

THE COUNCIL

A REMOTE PLAY GAME
BY LOGAN DEAN
ILLUSTRATED BY ALEX MITCHELL
2 TO 4 PLAYERS/20 MINS.

THE WORLD IS UNDER SIEGE. CREATURES FROM BEYOND THE STARS OR UNDER THE SEA OR SOMETHING ARE THREATENING OUR VERY EXISTENCE. YOU ARE MEMBERS OF A HIGH-LEVEL GLOBAL SECURITY COUNCIL. WORKING REMOTELY, PREFERABLY IN THE SHADOWS, YOU MUST COORDINATE RESOURCES IN YOUR RESPECTIVE FIELDS IN ORDER TO SAVE THE WORLD.

EACH PLAYER WILL NEED
A COPY OF THIS PAGE, A PENCIL, AND ACCESS TO A VIDEO CONFERENCE SOLUTION

DIRECTOR WILL NEED
A STANDARD DECK OF PLAYING CARDS

OPERATIONS WILL NEED
A TIMER SET TO 20 MINUTES

OBJECTIVE

STOP THE INVASION BY USING TEAMWORK TO COMBAT MONSTER ATTACKS. AFTER 20 MINUTES (OR THE DECK RUNS OUT OF CARDS), IF THE COUNCIL CONTROLS 6+ SECTORS, THE INVASION IS REPELLED. IF, AT ANY POINT, 6 OR MORE SECTORS ARE OCCUPIED, THE INVASION IS SUCCESSFUL AND THE COUNCIL FAILS.

SETUP

DIRECTOR DRAWS 2 CARDS TO INDICATE THE SECTORS IN THE INITIAL ATTACKS AND ADDS ONE MARKER TO THOSE SECTORS THREAT BOXES. DISCARD THE CARDS. FACE CARDS ARE SET ASIDE AND SHUFFLED BACK INTO THE DECK AFTER SETUP. RESPONSE DEPLOYS 2 UNITS TO ANY SECTOR WITH 0 THREAT.

RULES OF PLAY

EACH TURN, DIRECTOR DRAWS A CARD. THE SUIT OF THE CARD INDICATES WHICH PLAYER MAY TAKE THEIR ACTION. A-10 INDICATES THE SECTOR A THREAT IS DETECTED IN. ADD A THREAT MARKER TO THE SECTOR. SECTORS WITH 2 THREAT ARE CONSIDERED OCCUPIED. THREATS ENTERING SECTORS WITH 1 DEPLOYED UNIT WILL DESTROY THE UNIT, SECTORS WITH 2 OR MORE UNITS WILL REPEL THE THREAT. DRAWN FACE CARDS ARE SPECIAL ACTIONS THAT THE CORRESPONDING SUIT MEMBER MAY TAKE.

COUNCIL MEMBERS



DIRECTOR

DRAW CARDS AND FACILITATE PLAY

ACTION - PLAY OR DISCARD NEXT CARD

J ACTION X 2

Q REPLAY A DISCARDED CARD

K MECH HEAD

OPERATIONS

GIVE TIME REMAINING ALERTS EVERY FIVE MINS.

ACTION - MOVE 1 UNIT OR THREAT TO AN

ADJACENT SECTOR

ACTION X2

MOVE UP TO 2 UNITS TO ANY SECTOR

MECH TORSO



RESEARCH

EVERY FIVE CARDS, SHIELD A SECTOR

WITH 0 THREAT PERMANENTLY

ACTION - IMPROVE 1 UNIT (COUNTS AS 2 UNITS)

OR TURN 1 IMPROVED UNIT INTO 2 UNITS

J ACTION X2

Q PLAY ANY CARD FROM THE DECK

K MECH ARMS

RESPONSE

TRACK THREATS AND UNITS ON THE MAP

ACTION - DEPLOY 1 UNIT TO ANY SECTOR/ATTACK

(REMOVE 1 THREAT PER UNIT IN SECTOR)

ACTION X2

CLEAR A SECTOR (THREAT AND UNITS)

MECH LEGS



MECH CONSTRUCTION

WHEN THE MECH IS COMPLETE, RESPONSE MAY DEPLOY IT TO ANY SECTOR. THE MECH FUNCTIONS AS A UNIT AND WILL CLEAR ALL THREAT BOXES IN A SECTOR WHEN IT ATTACKS.

SECTOR MAP

