



20 Mins

Ages 14+

4-8 Players

ROB YATES

BURKE'S GAMBIT

STORY OVERVIEW

For three years, the salvage vessel *Burke's Gambit* has been searching for remnants of alien civilizations and their advanced technology on behalf of its shadowy owner, The Company.

The Gambit's latest stop is a planet seemingly devoid of life, but covered in the ruins of a long-dead society and technology beyond anything created by man.

After the crew load the cargo hold with as much of the newfound tech as they can, the ship's engines suddenly begin to power up by themselves. A moment later, the ship's biological hazard warning sounds.

As the crew gather on the bridge, the Captain speaks tersely. "Our engines have been sabotaged. They are powering up and a course has been plotted for Earth. We cannot override what the saboteurs have done. To make matters worse, our ship's bio-scanners have detected an alien pathogen onboard that was brought back from the planet. If this parasite reaches Earth, it could potentially destroy everything. In order to ensure the safety of Earth, we need to find out who is infected before the engines reach full power and..."

The Captain pauses for a moment, visibly concerned, but finishes calmly,
"Eject them out of the airlock!"

Unbeknownst to the **Salvage Crew**, The Company has secretly planted **Acquisition Support Specialists** among them, whose goal is to deliver any alien specimens found directly to Earth so that The Company can develop new and highly profitable biological weapons.

GAME COMPONENTS

5	Deep Space Salvage Crew ID Cards	1	Infected Parasite Card
3	Acquisition Support Specialist (A.S.S.) ID Cards	7	Clean Parasite Cards
13	Role Cards	17	Health Tokens
		21	Dice
		1	Dice Bag

GOAL OF GAME

If you are part of the **Salvage Crew**, your goal is to eject the infected player out of the airlock.

If you are an **Acquisition Support Specialist (A.S.S.)**, your goal is any of the following: to let the infected player reach Earth; to kill all other crew members, or to force a tied vote where nobody gets ejected out of the airlock.

I.D. CARDS



# of Players	4	5	6	7	8
Acquisition Support Specialist (A.S.S.) ID Cards	1	2	2	3	3
Deep Space Salvage Crew ID Cards	3	3	4	4	5

ID Cards: ID cards state the affiliation of each player.

ROLE CARDS



# of Players	4	5	6	7	8
Captain Role Card	1	1	1	1	1
Random Role Cards	3	4	5	6	7

Role Cards: These give players a special ability. They are placed face up in front of the player at the beginning of the game. A player can use their role ability at any time. Once a player uses a card's ability, the player flips their role card face down to show that it has been used.

PARASITE CARDS



# of Players	4	5	6	7	8
Infected Parasite Card	1	1	1	1	1
Clean Parasite Card	3	4	5	6	7

Infected and Clean Parasite Cards: If a player is infected with the parasite, this card will show it. A player can never look at their own parasite card.

SETUP

1. Shuffle the **A.S.S.** ID and **Salvage Crew** ID cards, then deal one to each player face down. You may look at your own ID card at any time.
2. Shuffle the infected parasite card with the clean parasite cards and deal one to each player face down. Players may never look at their own parasite card.
3. Shuffle the role cards and deal one to each player. They are placed face up in front of the player. The player with the Captain role starts the game and has final say in all disputes.
4. Every player receives 2 health tokens. A player's health may not exceed 2.
5. Place all the dice in the dice bag.

PLAY OVERVIEW

After all players have looked at their ID cards, the Captain directs everyone to put their heads down, and then instructs A.S.S.'s only to lift their heads so they know each other. After a moment, the Captain tells the A.S.S.'s to put their heads back down, and then has all players lift their heads.

The game then proceeds in the following order, starting with the Captain:

1. Either use a reserve die or pull a die at random from the dice bag and roll it.
2. You may resolve the rolled result and then return the die to the bag or reroll the die one time and resolve that result, then return the die back to the dice bag. If you choose not to use the die, you can return it to the dice bag. You may also reserve it by placing it on your card without changing the face rolled. If you already have a reserved die, it will replace this reserved die, which goes back into the bag. You may only have one die reserved at a time.



3. If you roll a **7**, your turn ends immediately and the die is left in the center of the table.
4. Pass the dice bag to the next player, clockwise.

PLAYER DEATH

If a player loses all of their health, they are dead. Reveal the player's ID and parasite card. If that player was infected by the parasite, the dead player takes their infected parasite card along with the surviving players' clean parasite cards, removes one clean parasite card, reshuffles and deals the cards back to the surviving players.

Dead players are skipped over when resolving any effects and cannot vote during the end game phase. Dead players may not reveal any information they have to surviving players.

END GAME

The game ends when the ship reaches Earth. The number of engine power-ups needed to do that is based on the number of players.

Once the ship's engines reach full power, players have one minute to discuss and then vote on who they think is infected. On a count of three, all players point a finger towards the player they want ejected out of the airlock. The player with the most votes is forced out the airlock. If there is a tie and the Captain is still alive, then the Captain breaks the tie. If there is a tie and the Captain is dead, then no one is sacrificed.

# of Players	4	5	6	7	8
Engine power-ups	3	4	5	6	6

WIN CONDITIONS

Players win in one of the following ways:

1. If you are a **Deep Space Salvage Crew** member, you win by causing the infected player to be forced out of the airlock by the vote at the end of the game.
2. If you are an **A.S.S.**, you win by killing all of the **Deep Space Salvage Crew**, having a tied vote with the Captain dead or causing a clean player to be forced out of the airlock by the vote at the end of the game.

DIE SYMBOLS



DAMAGE OR HEAL: Damage or heal a player for 1 health.



PARASITE SCAN (Left or Right): Look at a parasite card to your left or right.



ENGINE POWER-UP: Engine power increases by 1. Your turn ends immediately. You cannot re-roll. Place the die in the center of the table.



STALL ENGINES: Cancels the next engine power-up. Place in the center of the table to use.



RESHUFFLE: Cause all parasite cards to be reshuffled and passed back out.



ID CHECK: Look at anyone's ID card.



INSTA-KILL: Kill any player.



QUARANTINE: Place a player in quarantine. They cannot be hurt or take any action for 1 round from the time the die was played.



CANCEL: Can be used to cancel any dice action except engine power-up. Can be used at any time. Both dice are returned to the dice bag.



PARASITE SCAN (Any): Look at any parasite card but your own.

CREDITS

Game Design: Rob Yates

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