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Terraforming mars turmoil rules

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By Trycotyne Monday, March 9, 2020 9:26 am 7 0 Drip Current Event Even If counting is zero? By maurogibertoni Tue Mar 3, 2020 15:26 10 Can the forbidden representative target the shooter? By Robo Fish Tuesday Feb 18, 2020 9:47 PM Thursday, February 20, 2020 12:36 PM 6 Same Ruling Party 2 Generations In a Row? By EndSoul Wed Nov 13, 2019 2:24 PM 9 Thursday, February 20, 2020 12:22 am 0 Revolution Global Event - 3p Game by brewcliam Saturday 4, 2020 19:56 6 Thursday 13 February 2020 10:36 am 0 card n°T02: Fired Representative by LordStriker Mon Feb 10, 2020 11:58 am 5 Mon 10 February 2020 12:50 0 Global? By Feilin Saturday, February 1, 2020 2:17 pm 2 Mining Guild Corporation with Turmoil by rskaye129 Friday January 3, 2020 12:00 am 10 Tuesday January 28, 2020 12:07 1 , 2 , 3 Next » It's a time of turmoil for human civilization on Mars. Various ideologies and agendas are vying for political power, while terrible dust storms and other disasters threaten the progress of Martian societies. Send your own representatives to influence the Terraforming Commission, and prepare your corporation for events lurking on the horizon. Find a way to thrive through the challenges ahead! Turmoil allows you to get involved in politics and navigate a changing world. Delegates influence the transformation committee, and global events determine the path to the future. It also includes new cards and corporations. This is an expert expansion for Mars Terraforming. Turmoil is played together with the main game and can be combined with any other extension and version. It adds about 30 minutes the length of the game. Game Design: Jacob Prixelius Graphic Design: Isaac Prixelius Artworks: Isaac Prixelius, Daniel Prixelius, Bill Barringer, Garrett W. Kaida, Differ Against the Challenges of Dust Storms and Harsh Climate, Human Civilization on Mars Grows Slowly. At its center is the Transforming Committee, where corporations and lobby groups struggle to make their voices heard. This is a time of turmoil, where corporations have to navigate natural disasters, social movements, and high-level politics. Components 16 Project Cards 5 Corporate Cards 2 Browse Cards 31 Global Event Cards 6 Policy Tiles 35 Delegates (7 In Each Color) 14 Neutral Representatives Terraformer Tile Milestone Terraformer Global Event Board Global Calendar Rules This extension to Mars Terraforming presents global events (visible 3 generations in advance) affecting Players. The players are also setting up representatives on the Terra Planning Committee to gain influence and decide which party will rule the next generation. There are 6 different parties, each with a different one-year bonus and policies (special effect or action), implemented when they become a ruling. To afford to give these bonuses to players, the Terraforming Commission is also fixing Terraform ratings, causing players to lose 1 TR in each generation! Installation Panels: Place the Transformation Committee board and the World Events Calendar next to the main gaming board. If you are playing on the basic game board (Tharsis), replace the Terraformer milestone with the new switch, which requires only TR 26. Delegates: Each player takes their seven delegate markers and places one in the lobby of the board of the transformation committee and the other six in the delegate reserves. Place a neutral gray representative in the shooter seat, and the other neutral gray representatives in the neutral reserves. All delegate markers remain on the board of the transformation committee until the end of the game. Global Events: Shuffle global event tickets and place the deck on the space stored on the world events calendar. Draw a card from the deck of the global event and move it face-to-face on the area marked an upcoming global event. Place a neutral representative as party leader in the party indicated on the upper left of the ticket. This party is now Dominian - place the dominance marker in the region for representatives of this party. Make the top ticket of the global event deck face-up (it is now a remote global event) and establish a neutral representative as party leader for the excellent party on the upper left side of that ticket. If it is in the same party as the other neutral representative, place it in the area for delegates instead. Place all six policy tiles in a stack in their designated spot on the Terraforming Commission board, with GREENS on top. They are beginning to become a ruling party (read more on page 4), and their policies will be active during the upcoming action phase. Shuffle 16 new riot project cards into the main project card deck. Lobbying game concepts (new action): This is not a standard project, but can be taken several times in a generation. Move one of your representatives from the delegate's watch (costing €5), or from the lobby (free!), to the representative area of the desired party on the board of the transformation committee. Delegate This symbol means delegate and is represented by a delegate marker in your Player color. Having one or more representatives in the dominant party gives you one influence. A delegate can also be a party leader or a shooter, which gives you one influence each (all the influence is still represented by this symbol on the cards). The party leader - the first representative to be placed in the party automatically becomes the party leader - automatically passing the marker to the party leader's seat as well. If the player (including the neutral player) ever has more delegates in the party than the current party leader, he replaces the party leader's marker with one The owner of this party. (The old party leader becomes a normal representative again for that party.) Note: The party leader is also considered a representative of this party. The leader of the party in the dominant party is considered to have one influence and will become a shot during the riot phase. Shooter When the dominant party becomes in power, the party leader becomes a shooter (the delegate marker moves to the firing seat) and gets 1 TR. The dominant party with a majority of delegates is the dominant party and has been founded by having the dominant marker in that party's delegate area. If another party has more delegates than the dominant party, they become dominant and accept the marker of dominance. The dominant party will become the ruling party for the next generation. When a party becomes in power, its delegates are removed, and the sign of dominance moves to the new party with the largest number of delegates (riot 3c). If more than one party has anything to do with it, move the dominance marker to the first of those fine clockwise from the party that became in power. The ruling party Active Policy Tile shows which party now controls. When a party becomes in power, it also appoints a new shooter and implements a governing bonus (see below). The dominant party becomes power in stage 3 of the turmoil phase (a new government), and becomes power, replacing the old ruling party. Place the party's policy tile on top of the stack (Riot 3a) - this policy will be active during the upcoming action phase. Then the ruling bonus of the new ruling party applies to all players (Riot 3b). Then, the old shooter and all the delegates in the ruling party are returned to the reserves (riot 3c). The party leader becomes the new shooter - move him to a firing seat - and this player wins 1 TR (Riot 3d). Emptying the ruling party causes the sign of dominance to change (Riot 3e, see Dominant Party). Finally, the lobby is re-filled (see step 3f). Each player lobby starts each generation with one representative in the area reserved in the lobby on the Terraforming Committee board. This representative may be positioned in the party as a free lobbying action (see Lobbying). At the end of each generation, each delegate spent in the lobby is replaced by a new representative from Representative Reserve (Riot 3f). If the player no longer has any representatives in the reserves, that player cannot add a new representative to the lobby. Neutral Representative The global event places neutral representatives on the Terraforming Committee. The gray neutral delegate markers do not belong to any player, but they are considered separate. These neutral delegates could become party leader and Yor. Project card requirements The requirements are explained in the text on the corresponding cards. If the requirement displays the icon of one of the parties of the Terraforming Commission, then this card can only be activated if that party is currently ruled (check the active governing policy tile to identify the ruling party), If you have at least two delegates in this party. Impact and MAX 5 limit any global event that counts something (resources, production, cards, tiles, tags, TR etc.) can count to a maximum of 5. This option is specified in the card text but not in the icons. You can then change this number (max. 5) up or down (even beyond 5) by your effect (). A player may have an impact of 0-3 based on these criteria: owning the shooter gives one effect. Owning the leader of the dominant party gives one influence. Owning one or more representatives in the dominant party gives one influence. Example 1: Generous funding gives €2 M for every 5 TR over 15. Kim has a ter of 42, which means 5 sets of 5 TR over 15. He also has the shooter and two non-leader delegates (any, at least one non-leader representative) in the dominant party, giving him a total of 2 influence. It then counts 5+2 = 7 times 2 M € for a total of €14 M. Example 2: Riots cause players to lose €4 M per city. Stanley has seven cities, and three delegates not leaders in the dominant party, giving him one influence. First it counts a maximum of 5 cities, then reduces it to 1 step to 4 because of its impact. He has to pay 4 times 4 M €= 16 M € per bank. Ach, are you all right? TR Edition At the beginning of the turmoil phase, after the production phase, all players lose 1 TR, simulating that the Terraforming Commission is actively repairing your TR, and old benefits become obsolete over time. Remember, the planning committee will cut generous bonuses, and so cut the budget somewhere. Remote Global Event When a global event card is first displayed, place a neutral delegate in the specified party on the top left of that card. Read the taste text and global event effect at the bottom of this card. This global event will take place three generations from now. A global event comes as a ticket moves from being a global event to reaching the current global event, place a neutral representative in the specified party in the middle of the right on that card. The current global event in the turmoil phase at the end of the generation, the current global event effect is performed. Note that if the event allows the first player to do something (like placing an ocean tile), the first player does not receive bonuses or TR for that location. Special cases If a generic parameter is at its best, it may not be affected again for the rest of the game. If volcanic eruptions trigger the ocean bonus at 0 degrees Celsius, the first player decides where the ocean tiles are located, but receives no bonuses from him. If snow cover lowers the temperature below the 0°C mark, nothing happens, but the ocean bonus may now be activated a second time when the temperature rises again! The final score when the game ends, the riot phase is not performed. As a final step in scoring, all party leaders and The Yor award one vice president to the right player. Solo with fuss use all normal solo rules for main game and extensions. The_solar solar phase occurs after production All Generation: Step 1: End game check the end game conditions: If temperature, oxygen, and oceans are all max, the game ends and the final score begins with a normal conversion of plants. No further steps in the solar phase are performed. Step 2: Transform the world government (if playing with venus next) The first player (player order has not yet changed) selects a global parameter that does not have maximum and increases the trajectory one step, or places an ocean tile. No TR or other bonuses were given to the first player. Other cards may be triggered by this though, namely Arctic Algae or the Venus Aphrodite Corporation. Variable: Skip this step for a longer game. Step 3: Colony production (if playing with colonies) return all trading fleets from colony tiles to trade fleet tiles. Move the white cursor one step up the colonial track in each colony tile. Step 4: Riot all players lose 1 TR. Perform the current global event, taking effect into account. The dominant party is now becoming in power. Change policy tile. Solve the governing bonus (affects all players). Bring back the former shooter and all non-leader delegates from a dominant party to keep. The leader of the party from a dominant party becomes a new light, earning 1 tr. A dominant marker goes to a new dominant party (or clockwise in the event of a draw). Fill the lobby from the reserves so that all the players have one representative there. Place the upcoming global event above the current global event. Add the specified neutral delegate in the middle of the right on this card. Move the remote global event to the upcoming global event space. Flip the top card of the general event deck face-to-face, add the neutral top left representative, and read the taste text. Continue reading

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