to thirty-two other Cities.

By Road: Bari, NAPLES, Bologna, Venice

By Railroad: MILAN, LYON, Limoges, MUNICH, VIENNA, PRAGUE

By Sea Zone: Genoa, Ajaccio, Cagliari, Tunis, Sfax, Palermo, Catania, Tirana, ATHENS, Heraklion, ALGIERS, Annaba, Palma, BARCELONA, MARSEILLE

By Airport: LONDON, PARIS, MADRID, BERLIN, OSLO, MINSK, BUCHAREST

Note that some of these Cities may be reached by multiple paths. For example, ATHENS can be reached by Airport or by a two move sequence that goes from ROME, skips Catania, and ends in ATHENS.

Operatives Resting

On his turn, an Operative may choose not to move his Meeple, but may rest by leaving it in its current City. Resting immediately restores an Operative to full Strength (i.e., his Strength immediately goes to six on his Strength Bar).

If an Operative is dead at the start of the Operative's turn AND the Terrorist is not currently in the Operative's City, then he must rest and immediately is restored to full strength and may move as normal on his next turn. If the Terrorist is in the Operative's City (e.g. the Terrorist just attacked and killed the Operative), then the Operative skips his turn and must rest on his next turn when the Terrorist will have left.

Informant Network Search

After the three Operatives have all moved or rested, the player playing as the Informant Network may make ONE of three potential calls:

- call a City's name - If the City called is anywhere in the Terrorist's Trail, then the City Card is revealed and turned over. The Covert Ops Token on that City Card is not revealed at this time.
- call a Region – If the Region called contains the City that is the Current Location, then the Terrorist must answer "Yes". Otherwise, the Terrorist must answer "No".
- call ALL the Regions currently occupied by live Operatives – If the Terrorist is currently in a City that is in any of the living Operatives' current regions, then the Terrorist must answer "Yes". Otherwise, the Terrorist must answer "No". *Note that a dead Operative is not considered to occupy any region.*

Note that North Africa and Turkey (dark green regions) are off limits to Informant Network Searches. The Operatives may not call any City's name in those regions and may not call those regions as part of their call. If the Terrorist and a live Operative are in the dark green regions and "ALL the Regions" is called, then the Terrorist must answer "No".

Terrorist Movement

On his turn, the Terrorist must move to an adjacent City via connecting Road or shared Sea Zone, to a City that is two Cities away along a Railroad, or from any Airport on the map to any other Airport.

For example, the Terrorist may move from ROME to twenty other Cities.

By Road: Bari, NAPLES, Bologna

By Highway: MILAN

By Sea Zone: Genoa, Ajaccio, Cagliari, Tunis, Sfax, Palermo, Catania

By Airport¹: LONDON, PARIS, MADRID, BERLIN, OSLO, MINSK, VIENNA, BUCHAREST, ATHENS

Each turn the Terrorist advances all the City Cards in the Terrorist Trail by moving them each one space to the right. If a City Card was already in the third location in the Terrorist Trail or the Oldest Location, then that City Card is revealed to the Operatives (and then is immediately returned to the Terrorist's City Card Deck) and the Covert Ops Token (if one remains) is revealed and immediately returned to the Terrorist's Covert Ops Token Reserve². The City Card and Covert Ops Token must both be revealed at this point, even if it does not benefit the Terrorist (e.g. a Trap that is never discovered or a Recruiting Cell when the Terrorist is already at full strength).

If the Covert Ops Token is a Bomb, then the Terrorist is awarded the appropriate amount of VIKTORY Points (see "VIKTORY Points from Bombs"). If the Covert Ops Token is a Recruiting Cell, then the Terrorist is awarded the appropriate amount of additional Strength to his Strength Bar (see "Recruiting Cell Strength"). If the Covert Ops Token is a Trap, then nothing occurs.

Once the older City Cards have all been advanced and the Oldest Location City Card (if there was one) is returned to the Terrorist's City Card Deck, the Terrorist plays another City Card face-down in the Current Location on the Terrorist Trail. With the City Card, the Terrorist plays a Covert Ops Token (either a Bomb, a Recruiting Cell, or a Trap) face-down on top of it.

If the Terrorist moves into a City that contains a live Operative, then the City Card is played face-up without a Covert Ops Token and Combat begins (see "Terrorist vs. Operative Combat").

If the Terrorist moves into a City that contains a dead Operative, then the City Card and Covert Ops Token are played face-down as usual. If another Operative subsequently moves into the City, then the City Card and the corresponding Covert Ops Token in that City is revealed (i.e., turned over by the Terrorist). If another Operative does not enter the City and the dead Operative attempts to be restored (see “Operatives Resting”), then the Terrorist must reveal his current location’s City Card, but not the Covert Ops Token. The dead Operative may not be restored until the Terrorist has left the City. If the Covert Ops Token is still unrevealed when the dead Operative is restored on the following turn, the Covert Ops Token would be revealed by the restored Operative, who must then attempt to defeat it.

¹If the Terrorist flies to another Airport, he is spotted by security and must play the City Card face-up, but the Covert Ops Token is played face-down as normal.

²This allows a City Card which has just come off the Terrorist Trail to be immediately played again, allowing a Terrorist to immediately return to a City that he had gone to three turns prior. This also allows a Bomb, Recruiting Cell, or Trap to be immediately replayed.

Covert Ops Tokens

		
Bomb	Recruiting Cell	Trap
Terrorist Gains VIKTORY Points	Terrorist Gains Additional Strength	Weakens or Kills Operatives

The Terrorist has nine Covert Ops Tokens. At most there can only be three Covert Ops Tokens in play at one time (corresponding to the three City Card locations in the Terrorist Trail). This allows a Terrorist to continually play any type of Covert Ops Token if he so desires.

Defeating Covert Ops Tokens

In addition to killing the Terrorist, the Operatives must also try to keep Bombs from going off in Cities.

Whenever an Operative moves into a City that is on the Terrorist Trail, the City Card and the corresponding Covert Ops Token in that City is revealed (i.e., turned over by the Terrorist) if they weren't already revealed.

To defeat the Covert Ops Token, the Operatives roll a die (or dice, depending on the Covert Ops Token and the Operative). Regardless of the outcome of the roll, the Covert Ops Token is removed afterwards.

- Secret Agents rolls two dice against Traps* and one die against Bombs and Recruiting Cells
- Bomb Squad rolls two dice against Bombs* and one die against Traps and Recruiting Cells
- Special Forces rolls two dice against Recruiting Cells* and one die against Traps and Bombs

**Operatives rolling two dice get to pick which die they want to use to determine the result.*



Traps – The Operative loses as much Strength as their die roll. With a maximum strength of six, an Operative will die if he rolls a “6” against a Trap, giving the Terrorist a VIKTORY Point.

Bombs – The Operative defuses the Bomb on a roll of 1-3. On a roll of “4” or “5”, the Bomb goes off and the Terrorist is immediately awarded the appropriate amount of VIKTORY Points. On a roll of “6”, the Bomb goes off and the Terrorist is immediately awarded the appropriate amount of VIKTORY Points AND the Operative dies (represented by moving the Operative’s strength marker off his Strength Bar and giving the Terrorist another VIKTORY Point).

Recruiting Cells – The Operative destroys the Recruiting Cell on a roll of 1-3. On a roll of “4” or “5”, the Recruiting Cell is activated and the Terrorist is immediately awarded the appropriate amount of strength to his Strength Bar (up to a maximum of twelve). On a roll of “6”, the Recruiting Cell is activated and the Terrorist is immediately awarded the appropriate amount of strength to

his Strength Bar AND the Operative is killed (represented by moving the Operative's strength marker off his Strength Bar and giving the Terrorist another VIKTORY Point).

VIKTORY Points from Bombs

Most of a Terrorist's VIKTORY Points will usually come from Bombs exploding. Bombs can explode when a City Card comes off the Terrorist Trail or when an Operative rolls a "4," "5," or "6" in attempting to defuse them.

Bombs yield different amounts of VIKTORY Points to the Terrorist depending on the City in which they explode.

- Bombs exploding in a Small City yield 1 VIKTORY Point to the Terrorist
- Bombs exploding in a Large City yield 2 VIKTORY Points to the Terrorist
- Bombs exploding in a Capital City or Airport yield 3 VIKTORY Points to the Terrorist

Note that Bombs may not be placed in North Africa or Turkey (dark green regions). Only Traps or Recruiting Cells can be placed in Cities in North Africa or Turkey.

Recruiting Cell Strength

Recruiting Cells yield different amounts of Strength to the Terrorist depending on the City in which they are activated.

- Recruiting Cells activated in a Small City add 2 to a Terrorist's Strength*
- Recruiting Cells activated in a Large City add 4 to a Terrorist's Strength*
- Recruiting Cells activated in a Capital City or Airport add 6 to a Terrorist's Strength

**Recruiting Cells activated in North Africa or Turkey (dark green regions) have a double yield. For example, a Recruiting Cell activated in ANKARA would add 8 to a Terrorist's Strength, instead of the usual 4 for being a Large City.*

Note that the Terrorist has a maximum strength of 12. For example, a Recruiting Cell activated when the Terrorist has a current strength of 11 only adds 1 to his strength. Additional strength beyond 12 cannot be saved.

VIKTORY Points from Killing Operatives

- 1 VIKTORY Point is awarded whenever an Operative is killed by a Trap, Bomb, or Recruiting Cell.
- 3 VIKTORY Points are awarded whenever an Operative is killed in Combat.

Operative vs. Terrorist Combat

When an Operative moves into the same City as the Terrorist, the Operative must first attempt to defeat the Covert Ops Token. After the Covert Ops Token is either defeated or activated, then Combat begins.

During each round of Combat, the Operative rolls one die and the Terrorist rolls one die.

After adding Combat Modifiers (see “Combat Modifiers to Die Rolls”), the difference between the Operative’s modified die roll and the Terrorist’s modified die roll is the amount of damage inflicted, or strength lost by the lower rolling Player. If the Operative’s modified die roll is the same as the Terrorist’s die roll, then there is a Combat Break.

Combat continues until one Player is killed or there is a Combat Break.

If the Operative is killed, then the Operative’s Meeple is laid on his side in the current City. On that Operative’s next turn, he will come back to full strength and can be restored to an upright position on the game board. In addition, the Terrorist is awarded 3 VIKTORY Points.

If the Terrorist is killed, then the game is over.

If there is a Combat Break, then both Players remain in their current City and game play continues with the turn of the next Player, either another Operative or the Terrorist.

Terrorist vs. Operative Combat

When the Terrorist moves into the same City as an Operative, the City Card is played face-up without a Covert Ops Token and Combat is initiated.

During each round of Combat, the Terrorist rolls one die and the Operative rolls one die.

After adding Combat Modifiers, the difference between the Terrorist's modified die roll and the Operative's modified die roll is the amount of damage inflicted, or strength lost by the lower rolling Player. If the Terrorist's modified die roll is the same as the Operative's modified die roll, then there is a Combat Break.

Combat continues until one Player is killed or there is a Combat Break.

If the Operative is killed, then the Operative's Meeple is laid on his side in the current City. On that Operative's next turn, he will be unable to be restored as the Terrorist is still in the same City. On the turn after, once the Terrorist has gone, he will come back to full strength and can be restored to an upright position on the game board. In addition, the Terrorist is awarded 3 VIKTORY Points.

If the Terrorist is killed, then the game is over.

If there is a Combat Break, then the Terrorist immediately must make another move, advancing his Terrorist Trail (which may activate a Bomb or Recruiting Cell), and put down another City Card with a corresponding Covert Ops Token (if an Operative is not present). If the new City location contains an Operative, then another Combat is immediately initiated. If another Combat Break occurs, then the Terrorist must move again, which could initiate another Combat, etc.

Group Combat

If the Terrorist attacks a City that contains multiple Operatives, then the Terrorist must fight each Operative in succession until there is a Combat Break or until all the Operatives are killed. The Terrorist may choose which Operative he wants to attack first. If there is a Combat Break, the Terrorist must immediately make another move as normal.

Combat Modifiers to Die Rolls:

- Secret Agents, Bomb Squad, and the Terrorist get a +1 modifier when attacking
- Special Forces gets a +2 modifier when attacking or defending
- Operatives get a +1 modifier for EACH additional LIVE Operative in the City where Combat takes place
- Terrorist gets a +1 modifier for EACH DEAD Operative in the City where Combat takes place
- Terrorist gets a +1 modifier if Combat takes place in Turkey or North Africa (dark green regions)

Modifiers are cumulative, so if the Terrorist attacks Special Forces in ISTANBUL (and Secret Agents is already dead in ISTANBUL), then the Terrorist would get a +3 die roll modifier (+1 for attacking, +1 for a dead Operative in the City where Combat takes place, and +1 because ISTANBUL is in a dark green region). Special Forces would still get his +2 modifier, which means that effectively the Terrorist would have a +1 modifier.

VIKTORY Conditions

The Terrorist wins a Major VIKTORY if he achieves 18 VIKTORY Points.

The Terrorist wins a Minor VIKTORY if he achieves 12 VIKTORY Points.

The Operatives win otherwise.



VIKTORY: Terror in Europe

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