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# HOMELAND: RULES OF SECRET WARFARE

Terrorism grows when there is no other option, and as long as the world economy has at its center the god of money and not the person.

— Pope Francis, as quoted in “Pope Francis Says Ills of Global Economy, Not Islam, Inspire Terrorism,” *The Wall Street Journal*, (August 1, 2016).

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# *Introduction and Definitions*

Homeland should be a simple game, but the rulebook is not written as explicitly as it might be. This document also includes some information from the FAQ.

## *Definitions*

*Burning an asset* means removing it from the game.

*Exposure* requires you to turn all your Intel and Asset cards face-up, and they will remain so unless some other effect explicitly turns them face-down again. Cards which you draw after that may be kept hidden as usual.

## *Version*

This document is version 0.0.1 (compiled 03/04/19).



## Setup

- Each player receives 1 Agent, 1 Soldier, 1 Rep, 1 Clout, and 3 Intel cards.
- Each player chooses a Case Lead card colour, and takes those Case Lead cards.
- Each player donates one Case Lead card to make the Initiative Deck. Shuffle it.
- Construct a set of Agenda cards based on the number of players. Shuffle and deal one per player, then put the last card *unseen* in the box.

Players	Loyal Agent	Political Opportunist	Terrorist Mole
3	2	1	1
4	3	1	1
5	3	2	1
6	4	2	1

- Proceed to first Terrorist Turn.



# *Terrorist Turn*

## *Move Terrorist Marker*

Reveal the next card of the Initiative Deck. That player gains the Terrorist (first player) Marker.

## *Analyse Imminent Threats*

For each threat on the top (Imminent) row of the board, in order left to right:

- Return any Soldiers on that threat to the supply.
- Shuffle the threat's Intel cards.
- Unstack the cards that make up the thread. Turn over the bottom (Plot) card and the Intel cards.
- If any gold Intel cards are present, resolve them now.
- Add up all red and blue numbers. Add one to blue for each Agent on the case.
- If blue *exceeds* red, the threat is neutralised:
  - Add Agency Progress markers equal to the threat's Impact to the Agency Progress track.
  - The Case Lead gains Rep tokens equal to the threat's Impact, and the Advantage listed on the Organisation card.
- If blue is less than or equal to red, the threat is successful:
  - Add Terrorist Progress markers equal to the threat's Impact to the Terrorist Progress track.
  - Each player gains Clout tokens equal to the threat's Impact.
  - Apply Fallout marked on the Plot card to the Case Lead; or apply Global Fallout to all players. If required to discard more Clout or Rep than you have, instead remove one of your Case Lead cards from the board.

- In either case, return Agents to the supply, and move cards to their respective discard piles.
- If either Progress track is full, the game ends immediately; go to End Game. Otherwise go on to resolve the next Imminent Threat.

### *Advance Threats*

Each Threat moves one space directly up the board.

### *Reveal New Threats*

A number of times equal to the number of players:

- Draw a Plot card, an Organisation card and an Intel card. Do not turn any of them over.
- Look at the Organisation card to get a threat level. Place the Plot card, then the Organisation, then the Intel, in the leftmost open space of that row.
- If the row is full, move up one row and do the same again. Repeat as necessary. If this reaches the Imminent row and that is full, resolve the Threat immediately.

Then proceed to the Agent Turns.

## Agent Turns

Starting with the player with the Terrorist Marker and proceeding clockwise, each player takes a turn, which consists of multiple actions. Actions may be taken in any order, at most once each per turn; each action must be completed before taking the next action.

- You *must* claim an unclaimed case by putting one of your Case Lead cards on it.
- You *must* play one Intel card face-down onto each of two distinct claimed cases, at least one of which must not belong to you. (If you are the only player with claimed cases, play only one card, onto one of your own cases. This happens on the very first turn and may rarely happen later.)
- You *may* discard (face-up) one Intel card in order to receive the Rep and/or Clout tokens shown at the bottom. (You may choose a card with zero token value, to get it out of your hand.)
- You *may* recruit one Agent or Soldier, or spend three Rep and/or Clout tokens to recruit an Asset; in that case, draw two from the deck, choose one and discard the other face-up. Your Asset starts face-down.
- You *may* deploy one or more Soldiers to a single case. If you do so, you *may* choose to shuffle and then inspect at all the Intel cards on the case; if you do that, you *must* then add a face-down Intel card to the case.
- You *may* deploy one or more Agents to a single case. As you do so, you may look at the underside of the Plot card.
- You *may* activate Assets (turn them face-up).
- You *may* use the powers of any or all of your face-up Assets (that happen during your turn; some happen at other times).
  - The Drone Strike ability may be used to remove a case that has at least two Soldiers on it. It may make more than one Drone

Strike in a single action. All cards in the case are removed from the game without being examined; the Soldiers and any Agents are returned to the supply.

When you have taken all the actions you want to, refill your hand of Intel cards; the next player takes a turn. Once each player has had a turn, proceed to the next Terrorist Turn.

## *End Game*

- If the Terrorist Progress Track is full, the Terrorist Mole wins. If there is no Terrorist Mole, all players lose.
- Otherwise, everyone may make accusations.
  - Gather up all the Case Lead cards and distribute one of each colour to each player.
  - Each player chooses the card of the player they think most likely to be the Mole, and places it face down in front of them. If you do not wish to make an accusation, choose the card of your own colour.
  - All players reveal Agenda cards and accusation cards.
  - Each player who correctly accused the Mole gains 6 victory points. If the Mole is correctly accused even once, they cannot win the game.
  - Each player who made an incorrect accusation loses 3 victory points.
- Now total victory points.
  - Loyal Agent: +1 per Rep token
  - Political Opportunist: +1 per Clout token
  - Terrorist Mole: +2 per Terrorist Progress token
  - VP value of all your Assets (face-up and face-down)
  - Possible +6 or -3 from accusation
- Highest VP total wins. Ties are broken by agenda (Loyal Agents beat Political Opportunists beat the Terrorist Mole). Matching Agenda and VP total is a joint win.