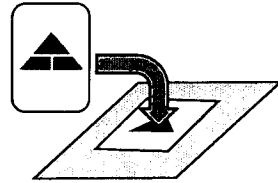


# Cartel




## Cartel Turn – 3 actions total, max 2 Chapo

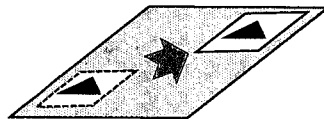
### Defense actions:

Place 1 Defense card  
[\$\$ costs 2 actions]



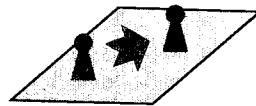
----- **OR** -----

- Move 1 Defense card  
 may move with 1 action  
  may move with 2 actions



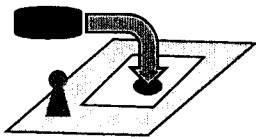
### Chapo actions:

- Move Chapo



----- **OR** -----

- Place 1 Needs disc at Chapo  
(fulfill a need)\*

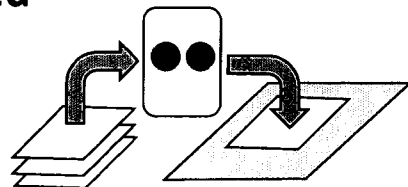


**\*Max 1 disc per card per turn!**

## Also – at any time desired

### Draw new Needs:

- Draw card from deck onto a legal Location

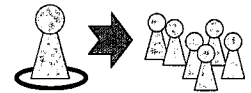


# Hunter Team (front)

## Hunter Turn –

### Build Intel Capability

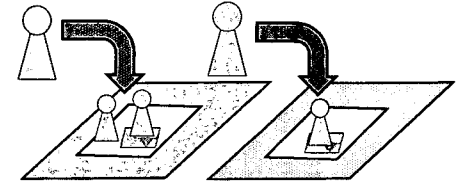
- Add 1 white pawn to pool



----- **THEN** -----








### Plan Collection

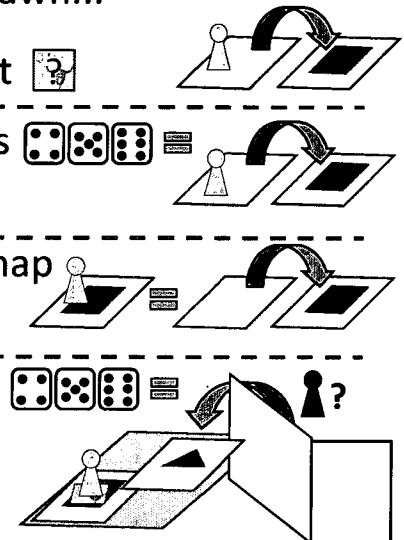
- Put white pawns onto Nexus, Support, or Lead




----- **THEN** -----

### Resolve Intelligence: Each pawn...

- On face-down Nexus flips it 
- On face-down Support flips it on a die roll of 4-6  
- On face-up Nexus not on map flips 1 linked Support  
- On Lead rolls a die; 4-6 reveals all Linked Needs & Defenses in play; if on map and none Linked, Cartel reveals Chapo or 1 Defense/Need there  



 **Leads** markers on cards show where Cartel has linked assets – *Hunters may move card to map*

----- **(OVER)** -----

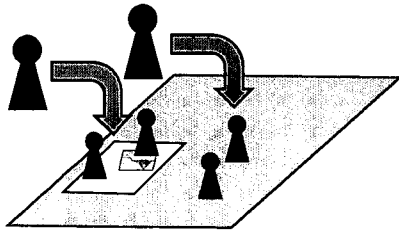


# Hunter Team (back)

--- THEN ---

## Plan Enforcement

- Put blue & black pawns onto any locations, Leads, or Defense/Need on map



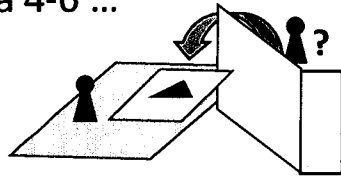
--- THEN ---

## Resolve Police & Marina (any order)



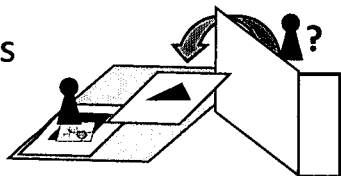
- Police Action** – Each pawn, on a 4-6 ...

At location, Cartel reveals 1 Defense/Need or Chapo if there



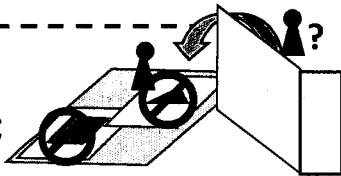
OR

On Lead, reveal all linked Needs & Defenses; if none, Cartel reveals Chapo or 1 card there



OR

On Need or Defense, take out target & linked Nexus/Support; Cartel reveals Chapo if there



- Marina Strike**

Same as above, as if 4-6 rolled



OR

At green pawn, capture Chapo!



# Defenses Summary

## Exposure

- Informants** Chapo can move or add defenses before Police act  
(2 copies) Any Location Cannot move
- Provisions** Chapo can hide once if hunters are onto him  
Any Location Easy to move
- 300 Armed Guards** Hunters must use extra police to capture Chapo  
\$\$ Expensive Any Mountain Hard to move
- Heavy Weapons** Hunters must use extra police to capture Chapo  
\$\$ Expensive Any Border or Desert Hard to move
- Fortified House** Chapo can evade imminent capture once  
\$\$ Expensive Culiacan or any Resort Cannot move

## Detection

- Police "Payroll"** Police are ineffective where Chapo is paying them  
(2 copies) Any Location Cannot move
- COMSEC** Intelligence collection against Chapo is less effective  
(2 copies) Always with Chapo
- Disguise** Chapo with difficulty can hide if hunters are onto him  
Always with Chapo
- Plastic Surgery** Chapo easily can hide if hunters are onto him  
\$\$ Expensive Always with Chapo

## Mobility

- Chauffeured Car** Gets Chapo around a locale to fulfill needs quickly  
Culiacan or any Resort Easy to move
- Helicopter** Chapo can move without delaying other tasks  
\$\$ Expensive Any Location Easy to move
- Airstrip & Plane** Chapo when using a defense also hides anywhere  
\$\$ Expensive Any Mountain or Desert Cannot move
- All-Terrain Vehicle** Gives Chapo a chance to evade imminent capture  
Any Mountain or Desert Easy to move
- Escape Tunnel** Chapo can evade capture and/or hide once  
(2 copies) \$\$ Expensive Culiacan only Cannot move

## Cartel

### Cartel Turn – 3 OR 2 OR 1



#### 3 Defense actions total ...

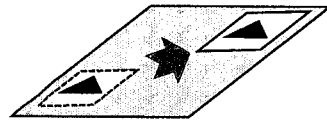
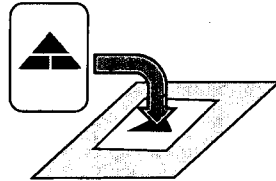
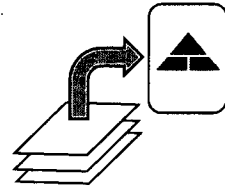
- Draw 1 Defense card

----- **OR** -----

- Place 1 Defense card  
[\$\$ costs 2 actions]

----- **OR** -----

- Move 1 Defense card  
 may move with 1 action  
 may move with 2 actions

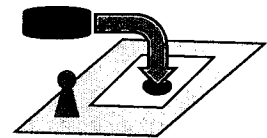
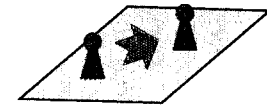


#### ... OR 2 Chapo actions, for each ...

- Move Chapo

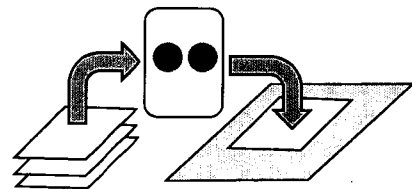
----- **OR** -----

- Place 1 Needs disc at Chapo  
(fulfill a need)



#### ... OR 1 Needs card

- Draw 1 card from deck  
onto a Location

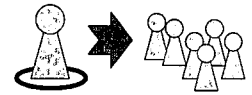


## Hunter Team (front)

### Hunter Turn –

#### Build Intel Capability

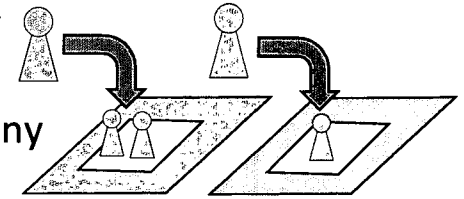
- Add 1 white pawn to pool



----- **THEN** -----

#### Plan Collection

- Put white pawns onto any  
Nexus or Support cards



----- **THEN** -----

#### Resolve Intelligence: Each pawn...

- On face-down Nexus flips it



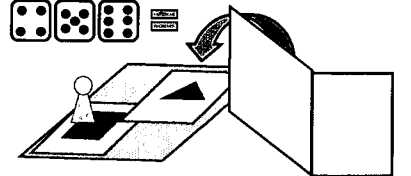
- On face-down Support flips  
it on a die roll of 4-6




- On face-up Nexus not on map  
flips 1 linked Support



- On any card on map rolls a  
die; 4-6 reveals all Linked  
Needs & Defenses in play



 **Leads:** Referee puts markers on targeted cards to show locations of linked Cartel cards  
Hunters may move the card to map to pursue



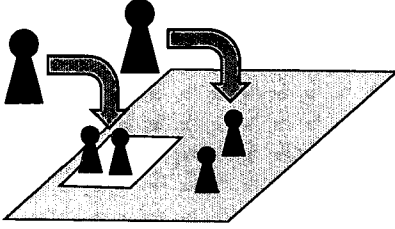
----- **(OVER)** -----

# Hunter Team (back)

----- THEN -----

## Plan Enforcement

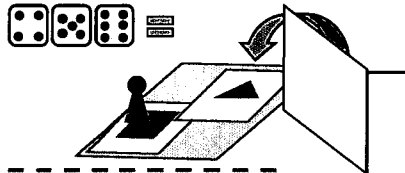
- Put blue & black pawns onto the map, on any cards or locations



----- THEN -----

## Resolve Police & Marina (any order)

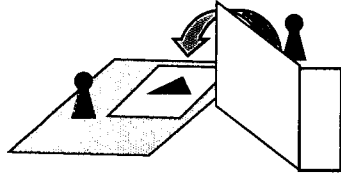
- Police Action** – Each pawn, on a 4-6 ...  
On Nexus or Support, reveal Needs & Defenses



- OR**  
On Need or Defense, take out target & linked Nexus/Support



- OR**  
At location, if Chapo, Cartel reveals Chapo or 1 Defense/Need



- Marina Strike**  
Same as above, as if 4-6 rolled



- OR**  
At green pawn, capture Chapo!



- Tickling the Wires:** Take out of cards on 4-6 adds a Need



# Defenses Summary

## Exposure

- Informants** Chapo can move or add defenses before Police act  
(2 copies) Any Location Cannot move
- Provisions** Chapo can hide once if hunters are onto him  
Any Location Easy to move
- 300 Armed Guards** Hunters must use extra police to capture Chapo  
\$\$ Expensive Any Mountain Hard to move
- Heavy Weapons** Hunters must use extra police to capture Chapo  
\$\$ Expensive Any Border or Mountain Hard to move
- Fortified House** Chapo can evade imminent capture once  
\$\$ Expensive Culiacan or Mazatlan Cannot move

## Detection

- Police "Payroll"** Police are ineffective where Chapo is paying them  
(2 copies) Culiacan or any Mountain Cannot move
- COMSEC** Intelligence collection against Chapo is less effective  
(2 copies) Always with Chapo
- Disguise** Chapo with difficulty can hide if hunters are onto him  
Always with Chapo
- Plastic Surgery** Chapo easily can hide if hunters are onto him  
\$\$ Expensive Always with Chapo

## Mobility

- Chauffeured Car** Gets Chapo around a locale to fulfill needs quickly  
Culiacan or any Resort Easy to move
- Helicopter** Chapo can move without delaying other tasks  
\$\$ Expensive Any Location Easy to move
- Airstrip & Plane** Chapo when using a defense also hides anywhere  
\$\$ Expensive Any Mountain or Desert Cannot move
- All-Terrain Vehicle** Gives Chapo a chance to evade imminent capture  
Any Mountain or Desert Easy to move
- Escape Tunnel** Chapo can evade capture and/or hide once  
(2 copies) \$\$ Expensive Culiacan only Cannot move